

Cajon De Oro Little League (CDOLL) 2015 Local Rules

Major, Minor A, Minor B (CAPS), Minor C (Rookies)

and T-ball Divisions

General:

- Nothing in the rules shall conflict the current version of the Little League Official Regulations and Playing Rules (Green Book).
- All managers, coaches and umpires are to familiarize themselves with all the rules contained in the Green Book.
- All managers, coaches, and umpires are to familiarize themselves with the Local Rules prior to start of regular season games. Managers should communicate the existence of and the pertinent rules to parents prior to the start of the season. A copy of the Local Rules will be available on the CDO website.
- All managers, coaches and umpires must attend a clinic sponsored by the District Administrator or Little League Baseball, Incorporated, prior to the start of the season. The division commissioner is responsible for giving information on clinics to the managers and coaches. The umpire-in-chief is responsible for giving information to the umpires.
- General Division Alignment (players may be allowed to play up a division based on assessed skills and consultation between the parents, Player Agent and CDOLL President):
 - T-ball 4-6 year olds
 - Rookies (Minor C) 6-7 year olds
 - Caps (Minor B) 7-9 year olds
 - Minors (Minor A) 9-11 year olds
 - Majors 10-12 year olds
 - Juniors 13-14 year olds
- CDOLL has elected pitching option (1) of section VI of the Little League Official Regulations and Playing Rules for the regular season and tournament of champions (TOC).
- Any player who is out of the lineup for more than three consecutive weeks (or six games) is subject to being removed from his/her team by action of the board of directors. However, the Board of Directors reserves the right to allow such player to remain on the roster. Managers must make the player agent aware if any player misses more than two consecutive games for any reason.
- When a Majors or Minor A team loses a player, Managers are to notify the Player Agent immediately (within two days). Managers will be given one week to scout the lower divisions. Managers will notify the Player Agent of their top three choices in the order that they would like the players. At no time are the Managers allowed to contact those players or players' parents, nor shall player/parents from that Manager's team contact any prospective players who can potentially move up. In addition, there should be no communication between the player and his/her current manager, coaches, teammates, team parent. The Player Agent

will contact the players one at a time until a player agrees to move up. Players who refuse to move up will be ineligible to move up in the same calendar year. All players are eligible, including a child of the manager or coach.

- For night games in the Major or Minor A division, no new inning shall start after 10:00 PM.
- For inter-league games, teams visiting CDOLL must be made aware and agree to conform to CDOLL Local Rules in effect. Likewise, other leagues, may impose local rules different than CDOLL and it is incumbent upon the CDOLL Division Commissioners to ensure that CDOLL teams, and visiting leagues are knowledgeable of local rule differences.
- To speed up the time to transition between half innings, the manager is required to have a player designated to warm up the pitcher. (Suggest using the opposing team's catcher if your catcher is not ready). A "Courtesy Runner" is not authorized in Little League (See rule 3.04) and a special pinch-runner is not authorized in any league game when the entire roster is batting. During inter-league play, the home team establishes what type of batting order will be used, so managers must be prepared and aware of the special pinch-runner rule as written in the "Green Book" (See rule 7.14). In any event, a player is required to wear, at a minimum, a mask to warm-up the pitcher between innings. Adults are not authorized.
- All male players must wear athletic supporters. Catchers must wear hard cups.
- Major and Minor A home team managers are required to email game results immediately to the Webmaster for maintenance of league standings.
- The home team is responsible for preparing and lining the field prior to each game. If there is another game immediately following your game, the visiting team of the earlier game will assist the home team of the later game in prepping the field. During inter-league play at CDOLL fields, the CDOLL teams, whether designated home or away, are always responsible for field prep and tear down.
- All trash must be removed from the dugouts/bench/bleacher areas and bathrooms after each game.
- Smoking and the use of alcohol is strictly prohibited at all times at all CDOLL facilities by everyone, including spectators.
- No dogs are allowed on school property (Fuerte, Forehand Field). No dogs are allowed at Russell Road (Mosher Field) during games/practices.
- The Draft Method for Majors and Minor A is found in Appendix A.
- The method for selecting All-star Tournament Team players is found in Appendix B.
- For all divisions, the start of the game is designated by the scheduled time – not start of play.

T-Ball Division:

- A T-ball game is 3 innings or 60 minutes maximum.
- Each team will bat the entire roster each inning. Official scores or standings shall not be maintained.
- Each batter will advance one base on a ball hit to an infielder or outfielder, with a maximum of two bases on a ball hit past an outfielder. A 'Home Run' line will be established just past the baseline in an arch. The last batter of each inning will clear the bases and run as if a

home run and teams will switch sides.

- No stealing of bases or advancing on overthrows.
- No player will occupy the catcher's position. A coach from the team on offense will place/replace the ball on the batting tee.
- On defense, all players shall be on the field. There shall be five infield positions. The remaining players shall be positioned in the outfield.
- A hit ball is foul if it leaves the 1st or 3rd baseline prior to crossing the bag or is not hit beyond the 10 foot arc drawn in front of home plate.
- Managers and coaches of the team on defense are allowed on the field, but must avoid interfering with a ball in play.
- Target of only 7-8 players per team.

Minor C "ROOKIES" Division:

- A Rookies game is six innings unless the game is shortened by time limit. No new inning can start after 1 hour and 15 minutes of the scheduled start of play. An inning begins at the moment the last out of the preceding inning is made.
- Each team will bat their entire roster in order.
- A half inning is complete when either three outs are registered or the batting team scores 5 runs.
- On defense, all players must be on the field. There shall be no benching of players. There shall be six infield positions. The remaining players shall be positioned in the outfield. The outfielders must be out of the infield and play no less than 10 strides into the outfield grass.
- Each player must play at least two innings per game on defense in an infield position. If the coach/parent determines the player is a safety risk in the infield, then the coach/parent may decide to have the player only play the outfield.
- Runners may not steal any bases including home.
- Runners may advance only one base on an over-throw per batter after the Spring Break.
- The play is dead when the ball is returned to the vicinity of the pitcher's mound and will be the call of the coach on the pitching mound.
- Coaches shall develop their catchers.
- A parent may be behind the catcher to speed up play.
- No bunting.
- No enforcement of the infield fly rule.
- A coach from the team on offense will pitch 5 pitches to the batter. If batter fouls last pitch, then he gets another. If the batter does not put the last pitch in play, then the batter will get

three swings from the tee. If the third attempt is not put in the field of play, then the batter is out.

- Managers and coaches of the team on defense are allowed on the field, but must avoid interfering with a ball in play.
- Coach on the pitching mound will call plays dead. Opposing team coach calls balls and strikes.
- Minors C "ROOKIES" will develop a list of pool players to be used as necessary for inter-district games.

Minor B "CAPS" Division:

- A Minor B game is six innings unless the game is shortened by time limit. No new inning can start after 1 hour and 15 minutes after the scheduled start of play. An inning begins at the moment the last out of the preceding inning is made.
- Each team will bat their entire roster in order.
- A half inning is complete when either three outs are registered or the batting team scores 5 runs.
- On defense, all players must be on the field. There shall be no benching of players. There shall be six infield positions. The remaining players shall be positioned in the outfield. The outfielders must be out of the infield and play no less than 10 strides into the outfield grass.
- Each player must play at least two innings per game on defense in an infield position. If the coach/parent determines the player is a safety risk in the infield, then the coach/parent may decide to have the player only play the outfield.
- No bunting until after Spring Break.
- No enforcement of the infield fly rule.
- If a hitter is hit by a player pitch, then the hitter will advance to first base.
- The Coaches will develop their catchers.

First Part of Season (Prior to Spring Break):

- The first four weeks of games will be a combination of player/coach pitch. Coaches will pitch the first two innings. From the third inning on kids will pitch as follows:
 - A pitcher will throw a maximum of 4 pitches to each batter and the count will carry over if a coach comes in to pitch. The coach will then have up to a maximum of 3 pitches. Each batter will receive a maximum of 7 pitches unless the batter fouls off the last pitch. The batter is out if the batter misses or does not swing at the 7th pitch. There will be no walks. Balls and strikes will be called by the hitting team coach standing behind the pitcher and the fielding team will have a coach backing up the catcher to help collect passed balls.

- Runners may not steal any bases including home.
- There will be no advancing on overthrows during the first four weeks of the season.
- A batter or runner may not advance more than two bases on any play during the first four weeks of coach pitch.
- On defense, two coaches may be in the outfield to provide players with instruction and direction.
- The play becomes dead when the ball is properly returned to the pitcher in the vicinity of the pitcher's mound and will be the call of the coach on the pitching mound.
- If the Coach pitching is hit with a batted ball, the ball is dead and the play is replayed.

Second Part of the Season (Following Spring Break):

- Player pitch only, no coach pitch. Walks are allowed. If managers determine that gameplay is being slowed and prolonged due to erratic pitching, they may agree to revert back to the pitching method approved for the first half.
- A batted ball will play what a normal play will allow.
- The play becomes dead when the ball is properly returned to the pitcher in the vicinity of the pitcher's mound and will be the call of the coach on the pitching mound.
- A runner may advance on one overthrow per play (batter), but may only advance one base.
- Stealing will be allowed after Spring Break. Stealing may only occur after the ball has crossed the plate per green book rules. 3rd base is "locked" however. Once a player reaches third and the play has stopped, they must either be walked or hit home. There will be no stealing of home.
- No coaches will be on the field. Coaches will coach from the dugout or from the first and third coach's box.
- Minors B "CAPS" will develop a list of pool players to be used as necessary for inter-district games.

CDOLL TOC Last Week of Regular Season

Minor's B "CAPS" Division will have a double elimination blind draw during the last week of the regular season. CDOLL will have an umpire or the coaches will recruit an umpire for the game. There is a five run rule per inning. The last inning is an open inning. There is a ten run rule after four innings.

Minor A Division:

- A Minor A game is six innings unless game is shortened by time limit. No new inning can start after 1:45hrs. An inning begins at the moment the last out of the preceding inning is made.

- Official score and standings are kept for the entire season, however upon commencement of the last half of league games the standings will be reset and only the last half of the season games will count for CDOLL TOC seeding. Inter-league games are included in the standings. The CDOLL TOC winner will represent CDOLL in District 41 TOC play.
- Each team will bat the entire roster during the regular season. During the CDOLL TOC, each team will bat 9 players.
- When utilizing the Continuous Batting Order (CBO) and a player gets injured, becomes ill or must leave the game site after getting on base the policy will be to use the last out of the previous inning as a runner for that player.
- There is a 5-run limit imposed per inning except for the sixth/last inning, when either team has a chance to win the game. In the 6th inning all runs will count towards the official game score. In innings 1-5, a maximum of 5 runs will count towards the official game score regardless of the manner in which the 5th run was scored. (E.g. A batter hits a bases clearing home run with 4 runs already scored in that half an inning, only one of these runs count to reach the 5 run max.)
- Players may advance to any base on a throw-back to the pitcher or on overthrows at any base (including home).
- Each player must play at least one inning per game on defense in an infield position, 2 innings preferred.
- Every effort will be made to play all games scheduled. Managers of games rained out or cancelled need to reschedule the game(s) as soon as practical. If only 9 players are available from each team, the game should be played.
- Minors A will develop a list of pool players to be used as necessary for inter-district games. TOC

TOC

- During the CDOLL TOC, every player on the roster present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one time. No infield playing requirements. During the CDOLL TOC, each team will bat 9 players. The higher seeded team is the home team. A double elimination tournament format will be used. If there are only two teams, then the teams will play a best of five series and rotate home and away.
- There is no 10-run rule during the regular season. The 10-run rule is in effect for the CDOLL TOC. The last inning is open. There is a ten run rule after four innings.
- CDOLL TOC format when there are 4 teams will be 1 vs 4 and 2 vs 3. Double Elimination brackets. If there are three MINORS A teams, a double elimination format will be used with the first place team having a bye the first round. The series will be best of 3 games. If there are only two MINOR "A" Teams, then the teams will play a best of five series with the teams rotating home and away. The team with the best record will be home the first game.

Majors Division:

- A Major game is six innings unless shortened due to weather or curfew.
- A two and one-half hour time limit is in effect if there is another league game scheduled to commence immediately following on the same field.
- There is no 10-run rule during the regular season. The 10-run rule is in effect for the CDOLL TOC.
- Every player on the roster present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one time.
- The Major division will bat nine players and sub players. .
- When utilizing the Continuous Batting Order and a player gets injured, becomes ill, or must leave the game site after getting on base the policy will be to use the last out of the previous inning as a runner for that player.
- Final seeding of Major teams for the CDOLL TOC will be determined by overall records/winning percentage for the entire season including inter-league games. (If two or more teams are tied, the tie will be broken by the results of head-to-head games between the teams involved. If still tied, the tie will be broken by calculating the runs allowed per inning played on defense in all games played by the teams. The team having the lowest ratio receives the higher placement.
- No player will be called up from a Minor A team to a Majors team in the last two weeks of the regular season. (See Regulation III (d) 2)
- Every effort will be made to play all games scheduled. Managers of games rained out or cancelled need to reschedule the game(s) as soon as practical. If only 9 players are available from each team, the game should be played.
- Majors will develop a list of pool players to be used as necessary for inter-district games. TOC

TOC

- CDOLL TOC format when there are 4 teams will be 1 vs 4 and 2 vs 3. The winners play each other. All series are best two out of three. If there are three Majors teams, a double elimination format will be used with the first place team having a bye the first round. If there are only two Major Teams, then the teams will play a best of five series with the teams rotating home and away. During the CDOLL TOC, each team will bat 9 players. Every player on the roster present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one time. The higher seeded team is the home team for the first game.