

## CONCORD AMERICAN LITTLE LEAGUE

Policies and Bylaws Approved: Approved January 28th 2024

A policy, as defined for League purposes, shall mean a definite course or method of action, selected from among alternatives that are applicable to each league within the entire program of Concord American Little League, Inc. (the "Parent League") and/or to any Division contained within any of the leagues of the Parent League program of baseball and softball. Unless otherwise noted, all League Policy applies equally to all aspects of each and every league and division of baseball and softball in the Parent League, and in light of given conditions, shall be within the confines of the LITTLE LEAGUE OFFICIAL REGULATIONS AND PLAYING RULES as revised and published annually by Little League Baseball, Inc.

In the unlikely event that any Policy may presently or hereafter be in conflict with the OFFICIAL REGULATIONS AND PLAYING RULES OF LITTLE LEAGUE BASEBALL, that specific League Policy shall be null and void and the Official Regulation and/or Rule shall prevail.

The use of this League Policy is to guide and help to determine current decisions in the administration process of the Parent League by its duly elected Board of Directors. The Board of Directors is empowered to establish and adhere to the League Policy. This League Policy may be amended by a simple majority vote of the Board of Directors at any duly constituted meeting of the Board of Directors.

Hereafter all references to Concord American Little League shall be referred to as "Concord American Little League, "the League", or "CALL". Hereafter all references to a players age shall be considered their playing age for the upcoming season, pursuant to Little League International playing age determination chart ([www.LittleLeague.org](http://www.LittleLeague.org)) or as posted to the League's website, subsequent to the approval date of these policies

Hereafter all references to the "current season" shall be regarded as the following dates within the season for which these policies are approved: Regular Season, October 1 Through June 1, Post Season and Allstars, June 1 Through August 30.

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### ARTICLE I — INJURIES

1. In the case of an injured player(s), any manager or coach may leave the dugout without the express permission of an umpire, provided it does not interfere with the play in progress.
2. In the event of an injury, play will be governed in accordance with the current OFFICIAL REGULATIONS AND PLAYING RULES of the League and/or Division involved, including local league rules and rules for interleague play if any apply to the game in which the injury occurs.
3. In the event of an injury: Within 24 hours of the accident, the Safety Officer must be notified of any injury, whether during; evaluations, pre-season or regular season practice (including TAD), regular season game (including TAD), or post season tournament practice or game, by the team Safety Parent and/or Manager involved or the on-site Tournament Director (post season play). All insurance claim forms may be obtained from the League website ([www.callbaseball.org](http://www.callbaseball.org) → Resources → Forms). Note: The League Safety Manual (ASAP) is available online as well as printed and available in both snack shacks and score booths.

### ARTICLE II — MANAGERS, COACHES, AND ASSISTANT COACHES

1. Managers and Coaches are appointed by the President and approved by the Board of Directors in a particular Division for the current season. Managers and Coaches may be removed because of rule infractions or inability to meet other requirements, by majority vote of the Board of Directors.
2. **Each manager, or an appointed representative, will attend a monthly managers meeting, as scheduled, prior to general membership and board meetings.** Absence of team representation for two (2) consecutive meetings, from the date of the manager's approval through the end of the regular season to which they were appointed, will be brought to the attention of the manager by the Vice President of their division, who is charged with the responsibility of reviewing the reasons for the lack of representation. The Board shall determine disciplinary action for non-compliance.
3. Managers and coaches are expected to read the OFFICIAL REGULATIONS AND PLAYING RULES (AKA: Green Book) of the League in which they are involved and to have a strong knowledge of its contents. , Books will be furnished to them by this league as availability permits. Purchase of the Little League app by manager and/or coaches at their own expense unless otherwise approved by the league. Further, all managers and coaches will sign a letter of acknowledgement for having read said book as well as the League's policies.
4. **Managers are required to attend at least one (1) complete umpire rules and mechanics clinic and at least (1) Coaching Clinic,** as well as the Manager and Safety meetings. Failure to attend may result in disciplinary action by the Board of Directors. *T-Ball/Coach Pitch, Intermediate 50/70, Junior, and Challenger divisions are exempt from the umpire training.*

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5. Managers and (2) official coaches must complete the CDC's online Concussion Training Course annually. Completed certificates must be kept in the Manager Binder.  
[http://www.cdc.gov/concussion/headsup/online\\_training.html](http://www.cdc.gov/concussion/headsup/online_training.html)
6. Managers will hold a team meeting in the pre-season, at which time the parents will be informed of their responsibilities in relation to the operation of the League. A Manager's checklist is prepared for this purpose. (See Appendix #2).
7. Manager is responsible for seeing that the duties assigned to the Team Parent, Scorekeeper, Team Umpires, and other volunteer roles are carried out, including team duties at games for Home or Visitor Teams, Snack Shack, Fundraisers, Field Maintenance and decorum in the stands or on the sidelines. This includes all pre-season, regular season, and post-season activity and tournaments sponsored or hosted by the League. (See Appendix #3, #4, and #5)
8. Managers or their appointed representatives must be present, on the playing field, from start to finish of all evaluations. Failure to notify the divisional Vice President of any absences may be considered as grounds for dismissal.
9. A Concord American Little League Manager or Coach shall not manage or coach in any other youth baseball program other than as a professional, college, high school, junior high school, or elementary school coach, except upon approval of the Board of Directors.
10. In the event the Manager and a Coach are both unable to attend a game, it is the responsibility of the Manager to notify the Vice President of their division, who shall appoint an emergency replacement for that occurrence only. The appointee must be familiar with the regulations, rules, by-laws, policies, and field decorum and has been cleared by the volunteer background check.
11. Game outcomes shall be reported to Concord American Little League by emailing [scores@callbaseball.org](mailto:scores@callbaseball.org). Both managers are responsible for completing this task within 24 hours of game completion.
12. Upon evidence of misconduct, any Manager or Coach may be suspended or removed because of rule infractions or inability to meet other requirements by vote of the Board of Directors. Any Manager or Coach may also receive immediate suspension by the President upon evidence of gross misconduct or rule infractions. Said person shall have 14 days' notice, from the Board of Directors, the scheduled meeting at which to appear and present good cause as to why they should not be dismissed.

### ARTICLE III — ROSTER

1. The Board of Directors as stated in the LITTLE LEAGUE REGULATIONS shall determine roster size per team, per division, annually.
- ~~2.~~ After the Board of Directors has determined the number of teams within the entire league, and all teams from their respective divisions have achieved a full roster, a waiting list of available candidates shall then be established. Players will be assigned to the waiting list on a first come first served basis and the waiting list shall include both the date and time of day the player registered with the League. Should an opening occur in any division, waiting list players shall then be assigned to teams according to the date and time noted on the waiting list.

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3. Any player who signs up or joins the league late and who does not attend evaluations must be assigned to a team within the appropriate league established division based upon the players “playing” age by a Player Agent and/or the Board of Directors:
4. Children of approved team managers must be evaluated. If a team manager’s child does not attend evaluations, they are not eligible to manage without approval from the Board of Directors.
5. When Major managers select replacement players from a Minor Division team to maintain approved roster size, the following limitations shall apply:
  - a. The Manager will submit a list of three player's names to the Player Agent and the league President within 72 hours from the time the existing player has dropped, noted as selection #1, #2, and #3, and in writing. The **Player Agent will be the only contact to the players and their family. No contact is to be made by the Manager or Coaches.** Penalty shall be removal of the player(s) from the selection list and possible suspension of the offending Manager/Coach.
  - b. If a player declines to be moved up to the next Division, as requested, that player will be transferred to the team that eventually loses a player because of such request. Players in Minor League divisions who decline to be moved up to another Minor League division may request an exception to this rule. No exceptions will be given for players being moved up to the Little League (Majors) division.
6. Procedures for handling exceptions to Article III, Section 5b:
  - a. The parents/guardians must submit a written request to the Player Agent within 24 hours of being notified that the player has been selected for replacement in an upper division. This request should include an explanation of the circumstances surrounding the request.
  - b. The Player Agent must call a special meeting of the Player Committee which consists of the President, VP of the upper division and the Secretary. The meeting must be held within 48 hours of receipt of the request.
  - c. At the Player Committee meeting the Player Agent shall explain the nature of the request to the committee members. The parents/guardians will be given the opportunity to express their opinions and discuss anything relevant to the request. The committee members may grant the exception by a majority vote. If they do not grant an exception, the player will then be moved according to Article III 2b.
  - d. If the committee does not grant an exception, then the President shall ask the parents/guardians if they would like the matter reviewed by the full board. Upon this request being given, the President shall call a special board meeting within 72 hours.
  - e. The Secretary shall open the meeting by taking role and reviewing the minutes of the Player Committee meeting. The Player Agent shall make a motion to grant the exception. Once a second has been recorded the President shall open the matter up for discussion. Only board members may participate in the discussion. Any board member may ask questions of any one in attendance regarding the request. During this meeting, no arguments will be heard by

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non-board members. Once the discussion has been closed the Board of Directors may grant the exception by a majority vote of the board members present.

- f. Managers are prohibited from replacing lost players during the last two (2) weeks of the regular scheduled season unless deemed necessary to maintain a legal lineup for the duration of the season. The Board of Directors must approve such moves.
7. An injured, ill, or absent player whose injury, illness, or absence will prevent said player from participation for a period of six (6) games may be released, subject to Board of Director approval, and a replacement player shall be obtained from the Player Agent according to Section 2.
8. Managers must notify the Player Agent if any player misses two (2) consecutive games. Should it be discovered that a manager has knowingly not contacted the Player Agent concerning such an injured, ill, or absent player, the manager may be suspended for a minimum of two (2) games.

## ARTICLE IV — DIVISIONAL FORMATS

### TEENAGE DIVISIONS; INTERMEDIATE 50/70, JUNIOR, AND SENIOR

1. Senior Division shall consist of players whose Little League playing ages will be fifteen (15) and and sixteen (16) years old.
  - a. There will be a maximum of one team in the Senior division
2. The Junior Division shall consist of players whose Little League playing ages will be (14) years old.
  - a. There will be a maximum of one team in the Junior division
  - b. Fifteen (15) year old players are eligible for Juniors only by written request and subject to approval from the League's district governing body.
3. The Intermediate, AKA 50/70, Division shall consist of players whose Little League playing ages will be thirteen (13) years old\*
  - a. There will be a maximum of one team in the 50/70 division
  - b. Roster size shall be no more than 13 players
  - c. \*for 2024 season only, players who played in the 2023 50/70 division as an eleven (11) year old and will be twelve (12) for 2024 may opt-in and continue to participate in 50/70 division

### LITTLE LEAGUE MAJOR DIVISION

1. The Little League Major Division shall consist of players whose Little League playing ages will be ten (10), eleven (11), and twelve (12) years old.
  - a. There will be a maximum of four teams in the Major division
  - b. Roster size shall be no more than 12 players

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1. The Minor AAA Division shall consist of players whose Little League playing ages will be nine (9), ten (10), and eleven (11) years old.
  - a. There will be a maximum of four teams in the Minor AAA division

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- b. Roster size shall be no more than 13 players
  2. The Minor-Single A, "Farm", Division shall consist of players whose Little League playing ages will be seven (7) and eight (8) years old with an option\* for players who's playing age will be six (6) years old
    - a. There will be a maximum of eight teams in the "Farm" division
    - b. Roster size shall be no more than 12 players.
    - c. \*six (6) years old, Little League playing age option
      - i. Players who's playing age is six (6) years old may opt-in to the Farm division if all of the following conditions have been met
        1. Parent or legal guardian must request
        2. Player has participated in regular season play with CALL since their four (4) years old playing age season
        3. The Farm division remains a machine pitch division
        4. Said player attends the player evaluations
- Failure to meet all four criteria shall result in player returning the coach pitch division**
3. The Coach pitch division shall consist of players whose Little League playing ages will be five (5) and six (6) years old.
  - a. There will be a maximum of 6 teams in the Coach pitch division
  - b. Roster size shall be no more than 8 players
4. The T-Ball division shall consist of players whose Little League playing ages will be four (four) and five (5) years old.
  - a. There will be a maximum of 6 teams in the Coach pitch division
  - b. Roster size shall be no more than 8 players
  - c. a five (5) year old player who is participating in their first season may play in T-ball if safety is a concern

### SOFTBALL

1. *Division not active for current season*

### **ARTICLE V.I — Player selection and draft**

**All players whos playing age is seven (7) years old or older shall be selected to a team by way of a draft**

1. Major division
  - a. Players are selected by division managers
  - b. Managers will draw a number to determine their order in the draft
  - c. Draft sequence shall be serpentine
  - d. Managers own child selection shall be per Little League guidelines
    - i. Player age 12 will be the 3rd round pick
    - ii. Player age 11 will be the 4th round pick
    - iii. Player age 10 will be the 5rd round pick
  - e. Managers have the option to select **one** coach by declaring the player prior to the start of the draft

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- i. The child/player of the manager selected coach will immediately be placed in that manager's first round selection
  - f. All teams will draft an equal number of twelve (12) year old players
    - i. This number will be provided by the player agent prior to the start of the draft
    - ii. This number of players will include any blind draws
  - g. Players not participating in the evaluation process will be placed into a blind draw
  - h. Buddy picks are not allowed
  - i. Any and all trades must be concluded by the end of the drafting session
2. Minor division
  - a. Draft shall proceed after the Major division session is complete
  - b. Player agent shall advise of any players who are not eligible due to Major division selection
  - c. Players are selected by division managers
  - d. Managers will draw a number to determine their order in the draft
  - e. Draft sequence shall be serpentine
  - f. Managers own child selection shall be considered their fourth round pick
  - g. Managers have the option to select **one** coach by declaring the player prior to the start of the draft
    - i. The child/player of the manager selected coach will immediately be placed in that manager's first round selection
  - h. Players not participating in the evaluation process will be placed into a blind draw
  - i. Buddy picks are not allowed
  - j. Any and all trades must be concluded by the end of the drafting session
3. Single A "Farm" division
  - a. Players are selected by the league to create a fair and balanced division
  - b. Buddy requests must be submitted to the player agent in advance of the draft
    - i. **Buddy picks cannot be guaranteed.**

## ARTICLE V — DIVISIONAL RULES

### T- BALL/COACH PITCH DIVISION RULES

These rules are supplemental to the T-ball, Minor and Little League rules published annually by Little League Baseball, Inc.

#### GENERAL

1. Games will be played a minimum of 3 innings, and up to 6 full innings.
2. No new inning after 60 minutes from first pitch
3. No score will be kept.
4. Each batter will receive up to a maximum of 3 pitches. If by the 3rd pitch the batter has not put the ball into play, he/she must put the ball into play from the tee.
  - a. Coaches are encouraged to retain 3 baseballs prior to the start of the at bat

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5. There are no walks or free bases for being hit by a coach's pitch.
6. Each team's time at bat will conclude after all players have batted once.
7. Ten (**10**) players will be used on defense by the use of a fourth outfielder.
  - a. A maximum of six (6) defensive players, in their proper positions, are allowed on the infield at any time.
  - b. Outfield players must play on the grass until the ball is put in play.
8. Players must be rotated into different positions between the infield and outfield.
  - a. No set infields will be allowed
- 9. If a runner is called out, they must return to the dugout.**
10. For every three (3) outs made in an inning during a team's at bat, all base runners will be removed.
  - a. The team batting shall continue their half of the inning until the end of the batting order.
11. Outfielders must throw the ball to the infield to record an out. An outfielder may NOT run to an infield base to make an out.
12. Two (**2**) approved\* volunteers may help in the field and will also serve as umpires for calls at 2nd base.
13. 1st and 3rd base coaches are the umpires for those bases.
  - a. If in doubt, runner is safe**
  - b. \*Volunteers wishing to assist on the field are required to submit a background check per Little League and state or federal regulations**
14. Free substitutions shall be allowed between innings.

### **BATTERS**

1. If a batted ball hits a coach or player while on the field, the ball will remain live.
2. The ball is foul if it travels less than 15 feet in fair territory from home plate.
  - a. An arc should be chalked between the 1st and 3rd baselines at approximately 15 feet from the back tip of the plate to facilitate this call.

### **RUNNERS**

1. Stealing is not allowed.
2. Do not advance runners on overthrows.
3. When the ball is thrown from the outfield, runners must stop at the closest base as soon as it is returned to the infield

### **PITCHERS**

1. A defensive player, designated as pitcher, will be stationed in the infield in the 15 foot pitching circle.
2. Coach pitchers should stand within the pitching circle, when possible. Nearer to the batter to aid in the batter's success is allowed provided the coach and players are safe from harm.



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### MINOR A (FARM) DIVISION RULES

These rules are supplemental to the Major Division Little League rules Published annually by Little League Baseball, Inc. All approved waivers apply only to the regular season

#### GENERAL

1. Minor A (Farm) Division is an **instructional** division of Concord American Minor league. The intended purpose of this division is to teach young players the fundamentals of the game. Managers should make every effort to ensure that there is equal play for all players in both the infield and outfield while maintaining the integrity of the game.
2. Only the manager and two official coaches are allowed in the dugout or on the field during pre-game and game times.
3. The Manager shall submit four (4) copies of the TEAM LINEUP using the league provided lineup cards, (10) minutes prior to the game, to the Plate Umpire. Late arriving players can be written into the lineup after their arrival, with notification to the umpire and scorekeeper.
4. During the mandatory meeting with the plate umpire, the manager shall review all ground rules or names of ineligible, absent, ill, or injured players
5. All players must play a minimum of nine (9) outs on defense per six (6) inning games. Free substitution shall be allowed in between innings however player substitutions shall be reported to the official scorekeeper and innings played will be noted for each player in the official scorebook. Post-game each manager shall examine the official score book and sign the opposing teams score page if in agreement that the opposing team has achieved the minimum play requirements.
6. No set infields are allowed. Players must be rotated into different positions between the infield and outfield during each game.
7. Players are only permitted to play a maximum of (3) innings in the infield and no more than two (2) innings at any one position.
  - a. No players may play a fourth (4) inning in the infield until all players have played three (3) innings in the infield.
  - b. Qualifying infield positions are as follows:
    - i. Catcher
    - ii. 1<sup>st</sup> base
    - iii. 2<sup>nd</sup> base
    - iv. 3<sup>rd</sup> base
    - v. Short Stop
8. Ten (10) players will be used on defense by use of a fourth outfielder
9. The following point system shall be used for determining division standings:
  - a. TWO (2) points will be awarded for a Win
  - b. ONE (1) point will be awarded for a Tie
  - c. ZERO (0) Points are awarded for a Loss
10. In the event of a rain out, due to field availability, games will not be rescheduled and the result will be recorded as a tie.

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11. If, after three (3) complete innings of play, the game is called for lack of light, or weather conditions, it will be considered a complete game and the score at the end of a complete inning is the final game score.
  - a. If the score is tied it will be reported as a tie
  - b. If after three (3) complete innings of play only a half of an inning is completed, and the game is called, the score reverts to the score at the end of the last complete inning.
12. No new inning shall start after 1.5 hours have elapsed since the recorded time of the first pitch
13. Saturday games shall have a "hard stop" after two (2) hours have elapsed since the recorded time of the first pitch
  - a. No further play may continue
  - b. If game end prior to the conclusion of a complete inning, the score shall revert back to that of the of the previous inning
14. Two defensive team coaches are allowed on the field for instructional purposes.
15. Outfielders must start play behind the outfield line until the ball has been batted. The line will be drawn at 15' from behind the bases and from foul line to foul line.
16. Stopping play when no further play is possible
  - a. After a batted ball has been put into play and the infielder has possession of the ball in play, runners be awarded their next base or returned to their previous base
    - i. Umpire will award bases thusly, after possession is shown
      1. If runner is beyond the half-distance marker, runner will be awarded the closest base after the marker
      2. If runner is not beyond the half-distance marker, runner shall be returned to previous base\*\*
        - a. \*\*If a force play is on, runner cannot be sent back and infielder must make a play on runner
      3. Infielder must hold up ball to show possession for play to be ended
  - b. **This ruling is umpire judgment and cannot be argued. Arguing or protesting this call shall be reviewed by the board of directors pursuant to the manager code of conduct**

### BATTERS

1. The batter shall receive 3 pitches (see pitching section regarding no pitch calls for errant pitches from pitching machine)
  - a. Standard baseball rules apply for foul balls and foul tips with 2 strikes
2. Hit by pitch from pitching machine does not award a base
  - a. Standard baseball rules apply if the batter is determined to be in the strike zone at point of contact
    - i. A strike shall be called
3. No walks will be awarded to batters.
4. No bunting is allowed.
5. The pitching machine and its power source is considered "in play"
  - a. All batted balls making contact with the machine or power source are live
  - b. Any batted ball deflecting directly out of play shall be awarded a ground rule double

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### RUNNERS

1. Stealing is not allowed

### PITCHING

1. The farm division shall use a pitching machine for all games (see umpire section for machine responsibilities)
2. Players playing the position of pitcher must stand within the designated pitchers area on the field, prior to a batted ball being put into play
3. If the pitching machine performs an errant pitch that does not go through the strike zone, the umpire will call 'NO PITCH' and that pitch will not be recorded, regardless if the player offers at the pitch.

### UMPIRING

1. There will be two available volunteer umpire positions for each game scheduled. These umpire positions shall be filled by non-coaching volunteers from the AWAY Team.
  - a. The base umpire shall be stationed at the pitching machine
  - b. The plate umpire shall be positioned behind home plate
  - c. ***If a second umpire is not available, the umpire present shall take the position of base umpire, stationed behind the pitching machine, and will have all calls.***
2. Umpires will be responsible for verification that the machine is set up correctly at the league's predetermined position for the machine and all controls are set at the league's determined operating speeds.
  - a. A coach or incoming catcher may be used to verify pitch accuracy between each inning
3. The umpire positioned at the machine will feed the baseballs into the machine. The umpire may instruct the player to enter the batter's box, but may not provide 'coaching' to the batter.
4. Umpire at the machine will call outs and safes at the bases. If a plate umpire is provided by the away team, the plate umpire will have the final decision on all calls.

### MINOR AAA DIVISION RULES

These rules are **supplemental** to the rules published, annually, by Little League Baseball, Inc.

### GENERAL

1. Two (90- time limit - No inning shall start after two (2) hours of time have elapsed since the official starting time of the game. Time limit is elapsed time from when the game officially began, as recorded in the official game scorebook by the first pitch having been thrown, regardless of what time the game was scheduled to begin

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2. The Manager shall submit four (4) copies of the team lineup using the league provided lineup cards, (10) minutes prior to the game, to the Plate Umpire. Late arriving players can be written into the lineup after their arrival, with notification to the umpire and scorekeeper
3. Ending a half-inning
  - a. During innings 1, 2, 3, 4 and 5
    - i. The half-inning shall end after 3 outs are recorded or 5 runs are scored
  - b. During the 6th inning and beyond (if necessary)
    - i. The half-inning shall end after 3 outs are recorded or each team has batted one-time through the order, whichever comes first
4. Games shall end if - *per Little League approved waiver*
  - a. After four (4) innings (3 ½ if home team) and a team maintains a 15 run lead.
  - b. After five (5) innings (4 ½ if home team) and a team maintains a 10 run lead.
5. No uncaught 3rd strike
6. Runner on third may not advance unless the ball has been put into play by the batter

### **PITCHERS**

1. Players who are league-playing age twelve (12) are not allowed to pitch in the Minor Division.

*\*All playing rules defined by the local league shall not be in effect during inter-league games. Playing rules pursuant to Little League shall be followed unless otherwise specified by the governing district body.*

### **LITTLE LEAGUE MAJOR DIVISION RULES**

These “local” rules are supplemental to the Major Division Little League rules Published annually by Little League Baseball, Inc. All approved local rules, either approved by board of directors or via Little League waivers, apply only to the regular season and only to games played between Concord American Little League teams.

All playing rules defined by the local league shall not be in effect during inter-league games. Playing rules pursuant to Little League shall be followed unless otherwise specified by the governing district body.

### **GENERAL**

1. The Manager shall submit four (4) copies of the team lineup using the league provided lineup cards, (10) minutes prior to the game, to the Plate Umpire. Late arriving players can be written into the lineup after their arrival, with notification to the umpire and scorekeeper
2. Ending a half-inning
  - a. During innings 1, 2, 3, 4 and 5
    - i. The half-inning shall end after 3 outs are recorded or 5 runs are scored

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- b. During the 6th inning and beyond (if necessary)
  - i. The half-inning shall end after 3 outs are recorded
- 3. Games shall end if - *per Little League approved waiver*
  - a. After four (4) innings (3 ½ if home team) and a team maintains a 15 run lead.
  - b. After five (5) innings (4 ½ if home team) and a team maintains a 10 run lead.

Post-game each manager shall examine the official scorebook and sign the opposing teams score page if in agreement that the opposing team has achieved the minimum play requirements.

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### **ARTICLE VI — GENERAL**

1. Eligibility of players shall be established before their participation in any League game, and shall include birth certificates, medical release forms, school enrollment forms and/or proof of residence.
2. Concord American Little League, Inc. players who miss more than 50% of practices and/or games, except for authorized Senior High School, Junior High School, and Elementary School teams, and only while playing during regulation school terms, may be subject to dismissal for the current season. Any action will be determined by the Board of Directors.
3. Protests shall be resolved within seven (7) days from the time the protest is filed.
4. The Board of Directors shall, upon evidence of any conduct detrimental to the League by any youth or parent, on or off the field, notify the manager of the team of which the youth or parent is a member. Said manager shall appear in the capacity of advisor with the youth or parent before the Board of Directors which shall have full power to suspend, revoke, or modify such youth's or parent's right to future participation.
5. Little League Regulations and Rules prohibit the use of youths other than regular players on the team roster and in uniform such as bat boys or girls. Only regular players, Managers, Coaches, Umpires, and authorized photographers are covered by insurance.
6. Any volunteer with repetitive access to the players must submit and pass a background check through CALL. This includes but is not limited to board members, managers, coaches, team parents, umpires, safety parents, scorekeepers, announcers, and concessions supervisors. Background check will be performed by a league officer and the contents of said findings will be viewed by the league officer and league President only.
7. Any volunteers in contact with youth players consisting of: 1) 16 hours per month or 2) 32 hours per year, shall fulfill the requirements mandated by California AB506
8. We have installed a red stop play light at the Olivera Baseball complex as well as one on the major division scoreboard at the Galindo Baseball Complex. It is visible from most fields. It is operated by a non-adjustable photocell to determine unsafe light levels. All Play must stop when it lights. If the light inadvertently activates, play can continue with the consent of the umpire on the field.
9. Pre and Post Game Duties:
  - a. Home Team is always first base dugout. This is important as we use this system in every division of play.
  - b. Home Team is responsible for preparing the fields before the games. This includes unlocking the booth and bathrooms, putting out the bases, chalking the field, and putting out garbage cans (with liners).
  - c. Visiting Team is responsible for clearing the fields after the games. This includes dragging the infield, putting the bases away, emptying the trash cans and putting them away, and locking the booth and bathrooms.
  - d. On weekends with three games, the middle teams still drag and re-chalk; both teams check and empty garbage (if needed).

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10. All complaints by Managers, Coaches, and League Members shall be referred to the Division VP. The Division VP shall then present the complaint to the President and Board of Directors at their next duly scheduled meeting.
11. The Board of Directors shall supply each Manager an original game schedule via email. Game schedules and league calendars are also available on the CALL website at [www.callbaseball.org](http://www.callbaseball.org). Updates will be made online and notification provided to the managers.
12. A maximum of 10 minutes\* shall be allotted for pre-game infield to be taken by each team prior to the scheduled start of the game.
  - a. Home: 30 minutes prior to game time
  - b. Visitors: 20 minutes prior to game time
  - c. Umpires have the last 10 minutes prior to game time.
  - d. Teams arriving to the field late will forfeit their pre-game infield time.
13. Practice on a field is not allowed one (1) hour prior to any scheduled game on any field to allow ample time to prepare the field for the game.
14. Little League Major and Minor League umpires must be at least 13 years old. Junior Umpires 13-15 years of age base umpires only unless approved to go behind the plate by the UIC. Farm League may use 12-year-old umpires but must be accompanied by an approved adult umpire.
  - a. All youth umpires must have an adult coordinator on site at all times
15. Junior and Senior League Umpires must be at least 17 years of age.
  - a. All youth umpires must have an adult coordinator on site at all times
16. No person under the age of 14 years shall be allowed to work in the snack shack. Workers under 18 must be accompanied by an adult and have the approval of the Concession Manager or supervisor on duty in advance of a shift.
17. All tied or rained out games in the Minor (AAA) and Major divisions shall be made up within two (2) weeks of the originally scheduled game, unless otherwise approved by the Divisional Vice President. The Divisional Vice President shall re-schedule all make-up games.
18. Any team not being able to field a team for a scheduled make-up game may forfeit that game, subject to Board approval. The Umpire shall forward all particulars to the UIC, who shall consult with the President and Divisional Vice President for a recommendation to the Board of Directors for action. Any team refusing to play a scheduled make-up game shall forfeit that game, subject to Board approval.
19. It is the obligation of every parent or guardian to perform his or her expected share of volunteer duties as set forth by the League and described and agreed in the Parent/Guardian Agreement Form. Any parent, guardian, or member found to have avoided such volunteer duties or refuses to perform such volunteer duties as agreed to may have their child's present and future participation suspended, revoked, or modified by the League, upon approval of the Board of Directors.
20. All returned checks will be subject to a \$50 processing fee, as well as any bank charges incurred by CALL. This fee along with the original amount of the check is due within ten days in the form of a cashier's check. If the amount is not paid, CALL retains the right to pursue the matter legally. In the event any member(s) checks are repeatedly returned due to insufficient funds, CALL reserves the right to require such member(s) to pay in cash.

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### ARTICLE VII — SAFETY

1. The Safety Officer of the League is charged with the safety of all members of the League. All safety problems shall be reported to the Board of Directors along with recommendations for correction of indicated problems.
2. The Team Safety Officer and Manager are responsible for completing and submitting the Injury Tracking Form for any injuries or hazards.
3. The CALL ASAP Safety Plan must be available online at all times.

### ARTICLE VIII — MANAGER SELECTION RULES

1. The League President must first appoint all candidates.
2. Recommendation of approval of a manager requires a simple majority vote of the Board of Directors.
3. All appointments are to be ratified by the Board prior to notification to the applicant.
4. No interview will be conducted, or application voted on, unless two (2) designated Board members participate, one of which must be the corresponding Player Agent or Vice President of the League or Division for which the candidate is making application.
5. Criteria include, but are not limited to: Ability to work with children, baseball/softball knowledge, coming up through the system, past performance, and service to the League.
6. See APPENDIX #1 - TEAM MANAGER EVALUATION INTERVIEW.

### ARTICLE IX — INTERNATIONAL TOURNAMENT TEAMS

1. The method of selection and the selection of the International Tournament Managers, Coaches, and Team Players shall be subject to the approval of the Board of Directors.
2. The method of selection shall be uniform within the League as follows:

*Persons wanting to manage an International Tournament team must first be a Manager (first priority) or Coach within the division from which the team's players will be selected. Such persons shall notify the Divisional Vice President of their candidacy as a Manager for the International Tournament team and specify which division they are wishing to manage. The candidate will complete the candidacy application process. No interview will be conducted or application voted on unless three (3) designated Board members participate on International Tournament Manager Selection committee, two of which must be the corresponding Player Agent and Vice President of the League or Division for which the candidate is making application. The International Tournament Manager selection committee will interview prospective manager candidates and make their recommendation to the Board for appointment. **This process will be followed for all levels and divisions that are sanctioned by Little League for International Tournament play.***

#### MANAGER CRITERIA

1. Ability to work with children.
2. Baseball/Softball knowledge.



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3. Coming up through the system.
4. Past performance.
5. Service to the League.
6. Approval by League President and Board of Directors.

### ROSTER SIZE

1. The roster shall be at least twelve (12) players and not more than fourteen (14) players.

### PLAYER SELECTION

1. For the Little League (Major) division players shall vote for ten (**10**) names of the eligible player candidates (**exclusive of players on their own team**).
  - a. The five (5) players receiving the most votes shall be placed on the team. In case of a tie vote, all players with the same number of votes shall be placed on the team
2. For the 50/70 division players shall vote for ten (**10**) names of the eligible player candidates (**exclusive of players on their own team**).
  - a. The five (5) players receiving the most votes shall be placed on the team. In case of a tie vote, all players with the same number of votes shall be placed on the team
3. All managers of the division from which the tournament team will be selected shall meet and agree on the selection of five (5) players to be placed on the team. In case of a tie vote by the players for the first five (5) members of the team, the manager's number of selections shall be reduced accordingly.
4. All team managers are permitted to nominate any player eligible from any team, for that division's All Stars.
5. The Manager shall have the final two (2) to four (4) selections to complete the number of players on the International Tournament Team.
6. The manager shall also select two (2) coaches from among the Managers and Coaches within the league from which the players are selected to be the International Tournament Team
7. Alternates are not allowed and shall not be selected or listed.
3. For nine (**9**) ten (**10**) and eleven (**11**) year old Tournament Teams (**baseball and softball**), the appropriate Player Agent shall prepare a list of eligible players for the appointed tournament team manager(s) to select the players from for this team. There shall be between twelve (**12**) and up to fourteen (**14**) players on the team.
4. For all other teenage divisions, the players will be selected by the league President and VP of the Divisions, and all managers who have eligible players on their regular season roster. The managers will agree up at least ten players. The manager of the tournament team will select the final two (2) to four (4) players, depending on roster size.
5. All Tournament Team players must meet the eligibility requirements established yearly by Little League Baseball. A player's election to the tournament is not complete until all required documentation has been supplied to the tournament team manager and approved by District 4. These eligibility

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requirements may include but are not limited to documentation of: proof of residence or school enrollment verification within League boundaries, a certified birth certificate, signed medical release and parent/guardian approval. Any player candidate that is deemed ineligible by the lack of proper documentation will be replaced. The tournament team manager will select a replacement player from a list of players within the division.

### PARENT RESPONSIBILITIES

1. As a requirement for your child to play on an All Star team, each family will agree to work at least one (1) volunteer shift during the post-season.
2. Each family must complete an All Star availability form for their player to be eligible for the All Star selection. Families who falsify their availability will be removed from the All Star team and will not be eligible for selection the following year.

### ARTICLE X — CODE OF CONDUCT

1. The action of players, managers, coaches, umpires, and League officials must be above reproach.
2. Only uniformed players, managers, coaches, and umpires shall be permitted within the confines of the playing field just prior to and during games. Except for the batter, base runners, and player "on deck" (in 50/70, Junior, Senior, and Big Leagues only) and coaches at 1st and 3rd bases, all players shall be on their benches, in their dugouts, or in the bullpen when the team is at bat. When the team is on defense, all reserve players shall be on their benches, or in the bullpen.
3. Managers shall not leave the bench or dugout except to confer with the players or with an Umpire or to act as a base coach, as permitted. The only conference with the Umpire will be to clarify a call, or an interpretation of rules, without argumentation, or for a substitution.
  - a. Coaches may not confer with umpires.
4. Managers/coaches must remain within the dugout during games. They may not coach from outside the dugout, in the bullpen, in foul ball territory, or sit with spectators in the stands.
5. **The use of tobacco in any form, as well as vaping, is prohibited within the confines of any of the CALL baseball complexes, parking lots and all properties belonging to Mt. Diablo School District. The use of tobacco in any form is prohibited on the playing field, benches, dugouts, or restrooms.**
6. **Dogs, regardless of size, or other pets, are prohibited within the confines of any CALL baseball complex, and all properties belonging to Mt. Diablo School District. This includes the vehicles parked on CALL property. With the exception of ADA Approved Service dogs.**
7. **The use of alcoholic beverages in or around the ballpark at any time is prohibited.**
8. **Profanity in or around the ballpark at any time is prohibited**
9. In and about the baseball complex(s) shirts, shoes and appropriate family atmosphere dress is required at all times. Persons inappropriately dressed will be asked to correct the problem and/or leave the baseball complex until the inappropriate dress is corrected.

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### **ARTICLE XII — REFUND OF FEES**

Refunds of fees, due to player removal from league, may be made upon the request of the player's parent or guardian to the Board of Directors in writing. Requests submitted by email to the Treasurer will be considered to be an acceptable method.

#### **Refunds will adhere to the following:**

1. Full refund of registration fees, less administrative fee, shall be given if request is submitted **no less than 2 weeks prior to posted opening day of registered season**
2. There will be no refund of registration fees **if refund request is received within two (2) weeks from posted opening day of registered season, or later.**
3. All requests must be submitted by requestor to a member of the board of directors. Requests from 3<sup>rd</sup> parties (coaches, managers or other non-league official) shall not be considered as an official request.
4. Volunteer deposit shall be returned upon any request for refund due to player drop from league
5. **There is a \$20 administrative fee, which will automatically be deducted from your refund of registration fees.**
6. Requestor has 30 days, from date of request, to appeal to the Board of Directors. Request for appeal must be submitted to the League Treasurer.

### **ARTICLE XII — DIVISION WINNERS**

The Division winners will be determined by an end of year double elimination playoff system. The overall record of wins and losses, at the end of the season, will determine the playoff seeding. The winner of the playoff will be the division winners and will represent Concord American Little League in the District 4 Tournament of Champions for the Minor and Major Divisions. The Farm Division is not eligible for the District Tournament of Champions. The team that wins the Playoffs will be the Division winner. In the Major Division only, the overall record of wins and losses at the end of the season will determine the draft order for the following year.

#### **In the event of a tie at the end of regular season play:**

**If tie is between two teams, the following process will be used to determine who gets the higher seeding in the Playoff.**

1. Head to head wins and losses between the two teams. The team with the most wins will get the higher seeding in the Playoffs.
2. If head to head competition results in a tie, a coin flip will determine the higher seeding.

**If tie is between three or more teams, the following process will be used to determine who gets the higher seeding in the Playoffs.**

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1. Head to head wins and losses between the three or more teams. (i.e. 3 teams tie, the team with the most total wins in games between the three teams will be the higher seed in the Playoffs.
2. Should the tie continue to exist, a three-way coin toss will occur. Odd team in the first toss will receive the lower seeding. The other two teams will toss 1 coin only and the winner will receive the higher seeding.

### **APPENDIX #1**

#### **TEAM MANAGER EVALUATION INTERVIEW**

The purpose of the pre-season team manager interview is twofold:

1. To afford designated Board members the opportunity to evaluate, through open discussion, individual team manager candidates. The evaluation process is designed to select, to the best degree possible, individuals for team manager positions who will maintain the standards and objectives of Little League in the best interest of the youths who participate.
2. To afford team manager candidates the opportunity to learn what standards and responsibilities are expected and to discuss any questions a candidate wishes to submit.

#### **INTERVIEWEES**

1. All Candidates applying for a Manager position, as directed by the League President.

#### **INTERVIEWERS**

1. The League President and/or Vice President.
2. The Divisional Vice President for the league or division applied for.
3. All Division Player Agents who are not candidates for a manager or coach position in the League or division applied for.
4. The League Coaching Coordinator.
5. Any Board Member so designated by the President to form Interview Committees.

#### **SCHEDULING AND NOTIFICATION**

1. All candidates will be notified of their interview time and place.
2. Any candidate who fails to appear for two (2) scheduled interviews will be eliminated from the applicant list.
3. All interviews will be completed in a timely manner.

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4. All applicants will be notified as to the findings of the Board by the recommending division VP.
5. All applicants will be subject to a background check through the national criminal background checks and the Department of Justice National Sex Offender Registry.

## APPENDIX #2

### MANAGER'S CHECKLIST FOR TEAM PARENT MEETING

1. Collect outstanding forms and signatures from parents/guardians:
  - a. Registration Form (verify contact information, initials only)
  - b. Parent Code of Conduct (signature only)
  - c. Little League Medical Release Form (completed and signed)).
    - i *Players are not allowed to practice or play without a completed and signed Medical Release Form on file*
  - d. Concussion Information Form
  - e. Certificate of Completion for CDC Concussion Training (manager and both coaches).
  - f. Any other information or items requested by the Player Agent (birth certificates, etc.).

**Managers MUST keep all signed originals with them, in their manager binder, at ALL practices and games.**

2. Inform the parents of the team's responsibility for field clean up days, opening day events, fundraisers, umpiring, scorekeeping, announcing, snack shack assignments, and other volunteer assignments. Parents wishing to umpire must attend the umpire clinic. \*See back of Volunteer Cards for the point values allotted for each volunteer position.
3. All volunteers with regular service to the league or repetitive access to children will be subject to a background check through the national criminal background checks and the Department of Justice National Sex Offender Registry, for each volunteer. This includes, but is not limited to, manager, coach, team parent, team safety parent, umpire, scorekeepers, announcers, and board members.
  - a. Manager must email the VP of the Farm/T-Ball/Coach Pitch division the name and email address of all volunteers requiring a background check as listed above.
4. Managers must appoint an adult volunteer for each of the positions below, if applicable. Volunteer roles not assigned will be the responsibility of the Manager until filled.
  - a. Appoint a Team Parent – See that the DUTIES OF THE Team Parent are available and understood. **(See appendix #3)**
  - b. Appoint at least two (2) Scorekeepers – See that the DUTIES OF THE SCOREKEEPER are available and understood. **(See appendix #4)**

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- c. Appoint Announcer(s) – See that the DUTIES OF THE ANNOUNCER are available and understood.  
**(See appendix #5)**
  - d. Appoint a Team Safety Parent (TSP) – See that the DUTIES OF THE TEAM SAFETY PARENT are available and understood. **(See appendix #6)**
  - e. Appoint two (2) Official Coaches – Additional coaches are allowed to help at practices, provided they complete a volunteer background check through the league. However, only the *two official coaches* will be allowed on the field at game times.
5. Inform parents of Little League drafting procedures and that Minor League players are subject to be drafted up to the Major division before or during the season.
  6. Encourage parents to attend Board Meetings and inform them of the time and location.
  7. Send an email to the league’s Information Officer with your team name/division and the complete contact information for your Team Parent, Safety Parent, and Two (2) Official Coaches (first and last name, email, and cell phone). **This information must be sent no later than February 15<sup>th</sup>**

### APPENDIX #3

#### DUTIES OF THE TEAM PARENT

The Team Parent will assume responsibility for the following duties:

1. Create and distribute a team directory (name, phone, and email). Team pages are available on our webpage. Other sites, such as Shutterfly, etc. work as well. Work with the manager to keep any records needed in addition to the above.
2. Assist the Manager in collecting the required team paperwork and signatures. This includes, but is not limited to, Medical Release Forms, Parent Code of Conduct, Concussion Info, and
3. Email practice and game day reminders.
4. Plan snack schedule, team awards, and end of season party. Please note that team parties and awards are at the discretion of the team and at the cost of the team’s families. This is a team event and CALL does not take responsibility for payment or location arrangements.
5. Make sure all families are well informed and given every opportunity to participate in league based activities and dates.
  - a. Distribute promotional flyers or emails (Little League Days, Hit-A-Thon, Opening Day, and any additional Fundraising events, etc.).
6. Collect Opening Day orders/checks and turn into league at scheduled Opening Day Pre-sales events. a.  
Checks should always be payable to CALL.
  - a. The Team Parent shall never write personal checks for the monies collected from other families for any items.

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7. Assign and maintain volunteer schedules. Ensure that ALL volunteer shifts are fulfilled. A reminder email or phone call prior to each volunteer's scheduled shift will help ensure compliance.  
***Please Note: If the assigned volunteers fail to show for their scheduled shifts, the Manager or Team Parent will be notified and will be expected to find a replacement immediately. If a replacement cannot be found, the Manager or Team Parent must fill the shift themselves.***
8. Attend the "Team Parent Meeting" as well as any subsequent Team Parent meetings.
9. The League purchases trophies for the division winning teams in Major, Minor AAA, and Minor A (Farm) divisions as well as participation medals for the T-Ball/Coach Pitch, and Challenger divisions. Teams wishing to purchase other trophies must do so at their own expense.

### APPENDIX #4

#### DUTIES OF THE SCOREKEEPER

1. A Team Scorekeeper shall be appointed by the Manager, or Team Parent, of the Home Team keep the official scorebook and pitch count
  - a. Scorekeepers must remain in the score booth at all times during their appointed game
2. The scorekeeper must pay particular attention to record pitch count, defensive innings played by each player in the minor and farm divisions (managers should notify the plate umpire of subs entering the game, and umpires shall inform scorekeeper) and note substitutions made in the minor, major, 50/70, and Junior divisions.
3. The Scorekeeper should arrive 15 minutes before game time so that all team lineups and pre-game information can be entered in the official scorebook.
4. The Scorekeeper will use the official scorebook stored inside the score booth.
  - a. Electronic scoring systems shall not be considered the official record
  - b. If additional books are needed, please contact the Board member of the day.
5. Any Scorekeeper unable to attend a game shall arrange for a substitute, preferably one from their own team, to replace them.
6. The practice of keeping "individual team scorebooks" in the scorer's booth is NOT PERMITTED. Team Managers are requested to have their team scorebooks kept by someone other than the appointed Scorekeeper.
7. Upon completion of the game, the Scorekeeper shall complete the following information:
  - a. Time of game completion
  - b. Number of innings played.
  - c. Write the final score of the game and indicate winner.
  - d. Indicate all Pitchers who participated in the game in the scorebook. The number of pitches thrown by each pitcher (except warm-up pitches) must be listed next to each pitcher.
  - e. The Umpire-in-Chief, Scorekeeper and Managers from both teams must sign the official scorebook
  - f. Scorekeeper must update both teams' Pitching Affidavit form (in ink), including the number of pitches thrown by each pitcher, days of rest required, then sign and return the affidavit to each manager for their signature.

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8. Scorekeeper and Announcer shall make certain the score booth is clean, swept out, and locked before leaving.

### NOTES:

1. If a game is protested or suspended, the scorekeeper shall make note of the exact situation at the time of the protest or suspension, including the score, number of outs, position of runner or runners, and ball and strike count on the batter. If smartphone is available, send picture of each side of book to Division VP. It is important that any suspended game resume with exactly the same situation that existed at the time of suspension. The Umpire-in-Chief and Scorekeeper should sign and date the official scorebook to validate the protest or suspension.
2. The Scorekeeper shall not call attention of the Chief Umpire or any member of either team to the fact that a player is batting out of order.
3. The scorekeeper must notify the umpire immediately should a player pitch beyond their maximum number of pitches allowed for the day.
  - a. See reverse side of pitching affidavit for maximum pitches allowed, by age

## APPENDIX #5

### DUTIES OF THE ANNOUNCER

1. Announcers are supplied by the visiting team and announce the following
  - a. Player coming to the bat
  - b. Starting or new pitchers and catchers
  - c. Between innings pitch counts should be announced the pitcher
  - d. The score between innings over the P.A. system, if no scoreboard
2. Family friendly music is permitted but must not interrupt live game play.
  - a. Put your phone on do not disturb please
3. Play by play commentary is not permitted
4. Announcers are encouraged to have fun between innings but must observe the one (1) minute time limit
5. Announcers will also maintain runs, innings, and outs on any electronic scoreboards

## APPENDIX #6



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### **DUTIES OF THE TEAM SAFETY PARENT (TSP)**

#### **Pre-Season**

1. Ensure you've received an electronic copy of the Safety Manual (ASAP) from the League Safety Officer and know how to locate it on the CALL website, should you need it.
2. Attend the League Safety Meeting as well as any subsequent TSP meetings.
3. Attend the First Aid and AED/CPR training as provided by the league (if separate from above). If you already have a current, valid AED/CPR certificate, you will need to supply a copy to the League Safety Officer.
4. Complete the CDC's online Concussion Training Course and submit certificate to the League Safety Officer. [http://www.cdc.gov/concussion/headsup/online\\_training.html](http://www.cdc.gov/concussion/headsup/online_training.html)
5. Review all Little League Medical Forms for complete emergency contact information and any special needs.

#### **During the Season**

1. Communicate any safety infractions to the League Safety Officer or another Board Member.
2. Help managers and designated coaches give First-Aid when requested.
3. Act as a conduit between parents, managers, the League Safety Officer and the kids.
4. Fill out accident reports if an injury occurs and report an injury to the League Safety Officer within 12 hours of the occurrence.
5. Track the First-Aid Kit inventory and ask the League Safety Officer for replacements when needed.

#### **Pre-Game**

1. Make sure that the, Medical Releases (in manager binder) and First-Aid Kit are present.
2. Greet the players as they arrive and make sure everyone is feeling well.
3. Watch the players when they stretch and do warm up exercises for signs of stress or injury.
4. Walk the field remove broken glass and other hazardous materials.
5. Ensure players are properly hydrated during hot weather

#### **During the Game**

1. Watch players to see that they are alert at all times.
2. In case of injury, help the team manager treat the child if requested, until professional help arrives.
3. Act as the conduit between the League Safety Officer, the team manager, the child and his or her parents.

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### Post-Game

1. Fill out an Incident/Injury Tracking Report and send a copy to the League Safety Officer if there is an injury requiring medical attention.
2. Assist parents if child must go to a hospital or to see a doctor.
3. Provide insurance documentation (Medical Release) to the hospital if necessary
4. Follow-up with parents to make sure the child is all right.

***If a Manager has not appointed a Team Parent, Team Safety Parent, or the Team Safety Parent is not present, then they must assume those responsibilities.***



President's Signature:

Concord American Little League

PO Box 722

Concord, CA 94522

- Little League ID # 4050404
- Federal ID #23-7432195
- State ID #00319431

Incorporation Date: April 20, 1956