



# Cupertino Little League (CLL)

Cupertino, CA 95015  
League ID: 0405-44-04

## Local League By-Laws, 2019 Season

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- 1 Introduction.** The purpose of these Cupertino Little League (CLL) By-Laws is to complement the Little League rules and regulations defined in the Little League “Green Book,” by defining CLL local league rules and guidelines. If the League By-Laws conflict with the Green Book, the Green Book governs.
- 1.1** Cupertino Little League is a chartered league of Little League baseball. It is one of 10 leagues in District 44. District 44 is one of five districts within Section 5, and Section 5 is a section within Division 2 (Northern California). Division 2 is one of two divisions in Region 4 (West), and Region 4 is one of the regions within the US.
- 1.2** Cupertino Little League was formed as a merger of Tri-Cities Pacific Little League (TCLL) and Cupertino National Little League (CNLL), in the Spring of 2016. Tri-Cities was chartered in 1963, with spring 1964 as the first season of play. Cupertino National was chartered in 1961, with 1962 as the first season of play. Cupertino Little League covers most of Cupertino (~80-85%) and a small portion of Saratoga and San Jose. CLL boundaries are provided in Attachment A – Lawrence Expressway on the east, Bollinger (to DeAnza) and then Wardell Rd. (from DeAnza) on the south, Fremont Open Space Reserve on the west, and Stevens Creek (to DeAnza) and 280 freeway (from DeAnza) on the north. The 2016 merger erased the previous TCLL-CNLL common border of DeAnza Blvd. from 280 to Bollinger. Starting in 2014, players who attend a school within the Cupertino Little League boundaries also satisfy the Little League residency requirements and are thus eligible to play in Cupertino Little League. Schools within CLL boundaries include: Eaton Elementary, Sedgwick Elementary, Collins Elementary, Lincoln Elementary, Regnart Elementary, Faria Elementary, Bethel Lutheran (private elementary), Hyde Middle, Lawson Middle, Kennedy Middle, St. Joseph’s (private K- 8), Cupertino High, and Monta Vista High. The other leagues within District 44 are:
- Moreland, serving West San Jose and part of Saratoga (borders CLL to the east and south). Cupertino American merged with Moreland starting with the 2016 spring season
  - Sunnyvale Metro, serving part of Sunnyvale
  - Sunnyvale Little League, serving southwest Sunnyvale, northwest part of Cupertino, part of Los Altos. Sunnyvale Southern merged with Serra starting with the Spring 2017 season, to form Sunnyvale Little League
  - Sunnyvale National, serving central and east Sunnyvale
  - Santa Clara Westside-Homestead, serving part of Santa Clara. Santa Clara Homestead merged with Santa Clara Homestead starting with the Spring 2017 season
  - Santa Clara Briarwood, serving part of Santa Clara
  - Campbell, serving Campbell
  - Los Altos, serving Los Altos, Los Altos Hills and western edge of Cupertino
  - Mountain View, serving Mountain View
- 1.3** Cupertino Little League aligns with the principles of the Positive Coaching Alliance (PCA). The League’s general philosophy is to develop baseball, teamwork and leadership skills of its players, to ensure a positive and fun experience for the kids. This has a side effect of making the teams more competitive, but Cupertino Little League is not a “win at all costs” environment.

- 2 Divisions of Play.** The following divisions of play are offered for the 2019 Spring season, in increasing order of age/skill level. Note that age refers to league-age. League age can be determined here: <https://www.littleleague.org/play-little-league/determine-league-age/>
- 2.1 Division. Ages 4-6.**
- 3.1.2** Four year-olds are eligible to play Tee Ball.
- 3.1.3** In general, first-year players aged 4-6 play in the Tee Ball division. Six year-olds are eligible to play in Farm A, but must first attend player assessments at the start of the season.
- 3.1.4** Seven year-olds are eligible to play in the Tee Ball division, with approval from the Player Agent, Tee Ball Commissioner and Farm-A Commissioner. Safety is a primary consideration – both the seven year-old in Tee Ball (safety to other players) and the seven year-old in Farm-A (safety to him/herself).
- 3.2 Farm-A. Ages 6-9.**
- 3.2.2** Primarily for seven year-olds, six year-olds with at least one year of Tee Ball experience, as well as eight or nine year-olds who are new players and/or not ready for Farm-AA.
- 3.2.3** Six year-olds can be assessed to play in Farm-A, and they can be placed in Farm-A with approval from the Player Agent and Farm-A Commissioner.
- 3.3 Farm-AA. Ages 7-10.**
- 3.3.2** Primarily for eight and nine year-olds, seven year-olds who have played at the Farm-A level, and 10 year-olds who are considered a safety risk in the Minors division.
- 3.3.3** Although rare, six year-olds may play Farm-AA, after an assessment and with approval from the Player Agent, Farm-AA Commissioner, Farm-A Commissioner and Tee Ball Commissioner.
- 3.4 Minors. Ages 8-11.**
- 3.4.2** Primarily for 10 year-olds, nine year-olds and advanced skill eight year-olds, as well as 11 year-olds who are considered a safety risk in the Majors division.
- 3.4.3** Although rare, seven year-olds may play Minors
- 3.4.4** Twelve year-olds who pose a safety risk (to self or others) may waive play in the Majors division and may be drafted to a Minors team. Such a waiver is rare and requires approval from the Player Agent and Majors Commissioner, President and District Administrator, pursuant to the waiver process with Little League baseball. Per the Green Book, 12 year-olds are not permitted to pitch in Minors.
- 3.4.5** Farm-A, Farm-AA and Minors are all considered “Minors” division by Little League. Thus, players can move up-and-down through these levels within CLL within a given season.
- 3.5 Majors. Ages 9-12**
- 3.5.2** Primarily for 11 and 12 year-olds, as well as advanced skill 10 year-olds
- 3.5.3** Although rare, nine year-olds in Majors are allowed to tryout and be selected for Majors.
- 3.5.4** Per Little League Green Book rules, once a player moves up to Majors and plays a single game, s/he is no longer eligible to play Minors
- 3.5.5** Per Little League Green Book rules, a 12 year-old can play Juniors, but once s/he plays one game in Juniors s/he is no longer eligible to play Majors
- 3.5.6** Per the Green Book, a 12 year-old can play Majors and Intermediate divisions in the same regular season.
- 3.6 Intermediate 50/70 Division. Ages 11-13.** Starting in the spring 2013 season, Little League established an Intermediate division. This division plays on a field with 50-foot pitching distance and 70-foot base paths, versus the 46/60 configuration of Majors and the 60/90 configuration of Juniors. In any given season and as appropriate, CLL will have its own Intermediate team and/or combine with another

league that has an Intermediate team. Factors include registration numbers, coach availability, and playing opportunities.

**3.6.2** Per the Green book, during the regular season a player may: play exclusively for an Intermediate team; play for a Majors team and an Intermediate team, or play for a Juniors team and an Intermediate team.

**3.6.3** Per the Green book, for Little League All-Star play, a player may only be named to one team, *i.e.*, a Majors All-Star, Juniors All-Star or Intermediate All-Star team.

3.7 Juniors Division. Age 13-14

**3.7.2** Primarily for 13 and 14 year-olds

**3.7.3** Per the Green Book, a 12 year-old can petition to play Juniors; CLL Board approval is required. Once the player plays one game in Juniors s/he is no longer eligible to play Majors

**3.7.4** 15 year-olds are not eligible under any circumstances to play Juniors

3.8 Seniors Division. Age 15-16.

**3.8.2** Seniors is primarily for 15 and 16 year-olds.

**3.8.3** 14 year-olds can play Seniors. Once the player plays one game in Seniors s/he is no longer eligible to play Juniors in the regular season but can play on the Juniors (13-14) All-Star team

3.9 Big League Division. Ages 17-18. Little League no longer offers a Big League division.

3.10 Challenger Division. The Little League Challenger division is for players with special needs of all ages who would like to play baseball.

3.11 Girls Softball. CLL welcomes and encourages girls to play in its Little League baseball divisions. Some Leagues offer a Softball division, though CLL does not at this time.

3 **Forming Teams.** To maximize the overall experience for CLL players, the League believes it is important to assign players to the right levels of play, and the League spends significant effort to reach this objective. Forming teams is a balance of registered players, player skill levels and available coaches. CLL also takes into consideration the team set-up of leagues with which CLL interlocks – having an additional team in a division generally makes the teams weaker competitively.

### 3.1 **Target team sizes.**

**3.1.2 Majors.** The Green Book has specific rules for team structure, which constrains the flexibility CLL has for its local rules.

#### **3.1.2.1** Per the Green Book,

- A Majors team is required to have a minimum of 12 and maximum of 15 players.
- All Majors teams are required to have the same number of players on each team.
- If a player drops from a team or is injured, then a replacement player is to be brought up from the Minors division.
- In case of injury, when a player is injured and deemed out for the season, then the player must be replaced on the roster. If a player is injured and out for an extended period but will return before the end of the season, the player does not need to be replaced.
- A Majors team may have at most eight 12 year-olds (there is a petition process with District 44 for a ninth 12 year-old).
- The ideal CLL target team size for Majors is 12 players.

**3.1.3 Minors.** The Green Book does not have the same constraints for Minors as it has for Majors, so there is more flexibility in setting up teams. In addition, per the Green Book the CLL Farm-A, Farm-AA and Minors levels all fall under the Little League “Minors” definition. Thus, there is more flexibility in assigning players across the League’s Farm-A, Farm-AA and Minors levels.

- The ideal team size for Minors is 12 players. In some cases the League may have 11, or even 10, players per team.
- Each team should have the same number of players on its roster.
- If team sizes are fewer than 12 players, the League will institute the Pooling option.

#### **3.1.4 Farm-AA**

- The ideal team size is 10 to 12 players. The League has even more flexibility at the Farm-AA level, as it does not keep official score or standings. And, although not desirable, teams may field fewer than nine players.
- Formal pooling does not need to be set-up. If a team is short players, a team can utilize a player from one of the League’s other Farm-AA teams, but should notify the Player Agent first.

#### **3.1.5 Farm-A**

- The ideal team size is eight to 11 players. Emphasis in this division is for players to have more playing time, even if that means sometimes fielding teams of fewer than nine players.
- Similar to Farm-AA, formal pooling is not required, but if a team needs to use a player from one of the League’s other Farm-A teams, the manager should notify the Player Agent.

#### **3.1.6 Tee Ball**

- The ideal team size is seven to nine players. Emphasis in this division is for players to get more playing time.

- Although the League may interlock with other leagues, for purposes of scheduling, it is desirable for the League to have an even number of Tee Ball teams

### 3.1.7 Juniors

- The ideal team size is 12 to 14 players.

### 3.1.8 Seniors

- The ideal team size is 12 to 15 players.

3.2 **General Principles for Team formation.** As discussed in Section 2, “Divisions of Play,” the League has set target age ranges for each level of play, including criteria for younger players to “play up” (*e.g.*, placing an eight year-old in Minors) and older players to be held at a previous level (*e.g.*, 10 year-old players in Farm-AA). A coaching goal is to properly prepare players for the next level of play, establishing benchmark skills across all teams at a given level.

3.2.2 There are various factors the League addresses when forming teams:

- Ideal target placement based on age/skill level, as described in Section 2 “Divisions of Play” and Section 3.2 “General Principles for Team Formation”
- Potential for improvement over the course of the season
- Number of kids of a given age at a given target placement level
- Ideal team sizes
- Number of teams targeted for a given level
- Number of available coaches
- Number of teams and expected level of play of teams with which the League interlocks, *e.g.*, if another league has two strong Majors teams (versus three teams), then CLL may not want to stretch to have an additional Majors team

3.2.3 Based on these factors, the League forms teams, starting first with Majors, then Minors, then Farm-AA, then Farm-A and finally Tee Ball.

3.2.4 Based on the total number of players and the target team size, additional consideration may be required to form teams, *e.g.*, An 11 year-old with the skill level to play Majors may be assigned to Minors if there are not enough players for an additional team or a 10 year-old with skill level between Minors and Majors may get drafted for Majors if s/he is the next skilled player required to form an additional team.

## 3.3 Tryouts

3.3.2 The goal is to have tryouts/assessments for all players who are targeted to play Farm-A, Farm-AA, Minors, and Majors. For Juniors, tryouts vary year-to-year based on the number of teams, the number of players and their past experience.

3.3.3 Starting with the 2015 season, the tryout structure was changed to be more age-based, versus explicit Majors/Minors/Farm AA/Farm A

3.2.1.1 Separate tryout sessions, in the following order: 6 year-olds, 7 year-olds, 8 year-olds, 9-10 year-olds, and 11-12 year-olds. The difficulty of tryout drills increases with each age group. Someone who excels at one age group may be asked to tryout with the next age group.

3.2.1.2 New and inexperienced players at an age group are identified, and consideration is given to make sure the player can handle a less difficult drill (*e.g.*, easier ground ball, short fly ball) before progressing to the more difficult drill.

- 3.2.1.3** This is consistent with Green book requirements for tryouts, which is that every player aged 9 to 12 must tryout for Majors – the above process handles this in a two-step approach (9-10 and 11-12) to better fit the different skill levels of players.
  - 3.2.2** If a player’s skill level is assessed to be between two levels (*e.g.*, Farm-A and Farm-AA), the League will generally assign the player to the lower level to leave room to bring a player up during the season (*e.g.*, from Farm-A to Farm-AA) versus sending a player down (*e.g.*, from Farm-AA to Farm-A). In addition, it would be the exception where we would move a player down, unless requested by the player/parent – we would prefer to work with the player to keep him/her at the assigned level.
  - 3.2.3** The Player Agent has overall responsibility for running the tryouts, with support from the respective Division Commissioners.
  - 3.2.4** A manager can invite additional coaches to help in the player evaluation.
  - 3.2.5** If a child registers after tryouts or if a child misses tryouts, every effort will be made by the Player Agent and Division Commissioner(s) to place the child at the appropriate division and on the appropriate team.
- 3.3 Draft - Majors and Minors**
- 3.3.1** For Majors and Minors, there is a formal draft.
  - 3.3.2** The goal is to have equally competitive teams, *e.g.*, versus “stacking” a single team. Re-drafting makes this goal more achievable.
  - 3.3.3 Re-Drafting**
    - 3.3.3.1** Majors teams are re-drafted every year. A manager with a compelling reason may petition the Board with a proposal not to re-draft. Note: most leagues in District 44 have always re-drafted or have recently switched to a re-draft format.
    - 3.3.3.2** Minors teams are re-drafted every year.
    - 3.3.3.3 Draft procedures**
      - 3.3.3.3.1** The Player Agent(s) has overall responsibility for running the Majors and Minors drafts. The respective Division Commissioner should be present at the draft. The League President and/or Vice-President also is encouraged to participate in the drafts if possible.
      - 3.3.3.3.2** CLL strives to collect player assessment information from the previous spring and/or fall ball seasons. All managers will have access to any formal player assessment that has been collected for the players.
      - 3.3.3.3.3** Tryout ratings/feedback is collected (by rater), summarized and made available to managers in advance of the draft.
      - 3.3.3.3.4** Managers and coaches are nominated by the League President and approved by the Board. With agreement by all managers in a particular division, the League may permit managers and an assistant coach to pair prior to the draft.
      - 3.3.3.3.5** The manager from each team must attend the draft. If the manager cannot attend the draft for some reason, he/she should nominate a delegate to attend. The manager also can petition the Division Commissioner if he/she would like more than one representative, *e.g.*, if the manager was unable to attend the tryouts. In some cases, the League, with approval of all managers in a division, may allow a manager to have someone support him or her during the draft.

- 3.3.3.3.6** Special requests. Any special player requests must be made prior to the start of the draft.
- 3.3.3.3.6.1 A manager's son/daughter will be automatically assigned to the manager's team. There needs to be a fair assessment of where the child "fits" in the draft, *i.e.*, which round of the draft.
  - 3.3.3.3.6.2 Request for a coach. As mentioned above, when it is agreed a manager can request the child of someone desired as a coach for that team, there needs to be a fair assessment of where the child fits in the draft.
  - 3.3.3.3.6.3 Any other special request can be made. Special requests may be considered before the draft or after the draft. If before the draft, then a fit assessment must be made for the affected player(s). If after the draft, managers may trade players, upon approval of the Player Agent.
- 3.3.3.3.7** Draft Pool
- 3.3.3.3.7.1 Every player is welcome to try-out for a Division level, subject to Green Book rules, *e.g.*, must be at least league-age nine to try out for Majors.
  - 3.3.3.3.7.2 A player may attend a tryout time designated for one-level, *e.g.*, Farm-AA, but request to be assessed for a different level, *e.g.*, Minors.
  - 3.3.3.3.7.3 In general, all players who tryout for a level are available to be drafted at that level.
  - 3.3.3.3.7.4 A player may try out for a lower-level (*e.g.*, Minors), but then request to be considered for a higher-level (*e.g.*, Majors). The Player Agent will determine whether to grant such a request.
  - 3.3.3.3.7.5 A player may try out for a higher-level (*e.g.*, Majors), but then the parent may request to be removed from the draft pool. The Player Agent will, absent compelling reasons, approve such a request.
  - 3.3.3.3.7.6 The Player Agent may adjust the draft pool, either as a firm or a recommended adjustment, either for the purpose of Green Book rules (*e.g.*, 12 year-olds) or for league objectives, *e.g.*, 11 year-old to play Minors versus Farm-AA.
- 3.3.3.3.8** Team Names. Returning Managers in a Division get preference for a specific team name. If there are multiple returning Managers or all new Managers, then they can flip a coin/draw numbers for rights to choose a name.
- 3.3.3.3.9** Draft Order
- 3.3.3.3.9.1 The draft will be run in a "snake" format. For example, in a four-team draft, the order will be 1-2-3-4/4-3-2-1/1-2-3-4/4-3-2-1/...
  - 3.3.3.3.9.2 The managers will draw for draft choice. For example, whoever gets first choice can choose any position in the draft order, *e.g.*, may choose the number four position in the snake example above.
- 3.3.3.3.10** Practice time and Field Assignments
- 3.3.3.3.10.1 The reverse of the Draft Order will be used to assign practice field and times for teams
- 3.3.3.3.11** Kids who are borderline between levels
- 3.3.3.3.11.1 As mentioned previously, the League strives to balance teams of 11-13 players, versus moving younger kids up/moving older kids down.



- 3.3.3.3.11.2 As always, safety is a key factor in an assessment – if the Division Managers and Division Commissioner believe a player will pose a safety risk if move up in divisions, the player will not move up.
- 3.3.3.3.11.3 Beyond safety, the next assessment is the player’s skill level and maturity.
- 3.4.3.3.11.4 In some cases, it is not a safety issue but more of a preference by the parent and/or child. If it appears that there may be an issue in bringing up a younger child, the Player Agent may attempt to speak with the parents before the draft to get an indication of preference.

**3.3.3.3.12 Post-Draft Adjustments/Trades**

- 3.3.3.3.12.1 After the draft is complete, and ideally before any communication is made to the players/parents, managers can agree to trade players.
- 3.3.3.3.12.2 In addition, the Player Agent can make adjustments to the teams if the teams are seen as significantly uneven.
- 3.3.3.3.12.3 There may be other cases after the draft where it makes sense to adjust team assignments, *e.g.*, player quits, player refuses to move to a higher division.

**3.3.3.3.13** For kids who register after the draft, the Player Agent will work with the respective Division Commissioner and Managers to place the new player.

**3.4 Draft/Team Assignment – Farm**

- 3.4.1** For Farm-A and Farm-AA, the teams are formed by the Player Agent and respective Division Commissioners. The goal is to keep the teams evenly matched, while trying to accommodate special requests.
- 3.4.2** Sibling requests are automatically granted. In addition, the League makes a greater effort to accommodate special requests, *e.g.*, friend requests. The Player Agent decides on any special requests.

**3.5 Draft/Team Assignment – Tee Ball**

- 3.5.1** The League will take into account a player’s school and residency location when assigning teams. In an effort to encourage enrollment and maximize the enjoyment for the players, efforts will be made at these division to group players onto teams based on school and neighborhoods.

- 4 **Regular Season - Supplemental Rules.** Below are the CLL Local Supplemental Rules applied to the 2019 season, for the different divisions of play – Tee Ball, Farm-A, Farm-AA, Minors, and Majors. For Intermediate (50/70), Juniors and Seniors, the League will follow any local rules established by District 44. In all cases, these local rules are in addition to (but not to conflict with or supersede) the 2019 Little League regular season rules (Green Book).

#### **4.1 Supplemental Rules for Majors**

**4.1.1** Interlocking. For 2019, CLL plans to interlock with other leagues.

**4.1.1.1** Although the League tries to normalize the local rules across all leagues, in the case where there is a discrepancy then the local rules of the home team apply.

**4.1.1.2** All interlock games “count” equally in the standings, and CLL expects the same for the other leagues with which the League interlocks.

#### **4.1.2 General**

**4.1.2.1** Managers are to use Lineup/Substitution batting, *i.e.*, rotate batting order through nine (9) players.

**4.1.2.2** Each player should play a minimum of three (3) innings in the field, at least two (2) of which are contiguous. Each player also must have at least one (1) at bat for games that last five (5) full innings or more.

**4.1.2.3** Ten-run rule applies – if one team is behind by 10 or more runs after its fourth at-bat, then the game is over.

**4.1.2.4** Home team supplies three (3) new game balls.

**4.1.2.5** Home team is responsible for field preparation. For interlock games, home team also is responsible for field tear-down.

**4.1.2.6** Home team is responsible for scoreboard operation

**4.1.2.7** Home team is responsible as the “official” scorebook

**4.1.2.8** Visiting teams are strongly encouraged to utilize the home field snack shack for team drinks, snacks, and meals.

#### **4.1.3 Batting**

**4.1.3.1** No fake bunts, also known as “slash” bunts, *i.e.*, no swinging once bunt is shown. (Penalty: Dead ball and strike).

#### **4.1.4 Pitching**

**4.1.4.1** Pitch count: scorekeepers should synchronize after every half inning; the home team is the official scorekeeper.

**4.1.4.2** Pitching rules from “Section VI – Pitchers” in the current Green Book apply.

**4.1.4.3** Each manager is responsible for keeping a game-over-game pitching log. Managers should have the other manager sign this pitching log after each game and bring to their next game.

**4.1.5** Re-scheduling games. Games may need to be re-scheduled for reasons such as weather make-up, one team not being able to field enough players, etc. The goal is to re-schedule games, and there are no automatic forfeits.

**4.1.5.1** If a team is not going to be able to field enough players, they should let the other team know as soon as possible.

**4.1.5.2** The following process should be used to re-schedule:

**4.1.5.2.1** The individual managers try to work out a date for the make-up game. When a make-up date is identified, the home team manager should confirm with the Master Scheduler and if a home game then the Umpire-in-Chief and Snack Shack Director.

- 4.1.5.2.2** If the managers cannot work out a date, they should request assistance from the Division Commissioner(s) to help schedule the make-up. If the make-up is an interlock game, then the commissioners from each league will work together as appropriate.
- 4.1.5.2.3** If a date cannot be worked out with the Division Commissioner(s), then the Division Commissioner(s) may discuss to determine which team is primarily “at fault” for not being able to re-schedule. If one team is determined to be more at fault, then that team will be assigned a loss and the other team assigned the win.
- 4.1.5.2.4** If, in the end, the game is not re-scheduled, and no team is assigned to be at fault, then neither team gets a win or a loss. This might be the case, for instance, if it is the end of the season and the game does not impact the standings.

## **4.2 Supplemental Rules for Minors**

**4.2.1 Interlocking.** For 2019 we plan to interlock with other leagues.

**4.2.1.1** Although we try to normalize the local rules across all leagues, in the case where there is a discrepancy then the local rules of the home team apply.

**4.2.1.2** All interlock games “count” equally in the standings, and we expect the same for the other leagues with whom we interlock.

### **4.2.2 General**

**4.2.2.1** Home team supplies three (3) new game balls.

**4.2.2.2** Home team is responsible for field preparation and umpires. For interlock games, home team is also responsible for field tear-down.

**4.2.2.3** Home team is responsible for scoreboard operation

**4.2.2.4** Home team is responsible as the “official” scorebook

**4.2.2.5** Visiting teams are strongly encouraged to utilize the home field snack shack for team drinks, snacks, and meals.

**4.2.2.6** The Pooling Method will be used if needed. If used, the other leagues with which we interlock will be notified and Green book rules will be followed to administer Pooling.

### **4.2.3 Game Length and Scoring**

**4.2.3.1** The “open and final” inning is the first inning to start after a minimum of three (3) innings have been played and 100 minutes since the start of the game, or the 6th inning, whichever comes first. The game clock “starts” when the umpire calls “play ball” for the first pitch of the game. Any subsequent inning is determined to start after the final out of the previous inning.

**4.2.3.2** A team may not score more than five (5) runs per inning except for the “open and final” inning, which shall be announced by the plate umpire before the start of the “open and final” inning.

**4.2.3.3** If a game is tied after six innings and the 100-minute limit has not been met, the game may continue into extra innings, with an open inning format and with any subsequent innings observing the 100-minute rule

**4.2.3.4** Ten-run rule applies – if one team is behind by ten or more runs after its fourth at-bat, then the game is over.

### **4.2.4 Batting and Fielding**

**4.2.4.1** No fake bunts, also known as “slash” bunts - that is, no swinging once bunt is shown. (Penalty: Dead ball and strike).

**4.2.4.2** Continuous batting through the roster, all players present are in the batting order.

**4.2.4.3** For each player, three (3) innings minimum play in the field, for games that last five (5) full innings or more.

### **4.2.5 Pitching**

**4.2.5.1** Pitch count: scorekeepers synchronize after every half inning; the home scorebook is the official record.

**4.2.5.2** Pitching rules shall be used as per Section VI – Pitchers in the current year Green Book.

**4.2.5.3** Each manager is responsible for keeping a game-over-game pitching log. Managers should have the other manager sign this pitching log after each game and bring to their next game.

**4.2.6** Re-scheduling games. Games may need to be re-scheduled, for reasons such as weather make-up, one team not being able to field enough players, etc. The goal is to re-schedule games, and there are no automatic forfeits.

- 4.2.6.1** If a team is not going to be able to field enough players (even after the Pooling option), the manager must let the other team know as soon as possible.
- 4.2.6.2** The following process should be used to re-schedule:
  - 4.2.6.2.1** The individual managers try to work out a date for the make-up game. When a make-up date is identified, the original home team manager should confirm with the Master Scheduler and, if it was a home game, then also notify the Umpire-in-Chief and Snack Shack Director.
  - 4.2.6.2.2** If the managers cannot work out a date, the original home team manager should request that the Division Commissioner(s) help to schedule the make-up. If the game being rescheduled is an interlock game, then the commissioners from each league will work together as appropriate.
  - 4.2.6.2.3** If a date cannot be worked out with the Division Commissioner(s), then the Division Commissioner(s) may discuss to determine which team is primarily “at fault” for not being able to re-schedule. If one team is determined to be more at fault, then that team will be assigned a loss and the other team assigned the win.
  - 4.2.6.2.4** If in the end the game is not re-scheduled and no team is assigned to be at fault, then neither team gets a win or a loss. This might be the case, for instance, if it is the end of the season and the game does not impact the standings.

**4.3 Supplemental Rules for Farm-AA.** For Cupertino Little League (CLL), the Farm-AA division is an instructional level with the goal to prepare kids for the next level of play, the Minors division. Farm-AA is not meant to cultivate a competitive atmosphere. The objectives for Farm-AA are: 1) teach kids to pitch, play catcher, and hit against player pitchers; 2) develop fielding skills and game situation knowledge; 3) generally keep the game moving, with a target to play at least four innings in a game. The local rules attempt to balance these sometimes contradictory objectives.

**4.3.1 Interlocking.** When we interlock, we try to normalize the local rules across all leagues; however, in the case where there is a discrepancy, then the local rules of the home team apply.

#### **4.3.2 General**

**4.3.2.1 Regular Season (RS)** hard balls are used

#### **4.3.3 Pitching**

##### **4.3.3.1 General items**

**4.3.3.1.1** Pitching machine is not used for Farm-AA.

**4.3.3.1.2** Green book pitch count rules are to be strictly followed

**4.3.3.1.3** Coach pitch for first six (6) games of the season; player pitch starting in game seven (7).

**4.3.3.1.3.1** For the coach pitch games, the first two innings will be coach pitch through the entire line-up – if three outs are made prior to reaching the end of the inning then the bases are cleared and the inning continues starting again with no outs. After the first two innings, there is a switch to traditional three-out, five-run rule coach pitch innings.

##### **4.3.3.2 Coach pitch**

**4.3.3.2.1** Coach pitches from the base of the incline of the pitching mound

**4.3.3.2.1.1** Where possible, a chalk mark will be made to note this location

**4.3.3.2.1.2** Coach is encouraged to use a regular arm motion, minimizing arc (without throwing too fast)

##### **4.3.3.3 Player pitch**

**4.3.3.3.1** Players are encouraged to pitch from the pitcher's rubber

**4.3.3.3.2** If the player has an issue with strength to reach the plate, then s/he can pitch from the base of the incline of the pitcher's mound (same spot as for coach pitch)

**4.3.3.3.2.1** Pitching from the forward location, for a given player, should be agreed by the opposing manager

**4.3.3.3.2.2** The pitcher should not pitch closer than this, for safety concerns of a batted ball coming back at the pitcher

**4.3.3.3.2.3** If the player has the strength but has an issue with control, then for safety reasons s/he should not pitch from the forward location but should pitch from the pitching rubber

**4.3.3.3.3** Not every player needs to be groomed as a pitcher. The player should have had adequate practice preparation before being placed in a game as pitcher.

**4.3.3.3.4** In a given game,

**4.3.3.3.4.1** Player pitch for three innings, then coach pitch for the remainder. If both managers agree, player pitch could be extended (e.g., if kids are moving along well) or shortened (e.g., if game is really dragging)

**4.3.3.3.5** In a given inning,

**4.3.3.3.5.1** After player pitcher(s) has(have) walked four batters, it is coach pitch for the rest of the inning

**4.3.3.3.6** For a given batter,

4.3.3.3.6.1 When the batter starts with coach pitch, the batter gets five pitches (and a sixth pitch if the fifth is a bad pitch). Strikeouts are allowed.

4.3.3.3.6.2 The at-bat cannot end on a foul ball.

4.3.3.3.6.3 No walks for any batter

4.3.3.3.6.4 When a player pitcher throws four balls to a batter, the coach comes in to pitch and the batter gets three coach pitches (four if the third is a bad pitch).

4.3.3.3.6.4.1 There is no carryover of strikes from the player pitcher.

4.3.3.3.6.4.2 The at-bat cannot end on a foul ball

**4.3.4** Batting

**4.3.4.1** A batter is out if s/he strikes out swinging or on a called third strike.

**4.3.4.2** No bunting

**4.3.4.3** If a batter is hit by a pitch by a player pitcher, s/he has the option to take her or his base or continue batting, with coach pitcher coming in to pitch

**4.3.4.4** Continuous batting is used, *i.e.*, all players bat in order whether or not they are in the field for that inning

**4.3.4.5** For a thrown bat, the first time the player will be warned and the second time the player will be called out

**4.3.5** Umpiring

**4.3.5.1** If an official umpire is not used, then coaches for the respective teams will umpire. Base coaches call plays at first and third base. A ball/strike umpire stands behind the pitcher, to call balls and strikes as well as to call plays at second base and home plate. The team that is pitching provides the ball/strike coach umpire. The ball/strike coach umpire stands behind the pitcher.

**4.3.5.2** In a transition from player pitch to coach pitch within an inning, if the coach pitcher is not the coach umpire, then the coach pitcher takes the field and the coach umpire leaves the field of play.

**4.3.5.3** If coach pitch and there is an official umpire, then the umpire may stand behind home plate or behind the pitcher's mound

**4.3.6** Base Running

**4.3.6.1** One extra base allowed per overthrow

**4.3.6.2** Play is stopped when the ball is returned to the pitcher on the infield grass and the pitcher holds the ball up

**4.3.6.2.1** If the pitcher does not hold up the ball, then s/he may continue to make a play

**4.3.6.2.2** An umpire (official or coach umpire) may call time out to announce play is over

**4.3.6.3** When play is stopped, if a base runner is more than halfway to the next base, then they get the next base. If less than halfway, then the player must return to the previous base. The halfway point between bases will be marked by a chalk mark.

**4.3.6.4** Sliding is allowed at the point where the managers and Farm-AA Director are comfortable that the proper sliding techniques have been taught to every child. This should be determined before the game start.

**4.3.6.5** No infield fly rule. Exception is if there is an umpire who will make the call and both managers agree.

**4.3.6.6** No head first sliding is allowed

**4.3.6.7** Tagging up is allowed if the ball is caught beyond the infield dirt

**4.3.6.8** No stealing allowed

#### **4.3.7 Fielding/Defense**

- 4.3.7.1** Four outfielders are allowed, no additional infielders
- 4.3.7.2** Outfielders should be positioned at least 20 feet beyond the infield dirt
- 4.3.7.3** For coach pitch, the player in the pitcher's position should have one foot on the pitcher's mound dirt and should not be closer to home plate than the coach pitcher
- 4.3.7.4** Players should not sit-out more than one inning in a row on defense, unless that player is injured. Innings played on defense should be balanced as much as possible across the team members
- 4.3.7.5** Managers are encouraged to rotate their players across multiple positions over the course of the year. Safety should be the primary consideration for not placing a player at a given position (*e.g.*, first base, catcher). In addition, managers must consider whether a player is able to throw strikes before fielding her or him as a pitcher.

#### **4.3.8 Coaches on the field**

- 4.3.8.1** Per section 5 (Umpiring), Ball/Strike Coach Umpire stands behind the pitcher
- 4.3.8.2** Per section 3 (Pitching), Coach pitchers pitch from the mound
- 4.3.8.3** To speed up play, a coach from the pitching team may stand behind home plate to return balls that get past the catcher
- 4.3.8.4** One additional coach is allowed to be in the field on defense, positioned behind the outfielders. As the season progresses, coaches should refrain from standing in the outfield

#### **4.3.9 Game Length and Scoring**

- 4.3.9.1** Five runs allowed per inning, where there is no open inning
- 4.3.9.2** A new inning should not start after 75 minutes of play. If both managers agree, this rule may be relaxed if it is right near the limit and you have not yet reached the fourth inning. An additional option is to play the final inning with a reduced run maximum (*e.g.*, 3-run instead of 5-run)
- 4.3.9.3** Official scores are not kept. Scorebooks should be kept for the purpose of tracking to the 5-run rule
- 4.3.9.4** Scoreboards will not be used

#### **4.3.10 Parents**

- 4.3.10.1** Communication to parents should be made about the "spirit" of Farm-AA, specifically that it is an instructional and non-competitive level

#### **4.3.11 Playoffs and Tournaments**

- 4.3.11.1** An end of regular season playoff may be set-up. Although scores will be kept, this will follow the spirit of Farm-AA. All teams must be allowed to participate
- 4.3.11.2** There are a wide-range of eight and under tournaments after the end of the regular season. These are coach pitch format and have their own set of rules per tournament. The tournament rules supersede the CLL local rules.



**4.4 Supplemental Rules for Farm-A.** For CLL, the Farm-A division is an instructional level with the goal to prepare players for the next level of play, Farm-AA. Farm-A is for players who are moving up from Tee Ball or who have some Farm-A experience but are not quite ready for Farm-AA. Farm-A is not meant to cultivate a competitive atmosphere.

**4.4.1 Interlocking.** When CLL interlocks with other leagues, it tries to normalize the local rules across all leagues; in the case where there is a discrepancy, then the local rules of the home team apply.

**4.4.2 General**

**4.4.2.1** Level 5 soft baseballs are used

**4.4.2.2** Male players must wear an athletic supporter and cup.

**4.4.3 Pitching**

**4.4.3.1** General items

**4.4.3.1.1** Pitching machine is not used for Farm-A.

**4.4.3.2** Farm-A is all Coach Pitch

**4.4.3.2.1** Managers and coaches will pitch to their respective teams when they are batting.

**4.4.3.2.2** Coach pitchers will pitch from the base of the mound area, moving forward or backward based on the hitter's ability. The coach pitchers should not pitch from the grass. As appropriate, the coach pitcher may pitch from one knee.

**4.4.3.2.3** The coach pitchers are encouraged to throw the ball with a regular arm motion and with as little arc as possible (without throwing too fast), to the best of their ability.

**4.4.4 Batting**

**4.4.4.1** Continuous batting is used, *i.e.*, all players bat in order whether or not they are in the field for that inning

**4.4.4.2** Balls and strikes will not be tracked. Each player will receive six pitches. If the fifth pitch is not hit, the player will hit the ball from a tee. A batted ball must travel to the grass in front of home plate to be considered a fair ball. Each child must hit the ball before being retired.

**4.4.4.3** No bunting

**4.4.5 Umpiring**

**4.4.5.1** There are no official umpires for Farm-A.

**4.4.5.2** Base coaches call plays at first and third base. The coach pitcher calls plays at 2<sup>nd</sup> base and home plate. If there is a discrepancy, the judgment of the coach pitcher takes precedence.

**4.4.6 Base Running**

**4.4.6.1** Play ends when any infielder catches the ball and raises it above his head. The infielder must be in the infield and in fair play.

**4.4.6.1.1** If the infielder does not hold up the ball, then s/he may continue to make a play

**4.4.6.1.2** A coach umpire may call time out to announce play is over

**4.4.6.2** When play is stopped, if a base runner is more than halfway to the next base, then s/he advances to the next base. If the runner is less than halfway, then the player must return to the previous base. The halfway point between bases will be marked by a chalk mark.

**4.4.6.3** Base stealing, lead-offs, sliding and bunting are not allowed.

**4.4.6.4** No Infield Fly rule.

**4.4.6.5** Rule of thumb: do not "run the bases" on over throws – stick to the one base rule (one extra base allowed per overthrow) early in the season (rule to be reviewed by Farm Coaches at mid-season for any changes).

**4.4.6.6** Tagging up is allowed

**4.4.7 Fielding/Defense**

- 4.4.7.1** In a six inning game, all players must play at least three innings in the field. The goal is to rotate the players through the different fielding positions unless there is a safety issue, *e.g.*, first base.
- 4.4.7.2** Players should not sit-out more than one inning in a row on defense, unless there that player is injured. Innings played on defense should be balanced as much as possible across the team members
- 4.4.7.3** The infield must consist of no more than one player in each of the standard positions (1<sup>st</sup> base, 2<sup>nd</sup> base, short stop, 3<sup>rd</sup> base and pitcher).
- 4.4.7.4** The outfield players must play in the outfield grass, *i.e.*, not at the edge of the dirt in the infield.
- 4.4.7.5** Four outfielders are allowed, no additional infielders
- 4.4.7.6** With coach pitch, the player in the pitcher's position should have one foot on the pitcher's mound dirt and should not be closer to home plate than the coach pitcher
- 4.4.8** Coaches on the field
  - 4.4.8.1** Three adults are allowed on the field for the defensive team and only adults can be used as base coaches. The adult coaches on the field will position her-or himself on the grass just beyond the infield so s/he does not interfere with base running and infield defensive plays.
  - 4.4.8.2** Per section 3 (Pitching), Coach pitchers pitch from the mound area
  - 4.4.8.3** To speed up play, a coach from the pitching team may stand behind home plate to return balls that get past the catcher. This coach could also be from the batting team.
- 4.4.9** Game Length and Scoring
  - 4.4.9.1** Six innings or 90 minutes.
  - 4.4.9.2** The goal for all games is to play six innings. After a half inning is completed, the following half inning should start in 1 ½ minutes.
  - 4.4.9.3** No new inning shall start after 75 minutes from the start of the game. If both managers agree, this rule may be relaxed if it is right near the limit and you have not yet reached the fourth inning. An additional option is to play the final inning with a reduced run maximum (*e.g.*, 3-run instead of 5-run)
  - 4.4.9.4** The inning ends after five runs are scored or three outs made – whichever is first. There is no open inning.
  - 4.4.9.5** No score will be kept (other than to track the five-run rule).
  - 4.4.9.6** Scoreboards will not be used
- 4.4.10** Parents
  - 4.4.10.1** Communication to parents should be made about the “spirit” of Farm-A, specifically that it is an instructional and non-competitive level
- 4.4.11** Playoffs and Tournaments
  - 4.4.11.1** An end of regular season playoff may be set-up.

**4.5 Supplemental Rules for Tee Ball.** The Tee Ball division is intended to be an instructional level where fundamentals and teamwork are stressed.

**4.5.1 Interlocking.** When we interlock with other leagues, we try to normalize rules across leagues as much as possible. In case of discrepancy, the rules of the home team shall apply.

**4.5.2 General**

**4.5.2.1** The dimension of the diamond will be 50 feet in length (so you will need to remove the pegs and place the bases ten (10) feet closer than the standard 60-foot base length.

**4.5.2.2** At beginning of the season, both managers need to agree on whether to use a tennis ball or soft baseball. If there is no agreement, then a tennis ball is used. Tennis ball usage is an option until Spring Break, then there will be a switch-over to the soft baseballs

**4.5.2.3** Male players must wear an athletic supporter and cup.

**4.5.2.4** Home team sets up the field and visiting team cleans up the field (except playing another league, then home team does both)

**4.5.3 Pitching**

**4.5.3.1** There is no player pitch in Tee Ball

**4.5.3.2** For most of the season, the ball must be batted off of the tee. A coach will be present at all times to help the kids with the tee.

**4.5.3.3** The last two games will be coach pitching. Each batter gets four pitches and if there is no hit, then the ball is placed on a tee until the batter makes contact.

**4.5.4 Batting**

**4.5.4.1** A batted ball must travel to the grass in front of home plate to be considered a fair ball. Each child must hit the ball before being retired.

**4.5.4.2** Continuous batting is used

**4.5.4.3** The offensive side is retired when all players on the roster have batted once in the inning.

**4.5.4.4** Bunting is not allowed

**4.5.5 Umpiring**

**4.5.5.1** There are no official umpires for Tee Ball. Coaches control the game.

**4.5.6 Base Running**

**4.5.6.1** Base stealing, lead-offs and are not allowed.

**4.5.6.2** If an out is made by the defensive team, the runner/runners stay on base.

**4.5.6.3** A batter or runners may advance only one base per hit.

**4.5.6.3.1** Exception: when the last batter of an inning comes to bat, the coach will announce "LAST BATTER" or "HOME RUN BATTER." The batter and the runners may advance through all the bases.

**4.5.7 Fielding/Defense**

**4.5.7.1** All players on the defensive team will play in the field, but the infield must consist of no more than one player in each of the standard positions (1<sup>st</sup> base, 2<sup>nd</sup> base, short stop, 3<sup>rd</sup> base and pitcher).

**4.5.7.2** The outfield players can play on the infield dirt but must be a "reasonable" distance from the infielders on the infield grass.

**4.5.7.3** There is no catcher

**4.5.7.4** Managers are encouraged to rotate players through the different positions, with exception for safety issues (e.g., first base)

**4.5.8 Coaches on the field**

**4.5.8.1** Adults will act as base coaches and no more than three adult coaches will be on the field of play when their team is playing defense. An adult will assist the batter at all times.

**4.5.9 Game Length and Scoring**

**4.5.9.1** The length of a game shall not exceed one hour.

**4.5.9.2** No score is kept

**4.5.10** Parents

**4.5.10.1** Communication to parents should be made about the “spirit” of Tee Ball – instructional and fun!

## 5 Tournament Play

- **CLL Playoffs.** CLL has league playoffs for the Majors and Minors divisions, where the winners advance to represent CLL in the District 44 Tournament of Champions (TOCs). Playoffs for Farm-AA is optional year-to-year, and may include play with other leagues (*e.g.*, leagues that interlock with CLL during the season). There is no District 44 tournament for the Farm-AA division.

### 5.1 Majors and Minors Playoffs

**5.1.1** Regular season rules apply for the CLL playoffs (see Supplemental Rules).

**5.1.1.1** As noted in Minors' Supplemental Rules, the local rule for each player to play one inning in the infield is not required for CLL playoffs.

**5.1.2** Regular season standings. Regular season standings are used for the purpose of seeding teams for the playoffs

**5.1.2.1** Majors. Regular season standings are based on winning percentage.

**5.1.2.1.1** For questions about re-scheduling games, see Supplemental Rules for Majors.

**5.1.2.2** Minors. Regular season standings are based on a points system, with two points for a win and one point for a tie (as Minors can have ties). This also encourages teams to make-up games that need to be re-scheduled.

**5.1.2.2.1** For questions about re-scheduling games, see Supplemental Rules for Minors.

**5.1.3** Format based on number of teams. CLL playoff format takes different formats depending on the number of teams.

#### 5.1.3.1

**5.1.3.2** CLL play-offs are scheduled such that the final game provides at least four days rest from the first potential District 44 Tournament of Champions (TOC) game. This is to ensure that the CLL team has full rest for all pitchers for the TOCs.

**5.1.3.3** Two-team playoff. Teams play a two-out-of-three game series.

**5.1.3.3.1** Regular season champion receives home team status for game 1 and game 3 (if necessary)

**5.1.3.4** Three-team playoff. A double elimination format is used.

**5.1.3.4.1** Home team is determined as follows:

5.1.3.4.1.1 For first-round games in the main bracket and all games in the elimination bracket, the higher seeded team is the home team

5.1.3.4.1.2 If a team in the main bracket plays a team from the elimination bracket, then the team in the main bracket is home team.

5.1.3.4.1.3 In an "if necessary game," the higher seeded team is home team

**5.1.3.4.2** Sample game schedule, assuming TOC starts on a Monday (otherwise adjust accordingly)

- Game 1: Day 1 (Tuesday) – Team #2 versus Team #3
- Game 2: Day 3 (Thursday) – Team #1 versus Game 1 Winner
- Game 3: Day 5 (Saturday) – Game 1 Loser versus Game 2 Loser
- Game 4: Day 7 (Monday) – Game 3 Winner versus Game 1 Winner
- Game 5: Day 9 (Wednesday) - Game 3 Winner versus Game 1 Winner (if necessary)

**5.1.3.4.3** Alternative format would be for Team #2 to play Team #3, with the winner to play Team #1 in a best two-out-of-three format. Using this alternative format requires Board approval.

5.1.3.4.3.1 Higher seeded team is the home team

5.2.3.3.3.2 Sample game schedule

- Game 1: Day 1 (Thursday) – Team #2 versus Team #3

- Game 2: Day 3 (Saturday) – Team #1 versus Game 1 Winner
- Game 3: Day 5 (Monday) - Team #1 versus Game 1 Winner
- Game 4: Day 7 (Wednesday) – Team #1 versus Game 1 Winner (if necessary)

**5.1.3.5** Four-team playoff. A double elimination format is used.

**5.1.3.5.1** Determining home team – see Section 5.1.3.4 above

**5.1.3.5.2** Sample game schedule, assuming TOC starts on a Tuesday (otherwise adjust accordingly)

- Game 1: Day 1 (Tuesday) – Team #1 versus Team #4
- Game 2: Day 2 (Wednesday) – Team #2 versus Team #3
- Game 3: Day 4 (Friday) – Game1 Winner versus Game2 Winner
- Game 4: Day 5 (Saturday) – Game 1 Loser versus Game 2 Loser
- Game 5: Day 7 (Monday) – Game3 Winner versus Game4 Winner
- Game 6: Day 9 (Wednesday) – Game 3 Winner versus Game 4 Winner (if necessary)

**5.2** District 44 Tournament of Champions. For Majors and Minors divisions, the regular season champion for each league participates in the District 44 Tournament of Champions (TOCs)

**5.2.1** District 44 TOCs is a single elimination tournament that follows Regular Season Green Book rules

**5.2.2** Regular season RS balls (not RS-T) are used. Each team provides two RS balls for each game. The hosting field also has RS balls on hand, to be used in case the two teams provide different types of RS balls

**5.2.3** District 44 puts together the tournament bracket through random assignment (including any first-round byes)

**5.2.4** District 44 assigns host leagues for each tournament game

**5.2.4.1** For the first round, a team will not be scheduled to play on its home field. For subsequent rounds, it is possible that a team plays at its home field

**5.2.5** CLL provides each CLL team with 20 pins per game, to be exchanged with the opposing team

## 6 Little League All-Star Play.

### 6.1 General

**6.1.1** Little League conducts official All-Star tournament play in the following divisions: 10-12, 9-11, 8-10, Intermediate (12-13), Juniors (13-14), Seniors (15-16)

**6.1.1.1** In a given year for a given division, CLL may or may not charter an All-Star team. The CLL Board approves which teams to field in a given year.

**6.1.1.2** A player may play on just one All Star team

**6.1.2** CLL may form Friendship/Tournament teams in the 8U and 9U age groups. These may or may not be officially-sponsored by Little League.

**6.1.2.1** A player (*e.g.*, 8 year-old) may play on both the 8U and 9U teams, as well as on the 9-10 All-Star team (Little League rule change in 2016)

**6.1.2.2** A 9 year-old player may play on both the 9U Friendship team and the 9-10 All-Star team

### 6.2 Manager and Coach Selection

**6.2.1** CLL President proposes the All-Star managers and coaches, to be approved by the CLL Board of Directors.

**6.2.2** Considerations in manager/coach proposal include: past coaching experience (regular season and All-Star), winning team of CLL playoffs, team on which a coach's child plays, interest of potential coach, coaches potentially coaching more than one team.

**6.2.3** Generally, other Managers in the Division are given strong consideration as coaches, *i.e.*, it is not necessary or specifically encouraged to keep complete coaching staffs in-tact for All-Stars

### 6.3 Player Selection

**6.3.1** Survey/form is sent to all CLL players to get player availability and commitment for post-season play

**6.3.2** CLL Division Commissioner, Player Agent, Vice-President Baseball Operations and President facilitate the selection process. Input from the regular season managers of each of the teams in the division is gathered. The Board of Directors may choose to allow a player vote to be included as an input to the selection process.

**6.3.3** CLL Division Commissioner, Player Agent, Vice-President Baseball Operations, President, regular season managers and approved All-Star manager (in case not one of the regular season managers) will meet to select the team. Division Commissioner is responsible for proposing final player selection.

**6.3.3.1** Majors Commissioner is responsible for the 10-12 and 9-11 teams

**6.3.3.2** Minors Commissioner is responsible for the 8-10 and 9U teams

**6.3.3.3** Farm-AA Commissioner is responsible for the 8U team

**6.3.3.4** Upper Division Commissioner is responsible for the 13-14 and 15-16 teams

#### 6.3.4 Specific player considerations

**6.3.4.1** 10 year-old Major players will generally be placed automatically on the 8-10 team

**6.3.4.2** In the case where there are 8-10, 9-11 and 10-12 teams, the CLL Board will determine the approach to fill the teams. For example, forming a 9-11 team with 11 year-olds who are not selected for the 10-12 team and 10 year-olds who are not selected for the 8-10 team

## Revision History

Date	Section	Change
3/9/2017	4.2.4	<ul style="list-style-type: none"> <li>Minors supplemental rule =&gt; removed local rule to require every player to play at least one inning in the infield.</li> </ul>
5/9/2016	6.1.1.3	<ul style="list-style-type: none"> <li>Added this section, to reflect LL rule change that 10 year-olds may now play 11-12 All-Stars and 8 year-olds may now play 9-10 All-Stars</li> </ul>
3/12/2015	4.3.3.1.3	<ul style="list-style-type: none"> <li>Coach pitch for the first 6 games (had been first 5). Added verbiage about first two innings for coach pitch going through the full line-up. Took out verbiage that says it might be OK for one team to coach pitch and the other not.</li> </ul>
3/12/2015	4.5.2.1	<ul style="list-style-type: none"> <li>Changed Tee Ball base length from 45 feet to 50 feet, to be consistent with Green book.</li> </ul>
3/12/2015	3.1.1.1	<ul style="list-style-type: none"> <li>Removed Section 3.1.1.1.1 (11 players on Majors team with Pooling) – does not apply this year.</li> </ul>
3/12/2015	3.1.2.2	<ul style="list-style-type: none"> <li>Re-worded to say that we will have same team sizes for Minors teams, but there may be an interim period to make sure we choose the correct player(s)</li> </ul>
3/12/2015	1.1.1.1	<ul style="list-style-type: none"> <li>Streamlined verbiage for the case where a player is injured but will return before the end of the season.</li> </ul>
3/6/2015	All	<ul style="list-style-type: none"> <li>Cleaned up formatting, updated league-age verbiage, added new section 3.3.2 to document the new tryout process, overall streamlined</li> </ul>
2/14/2015	Supplemental Rules	<ul style="list-style-type: none"> <li>Streamlined, formatted Supplemental Rules (section 4), so that it could be extracted and sent to other leagues for interlocking</li> </ul>
10/17/2014	All	<ul style="list-style-type: none"> <li>Updated 2014 by-laws as initial version for 2015</li> </ul>



# ATTACHMENT A

## Cupertino Little League Boundaries

League Boundaries  
(see [www.cupertinobaseball.org](http://www.cupertinobaseball.org))

