



For anything not covered in these Local Rules, please refer to the Little League Rule Book.

LOCAL RULES

2019

Castro Valley Little League

2019 Local League Rules

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ZERO TOLERANCE POLICY

1. Any inappropriate behavior described as physical or verbal with any CVLL members will not be tolerated and is subject to disciplinary action up to and including permanent expulsion from the league contingent upon board review and approval.
2. Any acts of unsportsmanlike conduct such as but not limited to: throwing of helmets, bats or other equipment in anger, may result in an ejection and one game suspension. All incidents of unsportsmanlike behavior of managers, coaches, players or spectators must be reported to the appropriate Player Agent or Board member and are subject to further disciplinary action by the Board.
3. Any violation of these rules by any player, manager, coach, or spectator, is subject to disciplinary action by the CVLL Board of Directors.

FIELD & PARKING RULES

1. No pets are allowed on or around the playing field at any time.
2. No motorized vehicles, bicycles, motorcycles, skateboards, etc. are allowed on the fields at any time.
3. Parking Restrictions:
 - Palomares Field - Park on Villareal Drive. Parking in nearby residential neighborhoods is discouraged.
 - Proctor Field - No vehicles will be allowed on the Proctor Field except for League officials or approved vendors conducting League business.
 - Five Canyons Fields- No parking is permitted on Five Canyons Parkway. Follow the "5 Rules for Five Canyons" parking recommendations.
 - Creekside Fields - Last Manager to leave fields ensures batting cages and main entry gate are locked.

MANAGERS & COACHES

1. Managers will be responsible for all umpire duties required of their team. The team supplying umpires must provide a minimum of 2, preferably 3, qualified umpires. If the scheduled team misses their umpire assignment, the manager of that team will be suspended from their next game.
2. Managers will keep pitching records for every game.
3. Managers will track defensive innings played per player.
4. Managers will ensure dugouts and bleachers are clear of trash and dump all garbage cans located on their side before leaving the field.
5. Managers will turn in all equipment after their last day of the season.
6. Both managers will supply a minimum of 2 new league approved baseballs to the Plate Umpire before the start of each game.
7. Managers or their designees will meet with umpires, and Game Coordinator when used, at the plate meeting 10 minutes before game time and there shall be no players on the field at this time.

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UMPIRES

1. Umpires and Game Coordinators, in their respective roles, designated to officiate a scheduled game are in control of the teams playing in that game from the time they arrive at the park and until they have left the park and can administer and enforce all rules during this time.

GAME DAY RESPONSIBILITIES

1. Home Team
 - a. Provides the official game scorekeeper and keeps score in the official League scorebook. The scorebook must be returned to the designated area immediately following the game after each manager has signed it.
 - b. Complete field preparation 30 minutes prior to the start of the game. Preparation includes dragging, watering and chalking of the infield area.
2. Visiting Team
 - a. Provide an announcer . PA system not allowed at 5 Canyons in regular season.
 - b. Drag the infield after the end of each weeknight or last Saturday game played.
 - c. Ensure that any electricity and water is off, the score booth is locked, and all equipment is put in the designated storage area and shut/lock all necessary gates before leaving the field.
3. After any practice, the last team leaving the field assumes the same responsibilities of a visiting team on game day (b & c above).

PLAYER EVALUATIONS

1. All players league age 8 or older must be evaluated. Those players age 8 and above will, and those age 7 may, be made eligible for the draft.
2. All players returning to an Intermediate Division team must attend Evaluation day.
3. Unevaluated players may be selected by hat pick after all required players are selected. Required players being defined as age group appropriate for the division in question.
4. Tuition for all players, regardless of evaluation status, shall be paid in full in order to qualify for selection.
5. Managers wishing to align with particular coaches with children in their same division shall draft accordingly so as to ensure they have the coaches they wish.

PLAYER SELECTIONS SYSTEMS

1. The method or each division will be reviewed by the Board of Directors each year and may be subject to change based on enrollment and other considerations.
2. Seniors: (Plan A)- Method for First Year of Operation (Re-draft all teams)

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3. Juniors: (Plan A) - Method for First Year of Operation (Re-draft all teams)
4. Intermediate: (Plan A) - Method for Existing Leagues (age-eligible players return to existing teams). The team with the worst overall record from the previous year will choose first.
5. Minor A: (Plan A)- Method for First Year of Operation (Re-draft all teams).
6. Minor B: (Plan A) - Method for First Year of Operation (Re-draft all teams. Can freeze 4 players).
7. Farm and T-Ball: Player Agent Assigned

DIVISIONAL ALIGNMENT

1. The Junior and Senior Divisions will comply with League (A) option Age Alignment in the Official Regulations and Playing Rules handbook. Players league age 12 will not be eligible for the Junior Division.
2. The Intermediate Division will be comprised of 11, 12 and 13 year old players
3. The Major Division will be comprised of 11, 12 year olds selected to play Intermediate Division.
4. The Minor A Division may be comprised of 8, 9, 10 and 11 year old players.
5. The Minor B Division may be comprised of 7, 8, 9 and 10 year old players.
6. The Farm Division may be comprised of 5, 6 and 7 year old players.
7. The Tee Ball Division may be comprised of 4, 5 and 6 year old players.
8. Wee ball is an instructional Division comprised of 4 year old players.

DROPPING PLAYERS

1. Board of Directors approval is required to drop a player from any team's roster. If the player misses either four consecutive or a total of six scheduled team events, the following steps and conditions must occur prior to requesting approval for a player to be removed from a roster:
2. The manager must document in writing that the player and his parents were contacted after the second and third events and notified of the consequences of continued absences.
3. The division player agent must be notified after the third event was missed and every subsequent event.
4. The manager must be diligent in their efforts to learn why the player missed the event and to assist the player in getting to future events.

ADDING PLAYERS

1. The following policies apply when a change in roster occurs:

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- a. If the divisional Player Agent has a waiting list of eligible players, the Player Agent will assign the next eligible player to that team.
- b. If there is no waiting list, a manager shall have no more than 10 days to identify a replacement player.
- c. Any eligible player refusing to move up may not move up if subsequently selected by another team.

POOL PLAYERS

1. In the competitive divisions, a pool of rostered players willing to play extra games may be formed and administered by the Divisional Player Agent
2. Pool players must receive mandatory playing time (3 defensive innings and 1 time at bat) and may not pitch.
3. Pool players may catch, with the players' manager approval in advance.
4. Managers should notify the Divisional Player Agent as soon as they know they cannot field a team so that a pool player can be identified and contacted.
5. The Player Agent will select the next available player from the pool.
6. A maximum of three pool players per team are allowed in a game.
7. Pool Players must be in the lineup at the start of the game. Pool Players are not allowed to enter a game once the game has started.
8. A pool player can only be used if the team has 9 or less players expected to attend the game.

MANDATORY PLAYING TIME

1. The League will observe the Little League International rule of 6 defensive outs and 1 at bat minimum playing time per game. (Referred to as "2 and 1"). Reg. IV (i).
2. All players will play a minimum number of complete games and defensive innings per year. (A defensive inning is 3 consecutive outs for this rule.)
3. Intermediate Division players will play 6 complete games and a total of 78 defensive innings.
4. Major Division players will play at least 2 complete games and 24 defensive innings.
5. Minor A Division players will not sit out more than 2 defensive innings per game.
6. Minor B Division players will not sit out more than 1 defensive inning per game.
7. Farm and Tee Ball players will play every inning of every game.

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8. If a game is shortened due to the mercy rule any player in the starting lineup that did not come out of the game will be credited with a full game played.
9. If a player misses a game for disciplinary action or of his own accord, their playing record will reflect 6 innings played (7 for Intermediate).

POSTPONED GAMES

1. If a game is postponed due to weather conditions, a team's inability to field nine players, or field conditions, the game must be played within two weeks of the postponement, weather permitting.
2. The Divisional Player Agent will set the date for the rescheduled game.
3. Failure of either team to comply will be referred to the League Player Agent for a decision; a forfeit may be declared.

SUNSET RULE FOR ALL GAMES PLAYED AT 5 CANYONS/PROCTOR FIELDS

1. No new inning shall start 15 minutes prior to sunset. The sunset time will be posted in the snack bar and score booths, or can be found on the Internet. The UIC of the game shall announce the sunset time prior to starting the game. Failure of the umpire to announce the sunset time is not considered grounds for protesting the game.

GAME DURATIONS FOR MINOR A DIVISION

1. No new inning shall start after 2 hours of play. Note: A new inning begins the moment the last out is made in the home team's offensive half of the inning.
2. No new inning shall start 15 minutes prior to sunset. The sunset time will be posted in the snack bar and score booths, or can be found on the Internet. The UIC of the game shall announce the sunset time prior to starting the game.
3. The plate umpire will announce the start time of the game to both managers directly after the first pitch of the game. The official scorekeeper will note this time in the Official League Scorebook.
4. Failure of the umpire to notify either team of the start time, sunset time, or the time remaining, is not considered grounds for protesting the game.
5. The 5 run rule is suspended in the last inning for both teams.
6. In a Regulation game the 5 run maximum per LL Rule 5.07 is removed:
 - a. in either team's offensive half of an inning that a game time limiter has been reached, or
 - b. in an inning that the visiting team, in its offensive half of the inning, scores 5 runs and there is 15 minutes or less remaining before a game time limiter has been reached, or
 - c. in the game's last scheduled inning.
7. NOTE: The 2 Game Time Limiters are: a) after 2 hours or play and b) 15 minutes prior to sunset

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- a. Example #1: Visiting team at bat, 2 out, 4th inning, sunset is at 7:10pm. If, at 6:40pm, 5 runs have scored in the inning, the 5 run rule is lifted. (There is 15 minutes before a game time limiter has been reached [sunset]). Visitors continue batting and the game is now in the last inning with no 5 run limitation.
 - b. Example #2: No outs, 4th inning, visiting team batting and have scored 5 runs in the inning with 1 hour and 50 minutes having been played. The 5 run rule is now removed since there is less than 15 minutes remaining before a game time limiter will be reached (2 hours). Visitors continue batting and the game is now in the last inning.
8. NOTE: the scenarios listed above in 6 (a-b) can only occur after 4 innings have been played (3½ if the home team is ahead). (See 2012 LL Rule 4.10).
 9. Note: When LL Rule 5.07 five run maximum limitation has been removed, the game will, at that point, be in its final inning and no new inning shall subsequently be played, unless the score of the game is tied at the end of the home team's offensive half inning. In such case the game is continued without the 5 run limitation until a winner prevails, subject to the game being called by the umpire.

GROUND RULES

All fields:

1. The left and right field boundary lines extend beyond the chain link fence. Outside of these lines is a dead ball area. Rules 5.10(t) and 7.04(b) "catch and carry" are in effect.
2. A batted ball that rolls under or through or bounces over an outfield fence will be a ground rule double.

5 Canyons Fields:

1. A fair batted ball that rolls or bounces through the opening between the foul pole and the fence is a ground rule double.

Proctor Junior Field:

1. A batted fly ball that carries to the blacktop or play structure beyond right field is a home run. A batted ball that rolls or bounces onto the blacktop or play structure is a ground rule double. All other outfield areas are open.

Proctor Senior Field:

1. A batted fly ball that carries onto the hillside is a homerun. A batted ball that bounces or rolls onto the hillside is a ground rule triple. A batted ball that bounces over any outfield fence is a ground rule double. All other outfield areas are open.

SAFETY

1. All managers, coaches, players and umpires will review and adhere to all league safety guidelines as outlined in the CVLL "ASAP" Plan.

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DEVELOPMENTAL DIVISION RULES:

Tee Ball:

1. No official scores or standings will be posted or maintained. No umpires are used.
2. Bases shall be positioned at a distance of 50 feet.
3. All fielders will be positioned no closer than 35 feet from the batter (no closer than the pitcher's plate).
4. The games shall be a maximum of 4 innings or 1 hour, 15 minutes in duration.
5. All players will bat once each inning. The team's time at bat ends when the last batter completes his/her time at bat.
6. All players on the team's roster shall play on defense and should be rotated infield/outfield in every inning played.
7. No runners will advance on any overthrow.
8. A maximum of 3 defensive coaches are allowed on the defensive field, and they must remain behind the pitcher.
9. A maximum of 3 offensive coaches are allowed on the field. Two of whom shall remain in the base coach boxes alongside 1st and 3rd bases. One additional offensive coach is allowed at the home base area to place the ball on the Tee.

Farm:

1. No official scores or standings will be posted or maintained. No umpires are used. Base coaches call safe/out.
2. Bases shall be positioned at a distance of 60 feet.
3. All fielders will be positioned no closer than 35 feet from the batter (no closer than the pitcher's plate).
4. All players on the team's roster shall play on defense and should be rotated infield/outfield in every inning played.
5. The games shall be a maximum of 6 innings or 1 hour, 30 minutes in duration. No new inning shall start after 70 minutes of play.
6. Managers or coaches only will deliver a maximum of 8 pitches per batter. A player who does not put the ball in play will be allowed to swing from the tee.
7. The team's time at bat ends with one pass through the line-up in games scheduled before spring break. Thereafter, the offense is retired either when 3 outs are made or after the entire team has batted.
8. Only one base will be advanced per overthrow and only one overthrow can occur per runner.
9. No stealing of any base is allowed.

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10. If the batted ball reaches the outfield grass, the batter may advance to second at his own risk.
11. A maximum of 2 defensive coaches are allowed on the field and they must remain behind the infield players. One offensive coach may be behind the catcher to retrieve balls and put ball on tee.

Minor B:

1. No official scores or standings will be posted. Unofficial score keeping shall be utilized. Umpires shall officiate the game. Pitching and game logs shall be kept.
2. Bases shall be positioned at a distance of 60 feet.
3. Ten players shall be allowed on the field during a team's defensive half of the inning.
4. A player may not sit out defensively more than 1 inning, unless injured, or for disciplinary reasons.
5. No new inning will start after 1 hour and 45 minutes. A dead stop at 2 hours. Exception: The current batter may finish his/her at bat, if the prior batter complete his/her at bat prior to reaching the 2 hour mark, and the new at bat is not the start of a new inning.
6. A maximum of 2 walks per inning shall be allowed. For each subsequent batter in the inning who reaches a pitch count of 4 balls, the offensive manager or coach, continuing with the current strike count, shall pitch up to a maximum of 5 pitches with no reference to or recording of any additional pitches delivered out of the strike zone until said batter becomes a runner or is called out on strikes. The batter shall be called out on strikes after 5 coach pitched balls have been thrown or when a strike is thrown to complete the 3 strikes rule. If the 5th coach pitch is hit foul by the batter. The batter will receive one, and only one, additional pitch. If the batter hits the extra pitch (6th pitch), the batter is out and will not receive any further additional pitches.
7. Only one stolen base per runner per at bat will be allowed.
8. Only one base will be advanced per overthrow and only one overthrow can occur per play.
9. No stealing of home base is allowed. Note: A *Steal* is to gain or attempt to gain a base by running without the aid of a hit or an error.
10. A penalty of one out shall be imposed on either team when any of their players are not in position and fully prepared to begin the next inning within 3 minutes of the last out being made in the prior half-inning. The defensive team's penalty shall be imposed during their next offensive half of the inning. The official scorekeeper and the umpire shall together begin the 3 minute timing. It is the umpire's decision to impose the penalty and he shall inform the scorekeeper of such.
11. Managers must rotate the lineup each game allowing all players to lead off and hit higher in the batting order as equally as possible over the course of the season.
12. All players must be allowed to pitch a minimum of 3 innings during the season, unless either they or their parents submit a written request to the Player Agent asking that they not do so.
13. No Gentlemen's Agreements

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14. Good sportsmanship for players and managers/coaches is very important. Players should not be saying negative things to other teams and players on the same team (i.e. we won, you lost, we're/I'm better, etc.). This will usually happen when lining up and shaking hands. If this happens, speak to our player(s) immediately and let them know that type of behavior is not allowed. Managers/Coaches should teach their players good sportsmanship. Explain the Tootch rule. Explain to players that bad sportsmanship is not allowed and even benched for bad sportsmanship. There is Zero Tolerance for misbehavior and unsportsmanlike behavior which could lead to suspension or even expulsion from the league. Minor B is a development stage of baseball, thus there are no winners or losers during these games.
15. Managers, coaches or any adult cannot warm up a pitcher on the field or in the bullpen. Players warming up a pitcher must at least wear a catcher's mask. Catchers must wear a catcher's mitt during the game.
16. Hit by pitch – the batter is awarded first base if the pitched ball hits the batter even if it bounces before it hits the batter. The batter must attempt to move out of the way to be awarded first base. Also, if the batter is hit by a pitch which is in the strike zone, batter is not awarded first base and it's a strike. Hit by pitch doesn't count as a walk. Coaches that hit their own batter are not awarded first base.
17. No player should be touching a bat except the person at bat
18. Offensive players need to stay in the dugout and there must be one coach/adult managing the dugout.

CONTINUOUS BATTING ORDER

For All Divisions Using Continuous Batting Order (T-Ball through Minor A) the Following Shall Apply:

1. For batters unable to continue playing due to injury, illness, emergency, or ejection not resulting in an out, the next player in the batting order will finish the at-bat with the assumed count, skipping the original batters at bat and playing record.

EXCEPTION: For the non-competitive divisions only, and for any injured, ill or absent player who does not return to the game, Rule 4.04, Note 2 shall apply.

If a runner is unable to continue playing due to injury, illness, emergency, or other valid reason, the last batter who is not currently on base will replace the injured runner.

ALL STAR SELECTIONS

1. All managers shall attend the All Star Team selection meetings.
2. All Star Coaches are not allowed at the selection meeting.
3. Results of All Star selections are to be kept confidential until the official announcement date.
4. Players: Each division will select a 14 player roster with players selected as follows:

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- a. 12 players as selected by the respective Division's Managers.
 - b. 2 Players selected by the All Star Manager ("Manager's picks").
 - c. Replacement players will be nominated by Board vote.
 - d. Upon Board approval, any player who: 1) declines selection to, 2) voluntarily walks off of, or 3) is removed for disciplinary reasons from, an All Star team will not be eligible to play on any All Star team through the following season.
5. Divisions: Eligibility by age is defined as follows:
- a. Senior Division (15- 16 year-olds).
 - b. Junior Division (13 - 14 year-olds).
 - c. Intermediate Division All Star Team Players (11-13 year-olds).
 - d. Major Division All Star Team (10, 11 & 12 year olds)
 - e. 9, 10 & 11 Year Old Division All Star Team (9, 10 & 11 year olds)
 - f. 8, 9 & 10 Year Old Division All Star Team (8, 9 & 10 year-olds).
 - g. Minor B CVA vs CVN All Star game (7, 8, 9, & 10 year olds)
 - h. Minor B 8u All Star Team (7 & 8 year olds)
6. Managers: The All Star Managers shall be selected as follows:
- a. The Senior Division All Star Manager will be elected by a majority vote of the Senior Division managers and coaches. All rostered Senior managers and coaches are eligible for consideration.
 - b. The Junior Division All Star Manager will be elected by a majority vote of the Junior Division managers and coaches. All rostered Junior managers and coaches are eligible for consideration
 - c. The Intermediate Division All Star Managers will be elected by a majority vote of the Intermediate managers and coaches. All rostered Intermediate managers and coaches are eligible for consideration.
 - d. The Major Division and 9, 10 & 11 Year Old Division All Star Managers will be elected by a majority vote of the Intermediate, Major and Minor A Divisions' managers and coaches. All rostered Intermediate, Major and Minor A Division managers and coaches are eligible for consideration.
 - e. The 8, 9 & 10 Year-Old Division All Star Manager will be elected by a majority vote of the Minor A Divisions' managers and coaches. All rostered Minor A managers and coaches are eligible for consideration.
 - f. The Minor B All Star Manager will be elected by a majority vote of the Minor B Divisions managers and coaches. All rostered Minor B managers and coaches are eligible for consideration.

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- g. All interested candidates must notify the League President one week before the scheduled vote. All elected All Star Managers, Coaches and Players are subject to board approval.

LEAGUE CHAMPIONS

1. The League Champion for each Division will advance to the District 45 Tournament of Champions (TOC). Intermediate and Minor A Division will have a First Half winner and a Second Half winner that will play in a one game playoff to determine the League Champion.
2. Tie Breakers: In the event of a tie, the following rules will apply in order:
 - a. Best record of head-to-head games,
 - b. Fewest number of runs allowed during the regular season,
 - c. One-game playoff between tied teams.

THE TOOCH RULE

1. Prior to the beginning of the game and at the conclusion of the game both teams will line up and shake hands while passing home plate, wish luck and exhibit the standard of good sportsmanship.

POST SEASON REQUIREMENTS

1. Minor B, Minor A, Majors, Intermediate, Juniors, Seniors
2. Prior to post-season practices beginning, all teams entering the post-season tournament must provide the names and e-mail addresses of at least 3 parents, or other designees (not Managers or Coaches), who each will volunteer to assist in at least one post-season tournament game. Some of the positions needing to be filled include: Tournament Director, Scorekeeper, Announcer, Field Prep, Umpire, Snack Bar Worker.
3. Failure of any team in these divisions to provide this information will result in the manager of that team becoming ineligible as an All Star manager selection for that year.
4. Additionally, for any player being selected for and joining any All-Star team, a parent, or other designee, will be required to assist, as listed above, in one game. This is in addition to the requirement listed above.