



Costa Mesa National Little League

General League Procedures and Local Rules

Revision date: 5/6/19

I. League Organization

A. Minimum / Maximum Practices / Games per week

1. All teams shall participate through the season in practices and/or games a minimum and a maximum number each week as follows:
 - a. Major Division teams will participate in games and/or practices a minimum of 3 and a maximum of 4 times each week.
 - b. Minor A and Minor B Division teams will participate in games and/or practices a minimum of 2 and a maximum of 4 times each week.
 - c. Minor C and Tee Ball Division teams will participate in games and/or practices a minimum of 2 and a maximum of 3 times each week.
 - d. The maximums mentioned above include any organized “optional” practices.

B. Standings

1. Maintaining standings will be the responsibility of the Head Scorekeeper. Managers are responsible for reporting scores to the league website (www.cmnll.org) and the Head Scorekeeper. This applies to the following divisions: Majors, Minor A, Minor B, and the Minor C tournament.

C. Fielding a Team

1. For all Divisions (except Tee Ball) - teams that are unable to field a team of nine players will be referred to the Board of Directors or Board Member on Duty for possible forfeiture of the game. The game will be played if both managers agree as non-standing game, but the above rule still applies. (Refer to Little League Rule 4.16)
2. Tee Ball - Seven players are allowed.

D. Playing Season

1. Major, Minor A and Minor B seasons are as follows:
 - a. The first half of the season (or portion as deemed by Board of Directors) will be non-standing.
 - b. The remainder of the season will be standing for seeding purposes in the Postseason Tournament.
 - c. In the event of a tie:
 - (1) The team with the best head-to-head record is the higher seeded team.
 - (2) If teams are still tied after head-to-head competition, the seeding will be determined by a coin flip.
 - d. All teams will play in a Postseason Tournament to determine the league's representatives in the District 62 Tournament of Champions. Playoff format will be determined by the Board of Directors.
2. Non-Standing Season (Minor C)
 - a. All Minor C teams will enter into a double elimination tournament at the completion of the season. Teams will be assigned opponents by a blind draw.

E. Tie Games

1. Major, Minor A, Minor B, and the Minor C Tournament, tied games will go into extra innings as time permits pursuant to local rule by division..
2. If games cannot be completed, the game is to be finished immediately before the next time the teams meet. If the two teams are not scheduled to meet again, a time to finish the game will be scheduled by the Player Agent.

F. Player Selection

1. Player assignments on Tee Ball Division teams will be determined by the Player Agent in conjunction with the President and/or Lower Division Vice President with consideration

of school attended, parent requests, player experience, and age.

2. Minor and Major Divisions will be determined by the player draft.
3. Tryouts
 - a. The Board will determine the dates for tryouts.
 - b. All registered players, ages 9-12 must attend tryouts.
 - (1) If a player misses tryouts, he or she is not eligible to be drafted. The Player Agent will assign the player to a division that is age appropriate.
 - (2) Any 8-year-old desiring to play above the Minor C Division must attend tryouts in order to be placed in the Minor B Draft. If an 8-year-old player does not attend a tryout, he is not eligible to be in the Minor B division and will be placed on a Minor C team.

G. Drafts

1. The yearly Draft will be conducted under the guidelines set forth in the Little League Operating Manual. The Board of Directors shall establish the number of players on each team at least 24 hours prior to the scheduled draft.
2. Attendance at the draft shall be restricted to:
 - a. Team Manager and Assistant Coach (if applicable).
 - b. President of CMNLL.
 - c. Vice President of CMNLL.
 - d. Player Agent of CMNLL.
 - e. Clerical help as prescribed by the League President or Player Agent.
3. Notification of players selected.
 - a. All discussions held during the draft are strictly confidential and may not be communicated to anyone who was not a party to the original discussion, including family members.
 - b. Managers shall notify their selected players at the “Cap Night” day or the time frame within the conclusion of the draft as established by the Board of Directors.
 - c. Under NO circumstances should any player know the order in which he or she was drafted.

H. Player Selection Restrictions

1. Major Division

- a. No 8- or 9-year-old may be drafted into the Major Division.
- b. All 12 year-olds must be drafted into the Major Division. Exception: Candidates who are league age 12 desiring to play below the Major Division must receive written approval from the District Administrator, the local league level Board of Directors, and the parent of the candidate.

2. Minor A and Minor B Divisions

- a. 12-year old children waived under the exception noted above (H.1.b) must be drafted into the Minor A Division.
- b. 11-year-olds may not be drafted nor play any lower than Minor A.
- c. 10- year-olds may not play any lower than Minor B.
- d. 8-year-olds may not be drafted above Minor B.
- e. 5-year-olds may not play above Tee Ball
- f. No player will drop down into a lower division than they played the previous season with CMNLL.

I. Player Agent's List

1. Any player not registered by the end of registration (closure of the last day of tryouts) shall be put on the Player Agent's list.

- a. Registration form and payment must be received to hold a position.
- b. Payment for late registrations will not be deposited until player is placed on a team.
- c. Full refunds apply if a player cannot be placed.

2. Player Agent will maintain the Player Agent's list.

- a. All late registration forms will be numbered as received. Children will be placed in numbered order in their respective divisions.
- b. The final deadline for a player to be put on the player agent's waiting list will be the Costa Mesa National Little League opening day ceremonies for the current season.

- (1) Any waitlist requests or registrations received after the deadline will not be accepted and the player will not be considered for any roster spot if an opening occurs during the season as part of the local rules player movement policy.

c. Division Placement

- (1)** Tee Ball players will be assigned to teams by the Player Agent and President. Requests for certain teams will be honored if possible; balance teams with ages and parent help will be key.
- (2)** Players age 9-12 will be assigned as follows:
 - a)** Separate waiting lists will be maintained for both Minor A and Minor B Divisions.
 - b)** 9- and 10-year-olds will be placed on the Minor B list.
 - c)** 11- year-olds will be placed on the Minor A list.

J. Player Movement

- 1.** Player movement shall be conducted under the guidelines set forth in the Player Movement Policy (see Attachment B). Should a roster vacancy occur during the current season, prior to the final 2 weeks, the Manager involved shall:
 - a.** Notify the player when he or she has missed three consecutive games.
 - b.** Notify the Player Agent as soon as the vacancy occurs.
 - (1)** If the Player Agent is unavailable, contact the League President or Appropriate Divisional Vice President.
 - c.** Select a replacement player within 7 days. NO EXCEPTIONS
 - (1)** Failure to do so will result in a board review for suspension of the Manager.
 - (2)** Replacement players may be from the Player Agent's list or drafted up from the division below.
 - a)** If a player is placed on a team from the player agent's list, the player must remain on his/her team roster for 2 weeks, before becoming eligible for additional movement.
 - b)** Minor B will only be able to call up players if there is no one available on the waiting list.
 - (3)** Minor A managers may choose to draft up a player from the Minor B Division, or choose to accept the next player from the Player Agent's list.
 - (4)** The Player Agent will maintain a separate Major division player agent's list, for players who have previous Little League Major division experience, including those released due to injury and now able to play.

Major Division managers may choose to draft up a player from the Minor A Division, or choose to accept the next player from the player agent's waiting list.

2. The Player Agent MUST make notification to the selected player.
 - a. Under NO circumstances shall a Manager/Coach contact any player (or parent of player) under consideration. Penalty: Suspension of Manager/Coach as deemed by the Board of Directors.
 - b. Player Agent shall notify:
 - (1) Selected player and parents.
 - (2) Current Manager to inform them of player release and to advise them to select another player.
3. Should a roster vacancy occur during the final 2 weeks of the regular season, a player may be added to a team from the Player Agent's list not already assigned to a team. No new players may be added to the Player Agent's list during this 2-week period.

K. Manager/Coach Conduct

1. Manager/Coach should:
 - a. Do their best (give 100%)
 - b. Be at practices and games on time.
 - c. Show good sportsmanship.
 - d. Be as fair as possible in giving playing time to all players.
 - e. Teach the players to be humble in winning and losing.
2. Prohibited behavior includes but is not limited to:
 - a. Any display of temper such as, but not limited to, bat or helmet throwing, use of profanity or obscene gestures.
 - b. Any involvement in a verbal or physical altercation, or an incident of unsportsmanlike conduct.
 - c. The use of tobacco and alcoholic beverages in any form - on the playing field, practice field, benches or dugouts.
3. Violation of manager/coach conduct will be subject to disciplinary action by the Local League Board of Directors.
 - a. Regular season managers, coaching staff, volunteers, and all-star team managers serve at the discretion of the Board, and any action or behavior contrary to the best interests of the League may result in their removal by

decision of the President and the Board.

- b.** The president has authority to suspend a manager, coach or volunteer pending a decision of the President and the Board

L. Player Conduct

1. Players should:

- a.** Do their best (give 100%).
- b.** Be at practices and games on time, ready to play.
- c.** Wear complete uniforms with shirts tucked in, and if worn, matching sleeves.
- d.** Hustle on and off the field.
- e.** Not goof off at practices or games.
- f.** Not hit or push teammates.
- g.** Show good sportsmanship
- h.** Pay attention to games; be aware of every play.
- i.** Respect and follow instruction of managers and coaches.
- j.** Remain in dugout area unless otherwise instructed by the manager or coach.

2. Prohibited behavior includes but is not limited to:

- a.** Verbal abuse of the opposing team members or intimidation, including but not limited to, chanting, razzing or name-calling.
- b.** Any display of temper such as, but not limited to, bat or helmet throwing, use of profanity or obscene gestures.
- c.** Talking to spectators during the game.

3. Violation of player rules could result in benching or removal from the game.

M. Spectator Conduct

1. No spectator shall:

- a.** Interfere with the playing of the game.
- b.** Coach or talk to players.
- c.** Contradict managers or coaches.
- d.** Criticize managers, coaches or umpires.

2. Spectators shall show good sportsmanship at all times.

3. Use of any Tobacco products or drinking of alcoholic beverages is prohibited. This is a requirement of NMUSD (where our fields are located), the City of Costa Mesa (where we

get our permits for the fields), and Little League Baseball (the organization we belong too.)

4. Verbal abuse of opposing team members or the intimidation of the batter, including but not limited to, chanting, razzing or name-calling is prohibited.
5. Violation of these rules may result in the game being suspended until a Board of Directors member is able to remove the spectator who is in violation of the rules.
6. All unnecessary persons will be kept from behind the backstop in order to allow the official scorekeeper to hear the umpire's call. The umpire will have the final decision on who is allowed to remain behind the backstop.

N. Parent/Guardian Conduct

1. All parents/guardians of players are required to adhere to the Parent Code of Conduct as agreed to in the current season's registration form. Consent to this policy is a requirement to play in Costa Mesa National Little League. A copy of the 2017 Parent Code of Conduct is attached hereto as Attachment "C".

O. Registration Fees and Player Scholarship Policy

1. Costa Mesa National Little League follows Little League regulations related to registration fees which state that "although leagues may assess a registration fee, used to purchase uniforms and equipment, maintain fields, etc., the fee cannot be a prerequisite for playing. The Little League philosophy does not permit any eligible candidate to be turned away." Costa Mesa National Little League will not deny any child the opportunity to play baseball due to an inability to pay.
2. A Scholarship Committee consisting of the Player Agent, League President, and Treasurer will review all applications for financial assistance. Determinations on requests for financial assistance will be made within 7 days of application. The determinations of the Scholarship Committee shall be final.
3. Costa Mesa National Little League will offer the following financial assistance to players and their families:
 - a. Full Scholarship (registration fees for the current season will be waived in full);
 - b. Partial Scholarship (registration fees will be waived in part, as determined by the Scholarship Committee);
 - c. Payment Plan (registration fees will be made in payments as agreed to by the Scholarship Committee and the parent/guardian).
4. If registration fees would cause an undue financial hardship for a player's family, the parent or guardian may utilize the Costa Mesa National Little League scholarship application process outlined below.

- a. Any player's parent or guardian may request a Scholarship Application from the Player Agent.
- b. The parent or guardian must determine the type of financial assistance requested (see Paragraph 3 above).
- c. Any scholarship granted by the Scholarship Committee covers the registration fees, in whole or in part for the current season only.
- d. Parent/guardian (or adult family member) of the scholarship grantee is requested to work at least 10 hours of volunteer time supporting the league at fundraisers, league functions, and/or activities. This may include opening day, closing day, snack bar, Angels Day, etc.
- e. Any player being considered for a scholarship must meet all residence and age requirements.
- f. Player must be registered in the current season to be eligible for financial assistance.

II. Division Organization and Supplemental Playing Rules

A. All Divisions

1. All divisions will use a continuous batting order. All players will bat through the roster.
2. A player who misses an at-bat may re-enter the game. When the missing player's turn at bat occurs, an out will be recorded unless the player is injured or has permanently abandoned the game site. In these cases, the lineup will be compressed.
3. Any player who throws the bat will be warned. If a player requires a second warning, he may be asked to sit down for the rest of the game. Ejection from the game is at the discretion of the umpire.
4. Field preparations will be the responsibility of the Managers before the game. Managers are encouraged to assign parents on the team to help prepare the fields.

B. Major Division

1. Majors rules apply. Games will be played per the rules and regulations as published in the [Little League Rules and Regulations for Baseball Divisions](#) (the "Green Book"), with modifications per local rules at the discretion the board.

2. The Ten Run Rule, Little League Rule 4.10(e), will be used by the Major Division.

C. Minor A Division

1. Minor A shall use the 5-run limit as defined in Little League Rule 5.07 –The inning or half inning will end when the offensive team scores the five-run limit, or when all players on the roster have batted one time in the half-inning (continuous batting order limit), or when the defensive team records 3 outs. Any play in progress when the fifth run scores will continue to its natural conclusion (may require Umpire judgment call), BUT only 5 runs scored will be counted. This includes, a Ground Rule Double, Home Run or base awards due to Obstruction or a ball that has left the playing field.
2. The Ten Run Rule, Little League Rule 4.10(e), is still in effect.
3. The 5-run limit will not apply in the game's declared last inning. Note: continuous batting order limit will apply in all innings. Once a team bats through the line-up once in the last (Open) inning, the inning is over.
4. Due to Darkness the declared last inning is to be acknowledged by both Managers and the Umpire in Chief prior to the first pitch at the top of a new inning.
5. Every effort should be made to complete the 4th inning however; neither the 5th nor the 6th inning may start more than 2 hours after the start of any game played at Costa Mesa National Little League,. For time purposes, innings start immediately upon the third out of the prior inning. If the game is tied after the declared last inning is played, then every subsequent inning will be played without the 5-run limit, (time permitting) but will maintain the continuous batting order limit. If the tied game cannot be finished due to darkness or time limit, see Little League Rule 4.12.

D. Minor B Division

1. Minor B shall use the 5-run limit as defined in Little League Rule 5.07 –The inning or half inning will end when the offensive team scores the five-run limit, or when all players on the roster have batted one time in the half-inning (continuous batting order limit), or when the defensive team records 3 outs. Any play in progress when the fifth run scores will continue to its natural conclusion (may require Umpire judgment call), BUT only 5 runs scored will be counted. This includes, but is not limited to, a Ground Rule Double,

Home Run or base awards due to Obstruction or a ball that has left the playing field.

2. The Ten Run Rule, Little League Rule 4.10(e), is NOT to be used in Minor B.
3. The 5-run limit will not apply in the game's declared last inning. Note: continuous batting order limit will apply in all innings. Once a team bats through the line up once in the last (Open) inning, the inning is over.
4. Due to darkness or time limit, the declared last inning is to be acknowledged upon by both Managers and the Umpire in Chief prior first pitch at the top of a new inning.
5. If the game is tied after the declared last inning is played, then every subsequent inning will be an open inning. If the game is called due to darkness then it may be continued on another day or at the two teams next scheduled meeting.
6. There will be NO infield fly rule.
7. Substitution rules for defensive players are the same as regular Little League with the exception of batting. (Little League Rule 3.03) Each player must play defensively for a minimum of 6 consecutive outs, and a minimum of 3 innings in any game lasting 5 or more innings. The 3-inning requirement may be superseded by the need for immediate disciplinary action during the course of a game. Notification of this action being taken must be made to the division representative within 24 hours.
8. Every effort should be made to complete the 4th inning however; neither the 5th nor the 6th inning may start more than 1 hour 50 minutes after the start of the game. For time purposes, innings start immediately upon the third out of the prior inning. If the game is tied after the declared last inning is played, (time permitting) then every subsequent inning will be played without the 5-run limit, but will maintain the continuous batting order limit. If the tied game cannot be finished, see Little League Rule 4.12.

E. Minor C Division

1. "The purpose of the Minor C program is to provide training and instruction"
2. Game Lengths: A regulation game shall consist of up to 6 innings and no more than 2 hours in time. No New Inning will be started after 1 hour 40 minutes. For time purposes, innings are considered to start immediately upon the third out of the prior inning.

3. In an effort to speed up the game, while on defense, a coach shall be near the backstop with ball in hand, ready to throw it to the pitcher if a pitched ball goes by the catcher.
4. Field Dimensions/Decorum: Bases are 60' and the pitching rubber should be 46'.
5. Batting Order/Substitutions: All teams shall use continuous batting order and free substitution for the entire season. The side is retired when three offensive players are legally put out; or when all players on the roster have batted one time in the half-inning; or when the offensive team scores five (5) runs. The Batting Order shall remain the same throughout the game.
6. Runners: No stealing on wild pitches or passed balls. The ball is dead whenever a defensive player holds the ball under control within the infield (and is not attempting to make a play on an offensive runner). Infield is defined as inside of the base paths. When a time out is called, offensive runners not passing the halfway mark to the next base, will be sent back to the previous base. Runners may advance only one base on an overthrow.
7. There will be NO infield fly rule.
8. Reminder: INTERFERENCE and OBSTRUCTION rules apply:
 - a. INTERFERENCE - Offensive interference is an act by a member of the team at bat which interferes with, obstructs, impedes, hinder or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference, unless otherwise provided by these rules.
 - b. OBSTRUCTION is the act of a fielder who, while not in possession of the ball, impedes the progress of any runner. A fake tag is considered obstruction. (NOTE: Obstruction shall be called on a defensive player who blocks off a base, base line or home plate from a base runner while not in possession of the ball.)
9. Defensive positions: To maximize play time on the field for players, 10 fielders are permitted on defense. Fielders should be placed in traditional baseball positions, with 4 fielders in the outfield. All managers should allow all players to play as much as possible,

no player should sit out twice until all have sat out once.

- 10. Coaches (Defense and Offense):** During a game, a maximum of four (4) adults will be allowed in a dugout. **There must be at least one (1) adult in the dugout at all times.** No more than two (2) offensive coaches, plus the pitcher, are allowed on the playing field at one time. All coaches, except the pitcher, must remain in foul territory during offensive play. Defensive coaches are not allowed on the playing field during play.
- 11. Pitching:** A player pitcher shall deliver as many pitches needed per batter up to 4 called balls. If the batter strikes out before 4 called balls are thrown, the batter will be out. If the player does not strike out and does not put the ball into play before the pitcher throws 4 called balls, then the offensive coach will pitch.

 - a.** The coach pitcher should pitch from 40ft, or at about the base of the pitching mound, and should pitch overhand from a standing or kneeling position. The coach will continue with the strike count acquired from the player pitcher and may throw up to 4 pitches if needed, more if the last pitched ball is fouled off. The umpire shall call “strike” if the pitched ball is in the strike zone. *Example - if a coach assumes a count with two strikes already thrown by a kid pitcher, and throws the first pitch in the strike zone, strike three shall be called by the umpire.
 - b.** There are no walks. If the batter is hit by a pitched ball the batter shall have the choice of taking the base or continuing their turn at bat. Player pitch count shall be kept and documented. *Refer to 2015 LL rule book for player’s pitch count. For the safety of the players, it is the responsibility of the coaches to practice and teach pitching fundamentals to players prior to allowing them to pitch in a game.
 - c.** *League age 6 year old players may not pitch, all others follow the Little League Green Book rules for pitching.
- 12. Scoring:** No wins or losses are recorded during the regular season. Scores will be kept during the Tournament.
- 13. Tournament Play - supplemental rules**

- a. Schedules and brackets will be posted on our website (cmnll.org) under documents. Managers or Team Parents should post them to Team Snap.
- b. Show good sportsmanship / Practice safety first.
- c. Each team MUST provide umpires for the other games in the playoffs.
 1. During the Tournament, in the absence of a league-assigned umpire, a Board Member or manager from another team, if available, will act as umpire. If no umpire is available, the managers from each team must agree on one or two volunteers to act as umpire(s). If an acceptable umpire cannot be found, the game will be rescheduled.
- d. You will need scorekeepers from both teams present and working together. Scorekeeper for the home team will be considered the official scorer for the game.
- e. We will draw numbers to determine the seeding bracket.
- f. Flip a coin to determine the Home team. Because home team won't be determined until the coin flip at the plate meeting both teams will share set up and breakdown duties.
- g. Batting Line up: Must use a lineup card and exchange lineups with opposing team.
- h. Defensive positions: Only 9 fielders are permitted on defense. Fielders should be placed in traditional baseball positions, with 3 fielders in the outfield.
- i. Minimum Play Rule: all players must sit out one defensive inning prior to any player sitting out a second inning. All players must sit out two innings prior to any player sitting out a third inning.
- j. It is NOT necessary to rotate player positions, or rotate players from infield to outfield.
- k. Continuous batting order (CBO), bat once through the lineup of players, maximum of 5 runs (except for open inning) or 3 outs.
- l. We WILL use the five-run rule, and the last inning of the game will be an open inning (open inning will be three outs or once around the line-up, whichever comes first); there will be NO mercy rule.
- m. Teams with fewer than 10 players will bat through the order plus the difference of the other team, ex., Team A has 10 players and Team B has 9,

Team B bats 9 plus 1 player for continuous batting.

- n. Hit-by-Pitch: Players should make every effort to take evasive action to avoid the pitch. Should a player be hit by a pitch, the players will take first base, they will not have an option to continue their at-bat. Note: there is no rule on how many batters a pitcher may hit in a single inning or game.
- o. No intentional walks are permitted.
- p. Standard Minor C Time Limits apply. In the event of a tie game when 6 innings or the time limit is reached, a “California tie breaker” will come into play until a winner is determined. California tie breaker - Starting the new inning in overtime a runner (last out) will be placed at second base (with no outs) and full innings will be played until a winner is determined. These innings will be COACH pitch and will have a 5 run cap per inning; no open innings.
- q. Good Luck and HAVE FUN!!!

F. Tee Ball Division

1. The Tee Ball Division shall play a non-standing season.
2. Every game shall be a minimum of 2 complete innings, however, games should not exceed 1 hour 15 minutes.
3. The soft (safety) baseball will be used.
4. The Tee Ball playing field shall be identical in dimensions to a Little League field; however the base paths shall be 50 feet in length.
5. The season will be coach pitch.
6. The coach will pitch from 20 feet away on one knee.
7. The player will get six pitches. A player not able to hit the thrown pitches hits off a tee.
8. The pitcher’s position in Tee Ball will be that of “Defensive Pitcher” stationed where the pitcher’s mound would exist. *The pitcher must wear a helmet with facemask.*
9. Players on the field and players batting will include all players at the game.
10. A player may not sit out unless there is an immediate need for disciplinary action.

- 11.** Managers must rotate players to different positions on defense so that each player has a chance to experience playing each of the normal 9 positions, during the course of the season.
- 12.** Adult coaches for the team on defense are allowed in the outfield for instructional purposes.
- 13.** The side is retired when all players on the roster have batted one time in the half inning.
- 14.** There will be no strikeouts.
- 15.** There will be NO infield fly rule.
- 16.** Stealing bases is not allowed.
- 17.** If a runner leaves base before the ball is hit, the runner will not be called out. Note: There is no leading off and runners are not permitted to leave the base until the ball is hit.
- 18.** After a hit: when the ball is returned to the infield and is controlled by a defender, runners cannot exceed the next attainable base. In general, this is a “base to base” division; meaning, one base at a time.
- 19.** If a ball is overthrown at first base, no extra base will be awarded.
- 20.** If a runner is “put out” on any base, the runner will continue to run. For teams that seem to be more advanced in “making outs”, it is recommended to see how many outs that they can get in an inning; making it competitive for them.

Attachment A – Minor C Team Placement Policy

A Minor C team will have 1 manager and 1 coach.

The children of the manager and coaches will be placed on the same team for a total of 2 protected players. It is not a requirement to have 2 coaches but that is the maximum allowed for player protection purposes. To be counted toward the number of protected players, the coaches must provide a completed Little League Volunteer Application before the draft.

Note: The number of protected players shall not exceed the total number of manager and coaches.

Examples:

- *A manager with 1 coach that each has 1 child playing – 2 total protected players.*
- *A manager (w/ 2 children playing) with 1 coach (1 child playing) – maximum 3 protected players.*
- *A manager (w/ 2 children playing) with 1 coach (w/ 2 children playing) – maximum 3 protected players exceeded at the discretion of the league president. This exception reduces the number of drafted players by one.*

Minor C team placement will take place sometime after the Minor B draft.

The Player Agent will compile a list of players 6 to 8 years old eligible for the draft. For a 6 year old to be eligible for the Minor C Draft, he or she must have played one year of TeeBall and the parent must request placement in the Minor C division

Players on the Player Agent's Minor C Draft Eligible List will take place in an evaluation. The Player Agent, League President, and Lower Division Vice President will be the only evaluators. After evaluations are complete, the

Player Agent, President, and Lower Division Vice President will determine player assignments. Consideration will be given to player skill sets and age. Secondary consideration may be given to parent requests, but such requests are not guaranteed to be granted.

The teams are to have an equal number of 6, 7 and 8 year olds if possible. If this is not mathematically possible, the final determination will be made by the Player Agent, League President, and Lower Division Vice President.

No player trading will be allowed following the draft without prior executive board approval.

Attachment B – Player Movement Policy

Throughout the season, players leave teams due to illness, injury, change of address, or other reasons. At that point a vacancy is created and that player must be replaced according to Little League rules. This applies to the Majors, Minor A and Minor B divisions.

Players in the Minor A, Minor B, or Minor C division may be “drafted up” to a higher division during the season. If a player is “drafted up” the Player Agent will notify the parent by phone that the player has been moved to a team in the higher division.

Consent to this policy is a requirement to play in Costa Mesa National Little League.

Note: 8-year olds will not be “drafted” above the Minor B Division and 9-year olds will not be “drafted” above the Minor A Division.

Attachment C – Parent Code of Conduct

CMNLL is committed to the physical and emotional well-being and safety of all of the players, managers, coaches, umpires, volunteers, and parents and fans attending CMNLL events including games, practices, and any other league-sponsored and/or affiliated events. CMNLL's Parental Code of Conduct must be adhered to at all times, both in substance and intent, by all parents, relatives, and guests without exception. CMNLL practices a Zero Tolerance Policy for infractions pertaining to its Parental Code of Conduct.

PARENTAL CODE OF CONDUCT

We, the parents of CMNLL players, agree that we will:

- Provide constructive criticism off the field; never in front of other parents, players, officials, spectators, etc.
- Support our coaching staff and will not coach our players from the stands. We will not contradict our coaching staff's directions to our players. Under no circumstances will criticize, argue or engage in dialogue with any member of the coaching staff at any time during a game with words or gestures.
- Never use verbal, written, or gestured profanity on the field, via social media, or in any communication with players, coaching staff, umpires, or fans of any CMNLL or opposing team.
- Abide by a doctor's decision in all matters of players health and injuries and physical ability to play.
- Accept the decisions of umpires as fair and final. We will remain under

control in order to set a good example for players and other spectators.

Under no circumstances will criticize, argue or engage in dialogue with any umpire at any time during a game with words or gestures.

- Not criticize an opposing team, its players, fans, coaches or team with words or gestures.
- Support the coaches, players, and umpires and help teach our players the values of commitment, sportsmanship, ethical conduct and fair play by modeling appropriate behavior.

ZERO TOLERANCE POLICY RULES

I understand and acknowledge that CMNLL has adopted a Zero Tolerance Policy and agree that if I fail to abide by any of the aforementioned rules, I will be subject to disciplinary action including, but not limited to:

- Verbal/written warning b y umpire, manager, coach, CMNLL board member and/or CMNLL President;
- Immediate ejection from CMNLL fields, practices, games, and any other league-sponsored or affiliated events;
- Parental suspension from CMNLL fields, practices, games, and any league-sponsored events, with return pending a letter of apology as directed by CMNLL President;
- Permanent ban from CMNLL fields, practices, games, and any league-sponsored events.