

GENERAL LEAGUE PROCEDURES AND LOCAL RULES OF THE COSTA MESA LITTLE LEAGUE

**Revised March
2020**

LEAGUE ORGANIZATION

A. General:

1. It is the responsibility of the Managers and Coaches to read, understand and apply all the applicable rules in the Little League Rule Book as well as these Local Rules.
2. Managers do not have the option of modifying any of these rules at any time. If the rules are not followed, the offending individual (Manager, Coach, etc.) will be liable for disciplinary action by the Board of Directors. Ignorance of the rules is not a viable excuse.

B. Minimum/Maximum Practices/Games per week:

1. There shall be no mandatory Sunday practices.
2. All teams shall participate during the season in practices and/or games a minimum and a maximum number each week as follows:
 - a) Major teams will participate in games and/or practices a minimum of three and a maximum of four times each week.
 - b) Minor A and Minor B teams will participate in games and/or practices a minimum of two and a maximum of four times each week.
 - c) Minor C, Farm, Coach Pitch, and Tee Ball teams will participate in games and/or practices a minimum of two and a maximum of three times each week.

C. Standings:

1. Maintaining standings will be the responsibility of the Head Scorekeeper.

D. Fielding a Team:

1. Major, Minor A and Minor B Divisions:

Teams must be able to field 9 players from the roster to count the game as an official game or forfeit the game.
2. Minor C, Farm, Coach-Pitch and Tee-Ball:

The game will be played regardless of the number of players.

E. Playing Season:

1. The Major, Minor A and Minor B Division will play a split season of a preseason and a regular season.
 - a) If there is an uneven rotation in the schedule, regular season is determined after each team has played others at least 1 time or a predetermined date on the schedule prior to start of the season.
 - b) The same midseason game may count as a 1st half game for one team and a 2nd half game for the opposing team.
2. The final regular season standings determine the post-season tournament seedings (tie-breakers may be required – see below). The post-season tournament champion is awarded the 1st place for the regular season at CMALL and can choose their seeding in the District 62 Tournament of Champions. The post-season runner up is awarded 2nd place for the regular season and automatically receive the remaining seed in the D62 tournament of champions.
3. If two or more teams have the identical record for the same half of a season, the tiebreakers listed below apply in order shown. Tie breakers apply separately to each half of the season.
 - a) The team with the best record in Head-To-Head competition within that half of the season between the tied teams will be declared the winner.

- b) If teams are still tied after Head-To-Head competition, then won/lost percentage against teams with the following percentages will be used to declare the winner:
 - (1) .600
 - (2) .500 (only if tied after a)
 - (3) .400 (only if tied after a and b)
 - (4) .300 (only if tied after a)
 - (5) .200 (only if tied after a through d)
- c) Season overall record may be used as a tiebreaker.
- d) One game play-off will be the final tiebreaker.
- 4. Minor C and Farm teams will enter a double elimination tournament at the completion of the regular season.

F. Tie Games:

- 1. In the Major, Minor A, and Minor B Divisions there will be no tie games.
- 2. If games cannot be completed, the game is to be finished immediately prior to the next time the teams meet. If two teams are not scheduled to meet again, a time to finish the game will then be scheduled by the Player Agent.

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 or designated person, (assistant coach).
 - b. President of CMALL.
 - c. Player Agent of CMALL.
 - d. Vice President of CMALL.
 - e. One clerical helper as prescribed by the League President or Player Agent.
- 1. Notification of players selected.
 - a. Managers shall notify their selected players within 72 hours of the conclusion of the draft **or** pre determined time designated by the CMALL Board.
 - b. **Under NO circumstances should any player know the order in which they were drafted.**

H. Player Selection:

- 1. Player assignments on lower division teams (Minor C, Farm, Coach Pitch and Tee Ball) will be determined primarily to ensure parity but will also consider geographical area, school attendance, friends, and age.
- 2. Majors, Minor A, and Minor B player selection will be determined by the player draft.
- 3. Tryouts
 - a) The dates for tryouts will be determined by the CMALL Board.
 - b) All registered players, ages 9-13 must attend tryouts.
 - (1) If a player misses tryouts he or she will be assigned to a division that is age appropriate as determined by the executive team.
 - (2) Any 8-year-old desiring to play above Minor C Division must attend tryouts in order to be placed in the Minor B Draft.
 - (3) Any 7 year old wishing to be drafted to Minor B must have previously played in Minor C and attend tryouts to be placed in the Minor B draft.

I. Player Selection Restrictions:

- 1. Majors
 - a) No 8-year-old players may be drafted into the Majors. Any 9-year-old player with at least 2 years of kid pitch experience may be drafted into Majors as long as a letter from the player's parent/guardian is submitted to the president or player agent at least 24 hours before the scheduled MAJOR DRAFT. This letter must state that parents

are willing to let their child be drafted into Majors and that they understand the league's minimum play requirements.

- b) Any 10-year-old player who was not selected to the 9/10 All-Star team the previous year, may request not to be drafted into the Majors by indicating it in writing, either in a letter to the Player Agent or on their registration form.
2. Minors
 - a) 12 year old players not drafted into the Majors for safety issues must be drafted into the Minor A Division and apply for LL waiver.
 - b) 9, 10 and 11-year-old players may not play any lower than Minor B.

J. Player Agent's List:

1. Any player not registered by the end of registration (6PM the day of the first draft) shall be Put on Player Agent's list.
 - a) Registration form and payment must be received to hold a position.
 - b) Payment will not be deposited until player is placed.
 - 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. Players will be placed in numbered order in their respective divisions.
 - b) Division Placement
 - (1) Minor C, Farm, Coach Pitch, and Tee Ball will be assigned according to age.
 - (2) Players age 8-12 will assigned as follows:
 - (a) Separate waiting lists will be maintained for both Minor A and Minor B Division.
 - (b) 9 and 10 year olds will be placed on Minor B list.
 - (c) 11 and 12 year olds will be placed on a Minor A list.
 - (d) A 10 year old player may be moved to the Minor A list at Player Agent's discretion.

K. Player Movement:

1. Should a roster vacancy occur during the regular season, the Manager of the involved team should notify the Player Agent as soon as the vacancy occurs. The player agent must verify the vacancy.
2. Managers must notify the Player Agent if players are injured during the season. The Player Agent will determine if a replacement player is needed based upon injury and expected length of absence.
3. The Manager shall select a replacement player within seven calendar days, either the first available player from the waiting list or a player from the next lower Division.
 - a) Any player must have been on his/her team roster at least two weeks before becoming eligible for selection as a replacement.
 - b) Minor B Managers will select replacement players from the next lower Division only if there is no one available on the waiting list. The Player Agent must obtain parent approval of a selected player only.
4. **The Player Agent ONLY must make notification to any selected replacement player.** Under no circumstances shall a Manager/Coach contact any player (or parent of a player) under consideration as a replacement. Manager contact with parent or player will result in disciplinary action as determined by the board.
5. The Player Agent shall notify the selected replacement player and his/her parents, and the current Manager. This Manager shall now be advised to select replacement player.
6. If a player declines to be moved up as a replacement player, he shall be ineligible to be moved up to any other team for the remainder of the season including All Post-season play. (TOC, Mayors Cup,)
7. Children of Managers or Coaches of record may elect to remain on their current team.

8. If a player declines to be moved up as a replacement player, they will be transferred to the team within their division that provides the replacement player. The only exceptions are the children of the manager and assistant coach.

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. No hitting or pushing teammates.
 - f) Pay attention to games; be aware of every play.
 - g) Respect and follow instructions of managers, coaches and umpires.
 - h) Remain in the dugout area unless otherwise instructed by the manager or coach.
 - i) Not chant, razz or name-call. Verbal abuse of opposing team members or intimidation of the batter is prohibited.
 - j) Display good sportsmanship. Any display of temper such as, but not limited to, bat or helmet throwing, use of profanity or obscene gestures is prohibited.
 - k) Not talk to spectators during the game.
2. 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. No smoking or drinking alcoholic beverages are permitted.
4. Chanting, razzing or name-calling is prohibited. Verbal abuse of opposing team members or intimidation of the batter is prohibited.
5. Violation of these rules may result in the game being suspended until Board of Directors member is able to remove the spectator who is in violation of the rules.
6. If a Manager, coach or spectator is ejected from a game, they must leave for the remainder of the game and are barred from attending the next scheduled game. This includes pre and post-game activities. The suspension will be served from no closer than the parking lot at Costa Mesa High School or from whatever boundary applies to the field where the suspension is being served.

N. Selection of All-Star Teams

All-star team Managers shall be selected by the league President and approved by the board.

Little League All-Star Team

All Majors division players and Majors division managers will vote for 9 players for the all-star team. They will not vote for players on their own team. The 4 players with the most votes from the players will make the all-star team. The Majors division managers votes will determine the next 5 all-stars by total votes. The All-Star Managers and selection committee (President, Vice President, Player Agent) will select the remainder of the roster with consideration to assemble the best team of players rather than simply the best individuals.

11U All-Star Team

Each Majors/Minor A division manager will vote for 9 players for the all-star team. They will not vote for players on their own team. The 6 players with the most votes will make the all-star team. The 11U All-Star Managers and selection committee (President, Vice President, Player Agent) will select the remainder of the roster with consideration to assemble the best team of players rather than simply the best individuals.

10U All-Star Team

The Minor A/B Managers will vote for 9 players to fill the roster. They will not vote for players on their own team. The 6 players with the most votes will make the all-star team. The 10U All-Star Managers and selection committee (President, Vice President, Player Agent) will select the remainder of the roster with consideration to assemble the best team of players rather than simply the best individuals.

9U Superstars

The Minor A/B Managers will vote for 9 players to fill the roster. They will not vote for players on their own team. The 6 players with the most votes will make the all-star team. The 9U All-Star Managers and selection committee (President, Vice President, Player Agent) will select the remainder of the roster with consideration to assemble the best team of players rather than simply the best individuals.

II. SUPPLEMENTAL PLAYING RULES

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. It is the Manager's responsibility to notify spectators from his/her team of this rule.

The following rules are in addition to the Little League Rules as outlined in the official Little League Rulebook.

A. Major Division

1. All players will bat through the roster.
2. Pitch count will be used per rulebook
3. Dropped 3rd strike rule applies- batter may advance at own risk to first on dropped 3rd strike.
4. Each player must play defensively for a minimum of three innings but may not sit 3 innings in consecutive games. ie.... no child will sit 3 innings in two consecutive games. May sit 3 innings one game and maximum 2 innings the following game.
5. Teams that field 13 or more players at start of the game shall only be required to meet Little League Rulebook min play requirements.

B. Minor A Division

1. All players will bat through the roster within each half of any inning for the first five innings or until 5 runs have been scored in the half inning by natural result of the play. In the remaining inning or umpire declared open inning there is no run limit and bat once through the order to natural completion of the play. When batting through the roster, the last batter will not be announced as such prior to his/her at bat. The scorekeeper will notify the umpire before the at bat.
2. Each player must play defensively for a minimum of three innings but may not sit 3 innings in consecutive games. ie.... no child will sit 3 innings in two consecutive games. May sit 3 innings one game and maximum 2 innings the following game.
3. Teams that field 13 or more players at start of the game shall only be required to meet Little League Rulebook min play requirements.
4. No new inning shall start after two hours; new inning begins the instant the third out is recorded from the previous inning.
5. Pitch count will be used per rulebook.

C. Minor B Division

1. All players will bat through the roster within each half of any inning for the first five innings or until 5 runs have been scored in the half inning by natural result of the play. In the remaining inning or umpire declared open inning there is no run limit and bat once through the order to natural completion of the play. When batting through the roster, the last batter will not be announced as such prior to his/her at bat. The scorekeeper will notify the umpire before the at bat.
2. Three adults may be in the dugout and two adult base coaches may be used.
3. There will be NO infield fly rule.
4. There are no illegal pitches in Minor B Division.
5. No 11 or 12 year old may pitch.
6. Each player must play defensively for a minimum of three innings but may not sit 3 innings in consecutive games. ie... no child will sit 3 innings in two consecutive games. May sit 3 innings one game and maximum 2 innings the following game.
7. Teams that field 13 or more players at start of the game shall only be required to meet Little League Rulebook book min play requirements
8. A player who misses an at bat due to injury or any other acceptable reason is **not** called out and batting order collapses, player may later reenter the game in his/her original position in the batting order.
9. No new inning shall begin after one hour and fifty minutes; new inning begins the instant the third out is recorded from the previous inning. 9. Pitch Count will be used per the rulebook.

D. Minor C Division

"The purpose of the Minor C program is to provide training and instruction"

**** League age 6 year-old players may not pitch. All others follow Little league Rulebook rules for pitching**

1. Game Lengths:

A regulation game shall consist of up to 6 innings and no more than 2 hours in time.

2. Field Dimensions/Decorum:

Bases are 60' and the pitching rubber should be 46' (Pitchers should not pitch closer than the leagues pitching rubber to prevent injuries). Baseballs should be Little League approved baseballs.

3. 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.

4. Runners:

No stealing on wild pitches or passed balls. The ball is dead whenever the pitcher has possession of the ball with both feet inside the pitching circle (any part of the foot touching the pitching circle shall be considered "inside" the circle for this rule). Any runners who have advanced at least halfway toward the next base will be allowed to complete their advance. Runners may advance only one base on an overthrow.

5. Defensive positions:

Only 9 fielders are permitted on defense. Fielders should be placed in traditional baseball positions. All Managers should allow all players to play at least 9 outs per game on defense.

6. Coaches (Defense and Offense):

Defensive coaches are NOT allowed on the field of play and should remain in the dugout. (Note: one adult coach or team parent must remain in the dugout at all times). One offensive coach is allowed near the batter's box to assist the batter and may also assist the catcher with passed balls. An offensive coach may also pitch to his team; see "Pitching" for more info.

7. 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, the offensive coach will pitch. The coach pitcher should pitch from inside the pitching circle and continue with the strike count acquired from the player pitcher. There are no walks. If a batter is hit by a pitch from a player (not coach), the batter has the choice of taking the base or continuing their turn at bat.

Player pitch count shall be kept and documented.

Refer to 2020 LL rulebook for player's pitch count per age and days rest required

*** 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.*

8. Scoring:

No wins or losses are recorded, scorebook is only kept to track end of inning and pitch counts

E. Farm Division

1. During the first four innings, the maximum number of runs a team may score per inning is five. Open scoring in the fifth and sixth innings.
2. Four adults may be in the dugout and two adult base coaches may be used. No coaches on the field except for the coach feeding the machine.
3. There will be NO infield fly rule.
4. For teams with 12 or fewer players at the game, nine players are to be on the field at one time. Free substitution will be allowed. Each player must play defensively for a minimum of three innings, two of which must be consecutive. For teams with 13 players on their roster and with all 13 present at the game they may play with a fourth outfielder
5. A player who misses an at bat due to injury or any other acceptable reason is not called out and the batting order collapses, player may reenter the game in his/her original position in the batting order at later time.
6. There is no stealing.
7. There is no bunting.
8. A pitching machine will be used. The manager or a coach from the team at bat will feed the pitching machine. In the absence of an official umpire, the person feeding the machine makes the final calls. The feeder can get help from base coaches or opposing coaches if he or she did not see the play, but the final call must be made by the feeder.
9. The batter will receive a maximum of six pitches or three swinging strikes, whichever comes first. A foul ball will not count as the third strike, or as the sixth pitch. No called strikes on the first five pitches. If a player

does not swing at the sixth pitch, the player is out regardless of how bad the pitch was. There will be no walks or base awarded for hit by pitch.

10. The pitcher's position will be that of defensive pitcher, positioned to the left or right of the machine.

11. If a hit ball strikes machine whether or not a defensive player touches it first, the ball is dead and the batter advances to first base. All other runners advance one base.

12. If a thrown ball strikes the pitching machine, each runner, without liability to be put out, advances one base from the time the throw was made and the ball is dead.

13. A regulation game shall consist of up to 6 innings and no more than 2 hours in time.

14. The ball shall be considered dead and no runners shall advance when the pitcher has control of the ball in the vicinity of the pitchers mound. Control means the ball is in the player's grasp. If a runner is halfway to the next base when the ball is dead, then the runner is awarded the next base. If the runner is less than halfway to the next base when the ball is dead, then the runner must return to the previous base. Once the ball has been returned to the pitcher and is dead, the pitcher cannot put the ball back in play.

15. Games shall be played with 6balls, teams supply 3each. Coach feeding machine shall not wait for catcher to return ball to mound. Tournament play may elect to use one ball and have catcher return to mound between pitches.

F. Coach Pitch Division

1. The Coach Pitch Division shall play a non-standing season.
 - i No score shall be kept in the games.
2. All batters will bat through the roster. When batting through the roster, the last batter will not be announced as such prior to his/her at bat. The offensive manager will notify the defensive manager after the bat is completed.
 - i Each batter will receive maximum of 6 pitches after 6th pitch a Tee will be placed and Batter hits off the Tee
 - ii Each half-inning ends when all batters on roster have batted or three outs occur, whichever comes first.
3. There will be NO infield fly rule.
4. Free substitution is allowed.
5. A player who misses an at bat will not be called out, but will bat in the next available spot in the batting order.
6. There will be no stealing.
 - i There will be no leading off.
 - ii Runners are not permitted to leave the base until the ball is hit.
 - iii If a runner leaves base before the ball is hit, the runner will not be called out, but shall receive a warning.
7. The team on defense shall place nine players on the field. A tenth player may be placed as a 4th outfielder.
8. Two adult coaches for the team on defense are allowed in the outfield for instructional purposes, one in right field and one in left field.
 - i Adult coaches in the field may not touch a ball in play.
 - ii Managers/Coaches are not allowed on the field between the foul lines, except as above or when pitching.
9. Managers must rotate players to different positions on defense so that each player has a chance to experience each of the nine defensive positions.
10. Games shall not exceed one and one-half hours in length.
11. If a batter throws the bat after having been warned once in a game, he will be called out each time he continues to throw the bat.
12. After a hit, when the ball is returned to the infield and is controlled by an infielder, runners cannot exceed the next attainable base.

13. Each batter shall receive six pitches from a coach of the team at bat.
 - i Pitches will be delivered from a distance not less than 25 feet and not more than 40 feet.
 - ii If the ball is not struck fair after three pitches, the batter will hit from the Tee.
 - iii There will be no strikeouts.
 - iv Foul balls shall count, as pitches from the coach and shall not warrant any additional pitches.
14. The pitcher's position will be that of defensive pitcher; stationed where the pitcher's mound would normally exist.
 - i When the coach is pitching, the pitcher shall be stationed to the coach's left or right.
15. Base paths shall be 50 feet in length.

G. Tee Ball Division

1. The Tee Ball Division shall play a non-standing season. With last 1/3 of the season played by Coach Pitch rules with coaches pitching to players. No score shall be kept in the games.
2. All batters will bat through the roster. When batting through the roster, the last batter will not be announced as such prior to his/her at bat. The offensive manager will notify the defensive manager after the at bat is completed.
 - i Free substitution is allowed.
 - ii A player who misses an at bat will not be called out, but will bat in the next available spot in the batting order.
 - iii There will be no base stealing.
 - iv There will be no leading off.
 - v Runners are not permitted to leave the base until the ball is hit. If a runner leaves the base before the ball is hit, the runner will not be called out, but shall receive a warning.
 - vi The team on defense shall place nine players on the field. A 10th may be placed as a 4th outfielder.
 - vii Two adult Coaches for the team on defense are allowed in the outfield for instructional purposes, one in right field and one in left field.
 - 1 Adult Coaches in the field may not touch a ball in play.
 - 2 Managers/Coaches are not allowed on the field between the foul lines, except as above.
3. Managers must rotate players to different positions on defense so that each player has a chance to experience each of the nine defensive positions.
4. Games shall not exceed one and one-half hours in length.
5. If a batter throws the bat after having been warned once in a game, he will be called out each time he continues to throw the bat.
6. After a hit, when the ball is returned to the infield and is controlled by an infielder, runners Cannot exceed the next attainable base.
7. There will be no strikeouts.
8. The pitcher's position will be that of defensive pitcher, stationed where the pitcher's mound would normally exist.
9. Base paths shall be 50 feet in length.

HOME (Third Base Dugout) AND VISITOR (First Base Dugout)

FOR ALL DIVISIONS OF PLAY – HOME TEAM SETS UP THE FIELD AND VISITOR
CLEANS UP/ DRAGS AND WATERS. UNLESS VISITOR IS FROM A TRAVELING
LEAGUE AT WHICH TIME HOME TEAM SERVE DOUBLE DUTY - SET UP AND
CLEAN UP.

BOTH TEAMS ARE RESPONSIBLE FOR SECURING THE FIELD, EQUIPMENT AND
LOCKING UP AFTER LAST GAME ON THE FIELD.