

***CENTRAL CHESTERFIELD LITTLE LEAGUE  
BY-LAWS  
OPERATING PROCEDURES AND POLICIES***

League ID # 346-05-18

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# CENTRAL CHESTERFIELD LITTLE LEAGUE

## DISCIPLINARY POLICY

Central Chesterfield Little League (CCLL) expects all participants (players, managers, coaches, spectators and all volunteers associated with Little League) to exhibit acceptable behavior on and off the field, while on the property of any county property or Local League park. Aggressive behavior (fighting, pinching, hitting or other acts of aggression) or other unacceptable behavior (foul language, tobacco, alcohol or any other offensive behavior on the playing field) will not be tolerated by Little League. Participants involved in unacceptable behavior of this type will be subject to disciplinary action as dictated by Little League and Chesterfield County Policy. The CCLL Board of Directors (BOD) reserves the right to set punishment according to the seriousness of the offense up to and including suspension from participation in any CCLL related activity. The ruling the CCLL Board of Directors will be final.

It is the sincere hope of the CCLL staff and its members that no participant will display any form of unacceptable behavior, however, should the situation arise, this disciplinary policy will be enforced. **ALL** participants involved in unacceptable behavior will be disciplined on an individual basis as determined by the guidelines established by Little League International and as applied by the CCLL Disciplinary Committee.

### Little League International - Rule 4.07 – All levels of Baseball

When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They **may not** sit in the stands and **may not** be recalled. **Any manager, coach or player ejected from a game is suspended for his or her team's next physically played game.** (This is a Little League International policy which may not be waived, altered, or modified. This is not a local league policy. Any local league found in violation of this policy may be subject to league sanctions and loss of charter.)

**\*\*\*NOTE:** Ejections from any game may result in loss of eligibility of any and/or all All-Star privileges.

**I acknowledge receipt of a copy of the CCLL Disciplinary policy and have discussed its content with participants involved with my team to include players, coaches, parents and spectators. I agree to abide by this policy and understand that unacceptable behavior will not be tolerated.**

LEVEL AND TEAM NAME: \_\_\_\_\_

MANAGER: \_\_\_\_\_ DATE: \_\_\_\_\_  
Sign and PRINT name

COACH: \_\_\_\_\_ DATE: \_\_\_\_\_  
Sign and PRINT name

COACH: \_\_\_\_\_ DATE: \_\_\_\_\_  
Sign and PRINT name

COACH: \_\_\_\_\_ DATE: \_\_\_\_\_  
Sign and PRINT name

# ***CENTRAL CHESTERFIELD LITTLE LEAGUE***

## **DISCIPLINARY PROCEDURE**

If an infraction of the CCLL Disciplinary Policy occurs, ***the complaint shall be submitted in writing to the League Coordinator, League Player Agent or President within 48 hours of the infraction.***

Upon receipt of a written complaint, the League President, Vice President, or League Coordinator will assign one or more member(s) of the executive board as the investigating officer(s) to conduct an impartial investigation. Upon completing the investigation, the investigating officer will present those findings to the CCLL Disciplinary Committee. The Disciplinary Committee will present those findings and recommendations to the Board of Directors (BOD) who will determine whether disciplinary action is warranted and, when required, the disciplinary action to be taken.

The Disciplinary Committee will convene to discuss any reported league infractions, the severity, and proposed disciplinary action weekly during the season, and as required during the off-season. Discussion of a particular infraction will take place as soon after the occurrence as possible, typically within the week of receipt of the complaint. The severity of some complaints may require more immediate action.

It is the intent of the BOD to ensure that all investigations are complete prior to any disciplinary action being taken. However, for the most serious of alleged offenses, the BOD may take administrative action to restrict or suspend participation of the party/parties involved in any games and/or CCLL activities until the investigation is complete and the issue has been completely resolved. In those instances where the investigation determines that the alleged offense did not occur, this “interim” action will not be considered to have been disciplinary in nature.

Those involved in the alleged infraction will be notified by the appropriate League Coordinator of the date and time of the meeting to discuss the incident. Each party will be offered an opportunity to speak during a specified time frame assigned and managed by the President and League Coordinator.

The offending party/parties involved will be notified of the decision of the BOD verbally and/or in writing. Neither the BOD nor the Disciplinary Committee are under any obligation to disclose the decision and/or punishment to the complaining party/parties.

If an appeal is requested by the offending party/parties, it **must be stated in writing to the BOD within 48 hours of receipt of the BOD decision.** A majority quorum of the BOD must meet within one week of receipt of the request. The requesting party/parties will be notified of the meeting and allotted time to speak. The meeting will be closed and the BOD will discuss the appeal and render a FINAL decision. The offending party/parties involved will be notified of the decision of the BOD **in writing** regarding this final decision. **The decision of the Board of Directors is FINAL.**

Disciplinary Committee consists of:

- League Coordinator (Chairperson)
- Vice President (Co-Chairperson)
- President
- Executive Board investigating officer
- Chief Umpire
- Player Agent
- Secretary
- Other regular members as required

# CENTRAL CHESTERFIELD LITTLE LEAGUE

## DRAFT RULES AND PROCEDURES

2007

- Rule 1.** All eligible players at all Divisions (except Tee Ball) will return to the draft each year.
- Rule 2.** Draft selection order is determined by a number draw from a hat. The person that draws the last draft pick position will have the first choice to pick his team name. This pick order will proceed up the line from last to first. Team names can be traded **ONLY** before the draft selection begins.
- Rule 3.** A manager's child will be taken by the round established below: (ref. p. 62 LL Operating Manual)

<u>Age</u>	<u>Draft Round</u>	<u>Age</u>	<u>Draft Round</u>
7 & 8	5	13	4
9 & 10	5	14 (Junior)	3
11	4	14 (Senior)	5
12	3	15	4
		16	3

**Note:** A manager with more than 1 child eligible to play on his/her team will claim the eldest child by the round stated above. The remaining child/children will remain protected and placed as a team selection in the round he/she is *\*forced* based on the draft selection sheets of the Division Managers.

- Rule 4.** All levels will be allowed one Coach's option to be taken in the round *\*forced* based on the draft selection sheets of the Division Manager. Any Coach's option not present for player assessments will automatically become the 1<sup>st</sup> round draft selection for their respective team unless ALL managers at that level agree to another round.
- Rule 5.** Carpool/ride share requests **are not guaranteed.**
- Rule 6.** Carpool/ride share players cannot be tied to a Manager/Coach player option. Only assessment rated players can be considered for carpool/ride share. Carpool/ride share requests will be considered only after all parties have submitted requests in writing to the Player Agent. These requests must be submitted at least 48 hours prior to the draft.
- Rule 7.** Brother/sister and/or carpool/ride share requests may be placed on the same team only when all brother/sister or carpool/ride share players are drafted at the same Division level.
- Rule 8. a.** With the exception of High School Junior Varsity and Varsity baseball players, all draft eligible players must participate in at least 50% of the league scheduled player assessments. (Regular scheduled or make up)
- b. ANY PLAYER (except current JV & Varsity) THAT DOES NOT TRY OUT WILL NOT BE ELIGIBLE FOR SELECTION BY NAME DURING THE DRAFT.** The names of non-rated players will be placed in a hat for selection **by draw only.** Throughout the draft process, managers will have the option of selecting rated players by name or non-rated players by drawing from the hat.

**Rule 9.** All player trades must take place within 24 hours of the draft and must be approved by the Player Agent for that respective level of play. Player trades can only be made within 3 draft rounds, one up, the same round or one down. No player is to be called by a manager until 24 hours after the draft has concluded.

**Rule 10.** Any 6 year old drafted to the Minor 7 & 8 Level must be taken by the 4<sup>th</sup> round and must play 50% of the time per game that he/she is present and eligible to play.

**Rule 11.** Any 8 year old drafted to the Minor 9 & 10 Level must be taken by the 4<sup>th</sup> round and must play 50% of the time per game that he/she is present and eligible to play.

**Rule 12.** Any 9 year old drafted to the Major Minor Level must be taken by the 4<sup>th</sup> round and must play 50% of the time per game that he/she is present and eligible to play.

**Rule 13.** Any 10 year old drafted to the Major Level must be taken by the 4<sup>th</sup> round and must play 50% of the time per game that he/she is present and eligible to play.

**Rule 14.** Any 14 year old drafted to the Senior Level must be taken by the 4<sup>th</sup> round and must play 50% of the time per game that he/she is present and eligible to play.

**Rule 15.** Any player wishing to be drafted to a higher level must tryout twice, once with his/her age group and again with the next higher lever/division. If they do not tryout at their proper level and are not selected as required in rules 10-14 above, they will become a hat pick at their proper level.

\*note – rules 10-14 – if the 4<sup>th</sup> round pick is already filled by any forced player (manager's child, coach option, brother/sister/carpool option) then that player must be drafted NLT the 3<sup>rd</sup> round or the last available round prior to the 4<sup>th</sup> round.

**Rule 16.** All managers must submit a signed copy of their draft sheets at the beginning of the draft complete with the player's names and tryout numbers. If a manager fails to submit his completed draft sheet, he/she will not be allowed to *\*force* players drafted to other teams and will not be allowed to exercise a protected coach option.

**Rule 17.** There is a 2 minute time limit on each manager to make his/her draft selection when it is his/her turn in the draft. If a manager exceeds the time limit, a penalty may be imposed at the discretion of the Board members conducting the draft. **PENALTY:** The manager loses his selection for that round and will have to make 2 selections within the 2 minute time limit in the next round.

**Rule 18.** All managers must either have on file or bring with them to the draft, a copy of the Little League volunteer application and a copy of the drivers license and county volunteer card for the manager and any protected assistant. **PENALTY:** Failure to do so will result in the inability of that particular manager to exercise the protected assistant option.

\*force – **process:** After assessments, each manager is given a draft round sheet. Using their tryout rate sheets, the managers place *each player* in the draft round they feel reflects their ability. (**ex:** better skilled players in rounds 1-4, average players in rounds 5-8, lesser skilled players in rounds 9-12) Prior to the start of the draft, each manager turns in a signed copy of his/her draft sheet to the Player Agent. Any child that

has an older sibling in the same division is located on each draft sheet and their round placement is tallied. (The manager/father's sheet is not used in the determination.) The round that the majority of the remaining managers put the younger sibling in, is the round the manager/father is forced to take that sibling in. (**ex:** 12 yr. old twins – the oldest sibling is taken in the 3<sup>rd</sup> round, the younger sibling has been listed in the 8<sup>th</sup> round by the *majority* of managers at the Little League Division. The manager/father now takes the younger sibling as his 8<sup>th</sup> round pick.) This process is also used to determine round placement for the Coach's option.

**Explanation:** This method does not penalize a manager that has 2 or more children on the same team by making him/her take 2 early round picks back to back while the other managers only take one. This method allows the manager to claim the second child in the round that is based on his/her ability level, thereby preserving the fairness of the draft.

## ***CENTRAL CHESTERFIELD LITTLE LEAGUE***

### **MANAGER/COACH ELIGIBILITY POLICY**

***From the Little League Operating Manual:*** “Volunteers in the local Little League program DO NOT HAVE TENURE, regardless of the years of service. In order to serve, a manager, coach or umpire must be appointed by the league president and approved by the local league board of directors annually. Prior service does NOT guarantee re-appointment.”

CCLL appoints an Evaluation Committee annually consisting of:

- President
- one or more Vice Presidents
- one or more League Coordinators
- one or more members of the Disciplinary Committee

Duties of this committee: review and discuss manager/coach evaluation forms

- report findings to the Board of Directors
- recommend any eligibility restrictions for upcoming season
- distribute an overview of evaluation findings to managers/coaches
- determine candidates for “Coach of the Year” award for each division

NOTE: If a manager or coach is placed on probation, the areas of concern will be discussed with the manager or coach. Probation of 1 year to include spring season, All-Stars and Fall Ball.

Any further written and signed complaints during the probationary period will be explored by the Disciplinary Committee and may result in suspension in accordance with the CCLL Disciplinary Policy.

# ***CENTRAL CHESTERFIELD LITTLE LEAGUE***

## **ALL LEVELS - LOCAL LEAGUE RULES - 2007**

1. Rained-out games may be re-scheduled on Sundays beginning @ 2:00 p.m.
2. Managers will be held responsible for the actions of their coaches and parents: **there will be no exceptions.**
3. Game clock starts at scheduled start time and **no** inning will start 5 minutes prior to the scheduled end time. (Example: Majors start at 6:00 p.m. and have 1 hour and 45 minutes, no innings will start at 7:40 p.m.) **The chief umpire shall keep the official time.**
4. No inning will be after 9:00 p.m. for T-Ball  
10:00 p.m. for Minor Machine Pitch 7 & 8  
10:00 p.m. for Minor Lower Level, Minor Upper Level and Majors  
10:30 p.m. for Juniors and Seniors  
11:00 p.m. for Big League  
**Reg X a & c, Rules 4.10, 4.11, 4.12**
5. Double headers may be played if necessary at the Major, Junior, Senior and Big League levels only. **Reg. VII D, Rule 4.13**
6. **NO ON-DECK BATTERS** except in Juniors, Seniors & Big League. **Rule 1.08 note 1**
7. **NO-HEAD FIRST SLIDES** except in Juniors, Seniors and Big League. Any player violating this rule will be called out. **Rule 7.08 a #4**
8. Manager and coaches shall not leave the dugout during a game without permission from the chief umpire. This rule does not apply to the T-Ball and Minor Machine Pitch 7 & 8s.
9. **"Must Slide Rule"**: Runners must slide or attempt to avoid contact with a defender if the defender is waiting with the ball to make the tag. The runner may leap but is out only if he/she makes contact with the defender. If a fielder is blocking the base without the ball and no play is being made, then the fielder is guilty of obstruction. This rule is a judgment call and is not subject to objections or appeals. **Rule 7.08 a**
10. The offensive team shall station two bases coaches on the field during its time at bat, one near first base and one near third base. **The coaches shall not leave their respective dugouts until the pitcher has completed his/her preparatory pitches to the catcher.** Base coaches shall - (1) be eligible players in the uniform of their team AND one adult manager or coach; **An adult manager or coach is only permitted to occupy the first or third base coaches box if there is at least one other adult manager or coach the dugout.** (Big League: Both base coaches may be adult managers or coaches.) (2) remain within the base coaches' boxes at all times, except as provided in rule 7.11; (3) talk to members of their own team only. An offending coach shall be removed from the base coach's box. **NOTE: The local league's Board of Directors may elect to use two (2) adult base coaches at any level of play. Such election must be made prior to the start of the season. \*\*\*** The use of 2 adult base coaches is **ONLY ALLOWED** if there is 1 adult manager or coach remaining in the dugout. (Only the manager and 2 assistant coaches listed on the team roster are eligible to remain in dugout **EX: 1**) If only the manager and 1 asst. coach are present - you have to use 1 adult and 1 player for base coaches. The other adult must remain in the dugout. **2**) If only the manager OR 1 coach is present - 2 players must be used for base coaches. The adult must remain in the dugout.
11. No slash bunting at any level. Any player violating this rule will be called out. Slash bunting is considered to a safety hazard and unsportsmanlike conduct. Repeated actions will be governed by Rules 4.06 and 4.07.
12. These rules apply to **ALL** Central Chesterfield Little League games.
13. Free substitution and batting the roster shall apply to all levels.
14. Games will begin at scheduled time even if there is only one umpire present. (at applicable levels)

## **T-BALL LOCAL LEAGUE RULES**

1. The minimum of ten players shall be allowed on the field defensively unless the manager chooses to play all players. Additional players added will be placed in the outfield. Outfield players must be behind the grass line of the infield until ball is batted. **Rule 3.17 note**
2. There is free substitution, therefore **no** player shall sit more than 1 consecutive inning.
3. All players present are in the batting order. **Rule 4.04**
4. An inning ends with 3 outs or when 5 runs have scored, whichever comes first.
5. Each player shall have 5 attempts to put the ball in play. If after the 5th attempt, the ball is not hit in fair territory, the batter is out.
6. When a ball is hit to a defensive fielder and he/she has possession of the ball, all runners **must** stop at the base they are going to.
7. No stealing of any base. **Rule 7.13 example 16 note 3**
8. Coaches may be used as umpires.
9. A batted ball must cross the 10-foot arc around home plate to be a fair ball. The bat must come in contact with the ball to be called fair. The ball will not be fair if the bat hits only the tee and causes the ball to cross the 10-foot arc line.
10. Each game shall a 1 hour and 15 minute time limit. **Rule VII h**
11. Coaches and or managers may be allowed in the outfield on defense.

**\*\*\*Review and abide by "ALL LEVELS LOCAL RULES" on the first page.\*\*\***

## **DISTRICT V – MINOR MACHINE PITCH (ROOKIE 7 & 8'S) RULES**

1. Pitcher (player) stands in outside of a half-circle behind the pitching rubber.
2. This half circle curves from 1<sup>st</sup> to 3<sup>rd</sup> base.
3. 5 pitches per batter, coach can adjust machine.
4. No balls or strikes.
5. Out on 5<sup>th</sup> pitch unless it's fouled off.
6. Unlimited foul tips on last pitch.
7. Continuous batting order/bat the roster.

8. 3 outs or a maximum of 5 runs per inning, per team.
9. Defensively 10 players on the field/four outfielders.
10. Maximum of 2 defensive coaches on field.
11. If the ball **OR A PLAYER** is touched by a coach on the field, ball is dead and all base runners advance one base.
12. 75 minute (1 hr. 15 min.) minimum game time or 6 innings per game.
13. Complete an inning once started.
14. NO base stealing or leading off base. (refer to Rule 7.13)
15. Runner may advance on overthrows.
16. Ball missed by catcher **is not** an overthrow.
17. Catcher may or may not catch the pitched ball **and wears ALL equipment** (refer to rules 1.12 & 1.17)
18. Use a real baseball.
19. Coach actually feeds the pitching machine.
20. If ball (batted or thrown) hits the pitching machine or a coach on the field, ball is dead and all base runners advance one base.
21. Pitching machine speed can be adjusted by coach. (no limitation)

## **CCLL MINOR MACHINE PITCH (ROOKIE) 7 & 8'S GUIDELINES**

1. Adjusting angle of machine should be done only if absolutely needed and both Managers should be in agreement. For the sake of fairness, adjustment should only be done after an inning is completed.  
**NOTE:** The feet of the pitching machine **cannot** be moved or adjusted during a game.
2. It is suggested that you rotate players to different positions during regular season.
3. Infielders should not play in front of their respective bases.
4. Coaches **must** position themselves **behind the outfielders** and may not talk with the umpires.  
**NOTE:** They cannot setup further than the first pole of the dugout opening.
5. If the ball (batted or thrown) hits the power cord, it is still a live ball.
6. It is recommended that the pitching machine speed be set and left at **35 mph**.

**\*\*\*Review and abide by "ALL LEVELS LOCAL RULES" on the first page.\*\*\***

## **MINOR (9 & 10 yr. old) LOCAL LEAGUE RULES**

(CCLL refers to this level as *MINORS*)

1. All players present are in the batting order. **Rule 4.04**
2. There is free substitution, therefore **no** player shall sit more than 1 consecutive inning.
3. An inning ends with 3 outs or when 5 runs have scored, whichever comes first.
4. All games shall have a 1 hour and 30 minute time limit. **Rule VII h**
5. A runner may advance **one** base at a time when **stealing**.
6. There will be **no** balks called. **Rule 8.05 note after k**
7. Games will start on time even if there is only one umpire.
8. Each batter and runner must wear a helmet with a face shield if league issued.
9. There shall be **no** intentional walks.
10. The Infield Fly rule is in effect. (**Definition - pg. 41**)
11. On a ball 4 ("walk" call), if the catcher **has not attempted** to throw the ball back to the pitcher when the runner crosses first base, the runner may advance at his own risk.

**\*\*\*Review and abide by "ALL LEVELS LOCAL RULES" on the first page.\*\*\***

## **MINOR (10 & 11 yr. old) LEVEL LOCAL LEAGUE RULES**

(CCLL refers to this level as *MAJOR-MINORS*)

1. All players present are in the batting order. **Rule 4.04**
2. There is free substitution, therefore **no** player shall sit more than 1 consecutive inning.
3. An inning ends with 3 outs or when 5 runs have scored, whichever comes first.
4. All games shall have a 1 hour and 30 minute time limit. **Rule VII h**
5. There shall be **no** balks called. **Rule 8.05 note after k**
6. Games will begin on time even if there is only one umpire.
7. There are **no** intentional walks.
8. The Infield Fly rule is in effect. (**Definition - pg. 41**)
9. **Clarification:** On a ball 4 ("walk") call, refer to **pg. 76, Rule 7.13**

**\*\*\*Review and abide by "ALL LEVELS LOCAL RULES" on the first page.\*\*\***

## **MAJOR LEVEL LOCAL LEAGUE RULES**

1. There are **no** intentional walks.
2. There shall be **no** balks called. **Rule 8.05 note after k**
3. Games shall have a 1 hour 45 minute time limit. **Reg X, Rules 4.10, 4.11, 4.12**
4. All players present are in the batting order. **Rule 4.04**
5. There is free substitution, therefore **no** player shall sit more than 1 consecutive inning.
6. A player shall not be called out if he is unable, because of injury or illness, to take his at-bat. **Rule 4.04 Note**

**\*\*\*Review and abide by "ALL LEVELS LOCAL RULES" on the first page.\*\*\***

## **JUNIOR LEVEL LOCAL LEAGUE RULES**

1. All players present are in the batting order. **Rule 4.04**
2. There is free substitution, therefore **no** player shall sit more than 1 consecutive inning.
3. Games shall have a 1 hour 45 minute time limit. **Reg X, Rules 4.10, 4.11, 4.12**

**\*\*\*Review and abide by "ALL LEVELS LOCAL RULES" on the first page.\*\*\***

## **SENIOR LEVEL LOCAL LEAGUE RULES**

1. Games shall have a 1 hour 45 minute time limit. **Reg X, Rules 4.10, 4.11, 4.12**
2. All players present are in the batting order. **Rule 4.04.**

**\*\*\*Review and abide by "ALL LEVELS LOCAL RULES" on the first page.\*\*\***

**CENTRAL CHESTERFIELD LITTLE LEAGUE**  
**2007 District 5 All-Star Player Registration Form**

Player Name: \_\_\_\_\_ Date of Birth: \_\_\_\_\_

Address: \_\_\_\_\_

Phone Number(s): \_\_\_\_\_

Parents: \_\_\_\_\_

Current Level Being Played: Rookie   Minor   Major-Minor   Major   Junior   Senior (circle one)

Team / Manager's Name: \_\_\_\_\_

Dear Player and Parents,

This registration form confirms your child's availability to participate on a CCLL District 5 All-Star team. While there is no guarantee that your child will be selected, registration will guarantee that your player will be among those players in the tryout/vote process. At this time, specific practice & tournament dates are not set. We do expect practices and tournaments to be between June 15 & August 15, 2005 (approximate dates).

Eligibility to Participate:

According to Little League rules, your child must meet eligibility requirements to be a member of a District All-Star team. The rule states "any player (is eligible)... who has participated as an eligible player in one-half the regular season games as of June 15 on a Little League Baseball team, with the exception of the school baseball season." "If your child plays school baseball and is unable to attend all regular season Little League games, an adjustment will be made on the minimum participation in games required under this rule."

Additionally, your child may not be eligible if he/she was subject to official disciplinary action during the regular season.

- You will need to purchase your All-Star uniform at the cost of \$ **70.00**. The uniform fee includes your hat, jersey & vest (with name and jersey number), socks and belted pants.
- Being an All-Star player means that **you** represent your League. Sportsmanship on, and off, the baseball field is as important as playing the game of baseball.
- If you are selected for an All-Star team, your participation is required. You will be expected to attend all practices and games.
- You must return this form to your manager no later than June 1<sup>st</sup>, 2005.
- JUNIOR LEVEL PLAYERS - Tryouts will be on June 15<sup>th</sup> & 16<sup>th</sup>, 2005.
- Practice & game dates will be announced.

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Player Signature

Parent Signature

Date

By signing, we agree that our child will be available for all required activities and we acknowledge that the uniform fees must be paid no later than the first All-Star practice.

**CENTRAL CHESTERFIELD LITTLE LEAGUE**  
**2007 District 5 All-Star Manager Application**

Name: \_\_\_\_\_ Manager or Coach (circle one)

Address: \_\_\_\_\_

Phone Number(s): \_\_\_\_\_

Current Level Coached: Rookie   Minor   Major-Minor   Major   Junior   Senior (circle one)

Team Name: \_\_\_\_\_

All-Star level you wish to manage: \_\_\_\_\_

Please take a moment to briefly answer this questionnaire.

1. What is your primary reason for wanting to manage an All-Star team?
  
2. Are you currently managing or coaching any other team (any sport) that will hinder your commitment to this team at any point throughout the duration of the tournament?
  
3. How will you choose your assistant coaches?
  
4. How do you handle discipline on your team?
  
5. How do you handle parental conflicts?
  
6. How will you establish your batting order? Why?
  
7. What is your method for meeting substitution requirements?

---

Signature

Printed Name

Date

## CCLL District 5 All-Star Selection Process

### General:

Any player wishing to be considered for a District 5 Junior All-Star team will participate in a pilot tryout program. The remaining levels will be chosen by Vote. The intent of this process is to field well-balanced and competitive teams. The Junior level tryout pilot is desired as the number of players trying-out will be more manageable.

### Announcement of Process:

1. Include language in the Player Registration Form to notify families of costs and responsibilities of participating on an All-Star team. As well as a brief statement as to the tryout method and approximate date(s).
2. The process will be announced at the player draft at the beginning of the season.
3. At the Mandatory Manager's meeting, the All-Star Process will be announced and the serious responsibilities of the managers will be reviewed. Also, at the same time, a call for volunteers will be made. Volunteers will be asked to place their name on a list.
4. Team Mom packages will include the All-Star registration forms.

### Dates:

1. No later than May 1<sup>st</sup>, 2007, any Manager/Coach wishing to be an All-Star Manager shall provide written notice to the Board of Directors.
2. All-Stars Managers will be selected, by the Board of Directors, no later than June 15<sup>th</sup>, 2007.
3. The Junior tryouts will take place on June 15<sup>th</sup> and/or 16<sup>th</sup>, 2007.
4. Player selection meetings will take place on the day of tryouts.
5. Coach Vote for the remaining levels will take place beginning on June 15<sup>th</sup>, 2007.
6. The All-Stars Managers will be notified and receive their rosters on the day of tryouts/voting.
7. All-Stars practice will begin at the earliest date specified by tournament rules.
8. **In the event weather conditions prevent the tryout process, the Board of Directors may elect to choose the All-Star players by Vote method.**

### District 5 All-Star Team Manager Selection:

1. No later than May 1<sup>st</sup>, 2007, any Manager/Coach wishing to be an All-Star Manager shall provide written notice to the Board of Directors on a form provided by the Board. <sup>2</sup>
2. All-Stars Managers will be selected, by the Board of Directors, no later than June 15<sup>th</sup>, 2007. **(the selected Managers will not be revealed until AFTER the All-Star team rosters are completed)**
3. The Board will vote on, and approve, two times the number of managers needed for each level. Managers will be appointed to teams based on an order of preference established by the Board's vote.
4. If a manager's child is assigned to a team, that manager may choose to manage the team in which their child is voted. <sup>3</sup>
5. If a manager's child is not voted onto *any* All-Star team, the manager is given the option of remaining with the team to which he is appointed. <sup>3</sup>

6. If a manager's team appointment changes due to his child's placement on a team, the next preferred manager shall be appointed to the position vacated by the re-appointed manager. <sup>3</sup>

**EXAMPLE:**

Three teams are appointed Managers A, B & C respectively.

The child of Manager B is voted to Team 3.

Manager B will move to Team 3 and Manager C will move up to Team 2.

7. If a manager declines appointment to a team, the name will be removed from the list and the order of appointment shall be adjusted accordingly.

Note 1: Managers will be urged to choose their coaches in a manner which aids the development of future All-Star managers.

Note 2: The Manager Application Form will outline the responsibilities of the Manager and contain a questionnaire relating to team management.

Note 3: These items apply only in the case of more than one District 5 All-Star team per level.

**Self-Nominations (all levels):**

1. Any player who wants to be considered for an All-Star Team will complete a registration form contained in the Team Mom package.
2. The forms will be used to create a master list.
3. The list of Junior level players, registered for All-Star selection, will be compiled into a tryout roster.
4. All other levels: The list will be compiled into ballot sheets arranged by team and given to each manager and player.

**Junior Level Evaluation & Player Selection:**

1. Evaluators will be given the tryout roster which also serves as the evaluation sheet.
2. Evaluators may use a rating method of their choice and may not make notes on anything other than the evaluation sheet.
3. Evaluators will:
  - a. Not enter the playing field.
  - b. Not communicate with any player.
  - c. Not exchange comment on any player.
4. Immediately following tryouts evaluators will:
  - Meet with the tryout director and complete their vote sheets.
  - Give vote sheets and evaluation sheets to the tryout director.
  - Remain available to meet after votes are tallied.
5. Votes will be tallied by the tryout director and one Board member.
6. The top 25 vote-getters will be presented, in order, at the post-tryout meeting of the evaluators.
7. The Junior level All-Star manager will be announced.
8. Any tryout "no-shows" will be identified.
9. The top 10 players will be selected for the All-Star team.
10. The Manager will select the remaining two players from the pool of the top 25.
11. The Manager will be given the option of selecting two additional players from the pool of remaining top voted players for a team total of 14 players.

12. If a player is absent from tryouts, he may be voted to the All-Star team provided that the Evaluating Managers of his level voted him to a team with a minimum of a 75% vote. (The independent evaluators will not vote in this situation.) **SEE SPECIAL NOTE**
13. In the event of tie votes, the evaluators may discuss the needs of each team and make minor roster adjustments according to team needs as long as the evaluators are in full agreement.
14. If a player becomes unavailable, an alternate will be selected from the next available player in order of the original vote.

SPECIAL NOTE: A player, absent from tryouts, may only be considered by vote in the event of player illness or a death in the family. Only written notice, signed by player & parent, will be accepted.

### **Tryout Director, Coordinators & Evaluators:**

1. Evaluators will be made up of all the managers of each age level.
2. To provide balance in the voting process, there shall be Independent Evaluators for each age level. The Independent Evaluators will be managers, or assistant coaches, from the Major-Minor level, and higher.
3. The independent evaluators will not be an assistant coach or parent from the Junior level.
4. The number of Independent Evaluators will be equal to one-half the number of teams represented PLUS one Independent Evaluator.

#### EXAMPLE:

6 Senior teams:

The 6 managers of those teams.

Plus 3 Independent Evaluators

Plus one Independent Evaluator

Total number of evaluators for Seniors = 10

5. Independent evaluators will be chosen, by the All-Start Committee, on a first-come basis.
6. The Tryout Director will be a Board Member and oversee the tryout process and collect vote sheets.

### **Player Selection for Remaining Levels:**

1. The master list of registered players will be compiled into ballot sheets with players grouped according to their team.
2. Ballot sheets will be distributed to each team, manager & assistant coach.
3. Each player will vote for the 8 players they feel deserving of an All-Star slot.
4. Players will be limited to voting for a maximum of 4 of their own teammates.
5. The managers will vote using identical ballots. Each manager will vote for the 12 players they feel deserving of an All-Star slot.
6. Managers will be limited to voting for a maximum of 6 of their players.
7. The votes will be tallied and the first 4 players (from the player vote), then the next six players in order of the vote (from the manager vote) will be rostered.
8. The All-Star Manager will be announced and the manager will choose two players from the pool of the remaining top 20 vote getters.
9. The All-Star manager may also choose up to two additional players for a total roster of 14 players.

10. If the voting process yields the same players in the player and coach votes, players will be added to the roster in order of the votes. If necessary, the “pool” will be increased by combining the player and coach votes to establish an order of choice in adding players to the pool.
11. If a player becomes unavailable, an alternate will be selected from the next available player in order of the original vote.

**TRYOUT FORMAT:**

Stage One: Individual Skills

Stage Two: Team Play

Note: The tryout specifics are to be determined at a later date.



