

Chantilly Little League

Policies, Procedures, Guidelines, and Local Rules



April 1, 2023

Version 6.0

REVISION HISTORY

Changes to this document will only be made with the approval of the Chantilly Little League Board of Directors.

| Date | Summary of Changes |
|------------------|--|
| 31 March 09 | New formatting and organization |
| 8 April 09 | Pitcher - catcher rule clarified 15.1 |
| 10 April 09 | Added Section 16.0 The Catcher |
| 12 April 09 | Updated Sections 11.5, 11.6, 12.1, 14.2, 15.1, 15.1.1 |
| 10 Sep 09 | Updated Sections 1.5, 1.6, 1.7, 5.1.1, 5.1.2, 5.1.4, 8.0, 11.8, 12.2, 12.7, 14.3, 15.0, 15.1.2, 18.1 Added Section 5.1.7 Temporary Replacement Players Deleted Section 11.3 Field Conditions Deleted Section 14.2 Runner Collision |
| 11 Mar 10 | Added 5.1.7 "(d)" Called up player may not play pitcher or catcher positions Added 1.7 Conduct and 1.8 Uniforms and Equipment Accountability |
| 26 Mar 13 | Sections 1 through 8 renumbered 2 through 9 for proper Table of Contents generation Updated Sections 2.7 "Selection of Managers & Coaches", 2.7 "Conduct", 5.0 "The Players", 6.1.2 "Draft", 8.2 "League Standings", 11.5 "Game Time Limits", 12.1 "Batting Order", 12.2 "Minimum Play Requirements", 15.1.2 "AA Pitching" Merged Section 9.0 "Field Decorum" with 1.7 "Conduct" Removed 14.2 "Courtesy Runner" – not consistent w/ LL Rules & Regs |
| 24 February 14 | Multiple revisions to include adding Codes of Conduct, dropped AA Split Pitch, changed "slash bunt" rule, Majors Tournament Team selection, draft process, playoff formats, new format, safety, and expanded contents |
| 24 February 14 | Version 1.0 – approved by Board vote. |
| 19 May 14 | Revised Section 7.2 "Replacement Players" to be in accordance with Little League rules. Updated pitch count guidance. |
| 30 October 14 | Revised Section 15, Pitching, to conform to Little League Rules. Updated Section 12.1.2, Pregame Use, to account for additional fields, clarified Section 9, time limits, clarified Fall House program rules. |
| 14 January 15 | Included references to Little League Rule Handbook, where applicable, modified AA stealing rules. Included Single-A in Minors division. Revised Appendix D – Single-A rules to be iaw LL rules. |
| 18 February 15 | Revised to remove Single-A division from assessment and draft requirements. Revised specific sections based on BoD comments. |
| 02 March 15 | Revised to correct formatting issues. Changed organization name to "Chantilly little League" for the purposes of this document. |
| 20 March 15 | Revisions to address inconsistencies and Board of Director comments. Includes revision of AA stealing rules, cleaning up CoC to include Chantilly Baseball/Chantilly Little League only, Manager/Coach conduct, Appendix A, Merged Appendices B, C, and D. |
| 20 March 15 | Version 2.1 – approved by Board vote |
| 06 April 2015 | Corrected discrepancy in 12.3 Pregame Schedules (v 2.1) |
| 02 June 2015 | Revised Section 9.1 to include AA/AAA playoff time limits. Revised Section 9.1 and 14.6 so that AA/AAA playoff and championship games may not end in a tie. |
| 13 October 15 | Revised Section 9.1 to include Fall Season Majors regular season games in time limits. 12.1 Field Maintenance – Sully Highlands changed to "no trash is to be left at the field. Please take out what you bring in." Added locking equipment boxes and sheds 14.1 – added "approved/appointed adult manager of coach" |
| 25 January 16 | Revised Sections 12.3 and 14.1 to include new schedules and Plate Conference requirements/Little League Pledge activities. Revised Section 14.7 to enforce 10 run rule. |
| 12 February 16 | Revised based on Board member comments to v2.5. Combined/revised sections to reduce duplicity and for ease of reading. |
| 21 February 2016 | Incorporated Board member comments; included references to Little League rules where applicable |
| 26 February 2016 | Approved by Board of Directors vote; up-leveled to v3.0 |
| 13 February 2017 | Updated to include 2017 Little League rule changes, Board approved revisions, editorial and typo corrections. Approved by Board of Directors vote; up-leveled to v4.0 |

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| 16 February 2018 | Updated level to version 5.0; 7.1.2.1 Struck maximum number of 12 year old players drafted onto Majors team; 7.3 Edited to include up to four Tournament teams each League; 10.1.1.1 Adjusted AA and AAA Spring game limit to 2 hours 10 minutes; 10.1.1.2 Adjusted AA, AAA, and Majors Fall game limit to 2 hours 10 minutes; 13.1 Struck ground rules; 13.2 Clarified reporting game to include pitch counts, number of innings pitched, and number of innings caught by player; 13.7 Noted the Board rejected imposing the 15 run rule; 15.2.1 Added parent a pitcher; and 17 Noted Home and Away managers are required to find umpires for their game, even if they do it themselves. |
| 1 April 2023 | Updated level to version 6.0 Changed wording throughout to reflect merger into one league Updated link to CYA LL website 3.5 Provided definition of a cast 13.5 Managers & Coaches are permitted to warm up a pitcher 13.6 Allows teams to start with eight (8) players in the lineup 13.9 Specifies that teams with eight (8) do not have to take an out for the 9 th position in the order 14.3 Adds courtesy runner rule |

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1 INTRODUCTION

This document contains information, which will assist League Administrators, Player Agents, Managers, Coaches, and Umpires in performing their duties. It supplements Little League Official Regulations and Playing Rules and provides local administrative procedures and practices. All league personnel should become familiar with the material contained herein.

The procedures contained in this document cover the Tee Ball, Minors, and Major League divisions. These procedures apply to both spring and fall baseball programs, as identified herein. The Chantilly Little League Baseball Board has approved these guidelines.

Circumstances not covered by the following and the Official Little League Regulations and Playing Rules shall be handled in the best interest of the League. Such occurrences should be brought to the attention of the League President.

THIS DOCUMENT SHALL ONLY BE MODIFIED WITH THE APPROVAL OF THE CHANTILLY LITTLE LEAGUE BOARD OF DIRECTORS.

This document can be found online at the www.cyall.org website

2 THE LEAGUE

See Regulations I and II of the Little League Official Regulations, Playing Rules, and Policies for more detail on this section.

In the spring, Chantilly Youth Association (CYA), as the parent organization, operates a house Little League program (Chantilly Little League - each defined by a geographic boundary) chartered with Little League Baseball, Inc. This league falls under the purview of a Board of Directors. In the fall, CYA operates a non-chartered/unaffiliated house baseball program which falls under the purview of the same Board of Directors.

2.1 ORGANIZATIONAL STRUCTURE

Chantilly Little League oversees the following programs.

2.1.1 SPRING BASEBALL

Each spring, within each league, all Divisions (Tee Ball/Coach Pitch, A, AA, AAA, Majors) are chartered with and follow the Rules, Regulations, and Policies of Little League Baseball, Inc.

Tee Ball Division

Within the Tee Ball Level, Chantilly Little League has established Tee Ball and Coach Pitch Levels for baseball players aged 4-6, although a 7-year old can also play at this level. This level of play is dedicated to teaching the basics of baseball while emphasizing the fun aspects of playing team sports. All players play in the field and bat in every inning.

Minor League Division

The purpose of the Minor League Division is to provide training and instruction for those players who by reason of age and other factors do not qualify for selection in the Major League Division. Within the Minor League Division, Chantilly Little League has established three Levels. They include:

- Single-A (A), or Machine Pitch (MP), is for baseball players aged 7 and 8. Six-year old players may be eligible to play provided they have played Tee Ball and Coach Pitch and are approved by the Chantilly Little League Board of Directors.
- Double-A (AA) is an Introduction to player pitch for baseball players aged 8-9. Seven-year old players with advanced skills may be approved for play as approved by the Chantilly Little League Board of Directors. Participants must tryout and are subject to a draft for placement. Only those players deemed advanced enough to play in AA will be drafted into AA.
- Triple-A (AAA) is an Intermediate Player Pitch for baseball players, ages 8-11. Participants must tryout and are subject to a draft for placement. Only those players deemed advanced enough to play in AAA

will be drafted into AAA. Managers will determine selection of players into the AAA Division. If not selected, they would then be placed into the AA draft pool.

Major League Division

The Major League Division is for baseball players aged 10-12. Nine-year old players may request to the League Player Agent that they be considered for Majors and attend the tryouts. Participants must tryout and are subject to a draft for placement. Players not drafted into the Major League Division will be placed into the AAA draft pool for selection at that level. Managers will determine selection of players into the Major League. If not selected, they would then be placed into the AAA draft pool.

Challenger Baseball

Chantilly Little League and Southwest Youth Association (SYA) Little League operate Sully Challenger Baseball, a division of Little League Baseball for mentally and physically challenged boys and girls ages 5 through 22.

2.1.2 FALL BASEBALL

The Fall Baseball Program is not chartered with Little League Baseball, Inc. Fall baseball typically does not recognize the Chantilly American and National Little League internal boundaries.

It is recommended that players move up to the next division in the fall and then play a spring season at the same level before moving to the next division. Players should not skip a division of play. Playing up in a division in the fall does not guarantee play in the same division in the spring.

The Fall Baseball program consists of the following divisions:

- **Prep Majors** - Players aged 10-12 who have played a season of Spring Majors and/or players with at least a fall and spring of playing at the AAA level.
- **Prep AAA** - Players aged 9-11 with at least a fall and spring of playing at the AA level.
- **Prep AA** - Players aged 8-10 who are beginning to learn to pitch and hit player pitching.
- **Single A (Machine Pitch)** - Same as the spring season program.
- **Tee Ball/Coach Pitch** - Same as spring season program.

2.2 LEAGUE AGES

Little League Baseball determines a player's age based on the player's birthdate. See the Little League Age Chart in the Little League Baseball Rule Book or on the LittleLeague.org or the www.cyall.org websites to determine a player's League Age.

2.3 BOARD OF DIRECTORS

Chantilly Little League operates under a single Board of Directors, comprised of volunteers, that is responsible for governing the Little League baseball program. Please see the www.cyall.org website for board members, their positions, and how they can be contacted.

2.4 GOVERNING AUTHORITY

Chantilly Little League operates under an approved Constitution, required and approved by Little League. The approved constitution is available on the www.cyall.org website.

2.5 VOLUNTEERS

Chantilly Little League is an all-volunteer organization.

2.6 SELECTION OF MANAGERS/COACHES

Manager/Coach candidates must submit a Manager application during the registration period for the upcoming season. Manager (head coach) and assistant coach candidates must also indicate their desire to volunteer as part of the registration process. The positions of Manager and Coach are among the most important in the Baseball Program, and the selections shall be based on the ability of the individual in the following areas:

- *Safety*: The Manager must provide a safe environment for all practices and games. They should routinely inspect the fields, equipment, and player gear to make sure the environment is always in a safe state.
- *Sportsmanship/Fun*: The Manager must be able and willing to stress the importance of good sportsmanship and to lead by setting a good example. Additionally, the Manager must be able to create an environment in which the players can have fun.
- *Baseball Fundamentals*: The Manager must be able to teach the fundamentals of baseball and have the time to work with the players to enable them to improve their baseball skills.
- *League Policies, Procedures, and Guidelines*: The Manager must adhere to the policies, procedures, and guidelines of the League. Managers must attend the seasonal manager meeting(s) and coaching certification clinics offered by the League and sign the Coaches Code of Conduct.
- *Little League Rules & Regulations/House Rules*: Managers and Coaches must understand and adhere to the rules and regulations set forth by Little League and Chantilly Little League.

The Chantilly Little League Coach Selection Process is included as Appendix A of this document.

2.7 CONDUCT

Proper conduct is an absolute must in a program of this kind. League officials, managers, coaches, parents, and spectators must set a good example for the players and help mold the atmosphere of the game.

Similarly, parents and players must also set a good example. Parents' behavior may directly or indirectly affect players' conduct. For this reason, a Parent Code of Conduct and a Player Code of Conduct have been included as Appendix B. Both parents and players are expected to adhere to these principals when attending or participating in any Chantilly Little League activity.

- Unsportsmanlike conduct will not be tolerated on the part of any manager, coach, player, league official, parent, or spectator. Managers and coaches should only speak to their own ball players. A high-quality standard must be upheld in conduct. Comments like, but not limited to, "He can't hit," should not be used by any manager, coach, player, league official, parent, or spectator. Taunting of opposing pitchers and opposing teams will not be tolerated. This rule will be strictly enforced. Failure to comply could result in disciplinary action, which may include suspension, temporary or permanent, from the Baseball Program.
- Managers and coaches must assume responsibility for the conduct of their teams and spectators supporting their team. Unruly spectator behavior may result in *suspension of play of the game*.
- Team discipline is left to the discretion of the team manager, but must remain within the parameters of suitable conduct of the manager, player, and the rules specified by Chantilly Little League. In developing situations, which have the potential for significant consequences, all managers must maintain written records of events and consult with the League Vice President for additional guidance, notification, etc. DO NOT wait until a serious situation has developed or is out of control. The League President and Player Agent must be notified, through the League Vice President, of any player suspension prior to the action.
- When a manager, coach, or player is disqualified from a game for reason of conduct, the umpire shall forward a full report in writing through the Umpire in Chief to the League President within 24 hours of the incident (Rule 9.05). That person will be suspended for the remainder of the game and the next game.
- Any player failing to attend at least 50% of team activities, specifically team practice sessions, may forfeit league eligibility unless an excuse is accepted by the League President and approved by the Chantilly Little League Board of Directors.
- There must be one rostered adult coach present at all times in the dugout.
- Players, coaches, and managers are encouraged to introduce the umpires to the spectators before the game and thank the umpires after the game.

- No spectators or players are allowed directly behind the backstop at any time.
- No one except the uniformed players, appointed team manager, and two appointed team coaches shall be in the dugout or on the field during the game. No food is allowed in the dugouts.
- No player will be allowed to leave the dugout after the game starts except to play the game, use toilet facilities, or in the case of injury or emergency. *Players leaving the dugout to visit the restroom should have manager or assistant coach approval and be accompanied by another player or adult.* Players that leave (they or their parents feel they have played their share of the game) may be suspended for the next game. Suspension must be cleared with the League Vice President, Player Agent, and President.
- Gate doors to the dugouts may be kept open but players must be kept away from the door opening during play.
- Only a manager may request a conference with an umpire for the purpose of discussing a rule interpretation (not a judgment call). Time must be requested by the manager and granted by an umpire prior to any discussion.
- At the completion of each game, each team, including coaches, will shake hands with the other team and the game umpires.
- All managers and coaches must sign and adhere to the Chantilly Little League Coaches Code of Conduct, included as Appendix B of this document.
- All parents and players are expected to abide by the Parent and Player Codes of Conduct included as Appendix B of this document.

Violations of these conduct guidelines will result in possible disciplinary action. Appendix C outlines the process that Chantilly Little League follows in the investigation of possible conduct issues.

2.8 UNIFORMS AND EQUIPMENT

The Chantilly Little League Equipment Manager is responsible for the maintenance and distribution of all Chantilly Little League equipment and team uniforms.

- The Chantilly Little League Equipment Manager will issue team equipment and uniforms to team managers.
- Team managers will sign for and be held accountable for all equipment and uniforms issued.
- Managers may exchange defective equipment at a time established by the Equipment Manager.

- At the conclusion of the season, all equipment shall be turned in at a time established by the Equipment Manager. The equipment must be returned in good and clean condition.
- If a player drops out or moves out of the area, the manager must immediately collect any equipment which would normally be collected at the end of the season (if applicable).
- Any individual not properly returning equipment will be required to reimburse Chantilly Little League. Additionally, any individual that has not returned all equipment will be prohibited from further registration.

2.9 LEAGUE INSURANCE

All registered Chantilly Little League participants are covered under a master CYA insurance policy. It supplements insurance carried under a family policy or provided by the parents' employer. If there is no other coverage, CYA insurance, which is purchased by CYA, not the parent, takes over and pays all injury treatment costs up to the maximum stated benefits.

This unique plan makes it possible for CYA to offer unmatched low cost protection with assurance to parents that adequate coverage is in force at all times during the season.

The approved Chantilly Little League Safety Plan outlines the procedures to be followed if a participant sustains an injury while taking part in Chantilly Little League activities. The approved Safety Plan can be found on the Chantilly Little League website. At a minimum, the following should be done:

- File a claim initially under insurance carried by the family.
- Should the family's insurance plan not fully cover the injury treatment, a claim is filed with Chantilly Little League, and the CYA policy will pay the difference up to the maximum stated benefits of the policy. This includes any deductibles or exclusions.
- If a child is not covered by any family insurance, the CYA policy becomes primary and covers all injury treatment costs up to the maximum benefits of the policy.
- Notification of claims must be filed with Chantilly Little League/CYA within 120 days of the incident, but not later than November 1st of the current season.
- Immediately notify the League Vice President, Player Agent, and Safety Officer of the incident no more than 24 hours after it occurs.

Any problems or questions should be referred to the Safety Officer through the League Administrators. It is the responsibility of the individual manager to educate their players about the insurance program and to initiate action in the event of injury.

3 SAFETY

The safety and well-being of all participants is the most important factor in the conduct of the Chantilly Little League Program.

The approved Chantilly Little League Safety Plan outlines the procedures to be followed if a participant sustains an injury while taking part in Chantilly Little League activities. The approved Safety Plan can be found on the Chantilly Little League website.

Should an injury occur, **immediately** notify the League Vice President, Player Agent, and Safety Officer of the incident.

3.1 UNSAFE CONDITIONS, INCLUDING WEATHER

All members of Chantilly Little League have an inherent responsibility to assist in eliminating unsafe conditions within the supervised program. It is the specific responsibility of the game umpire(s) to verify that all playing equipment and the playing field itself are suitable and safe for play before starting a game. Managers, coaches, and parents may assist the game umpire(s) in performing specific inspections of team equipment, properly marking the field, and inspecting the game site, including spectator seating areas, to assist in eliminating unsafe conditions.

It is the responsibility of the managers, coaches, and umpires (if applicable) to determine when a game in progress should be suspended due to unsafe playing conditions, such as slippery footing, insufficient light, lightning or thunder, or other hazardous conditions. When a game has been suspended because of lightning or thunder, the game shall not be resumed until at least 30 minutes have passed without more lightning strikes being sighted or thunder heard in the vicinity of the game field.

With thunder or lightning, all players must vacate the field area and dugouts into automobiles for safety and remain there until **at least 30 minutes** have passed as noted above. Teams will be given ample time to warm-up prior to resuming play.

All parents, coaches, and managers are encouraged to acquire the free WeatherBug mobile app. WeatherBug's exclusive Spark lightning alerts, real-time weather from local stations across the nation, and weather alerts help coaches, parents, friends, and fans Know Before™ and better ensures safety during severe weather – including high heat and humidity, thunderstorms, and lightning.

3.2 SAFETY OFFICER'S RESPONSIBILITY

Chantilly Little League has a Safety Officer, who is a member of the Chantilly Little League Board of Directors. The Safety Officer coordinates all safety activities, including supervision of ASAP (A Safety Awareness Program), ensures safety in player training, ensures safe playing conditions, coordinates reporting and prevention of injuries, solicits suggestions for making conditions safer, and reports suggestions to Little League International through the ASAP system and these Local Rules.

3.3 MANAGER'S RESPONSIBILITY

All team managers and assistant coaches shall complete safety training as required by the League and scheduled by the Safety Officer within the past two calendar years. Certification of attending this training by the Safety Officer is a requirement before the manager or assistant coach is allowed on the playing field in a coaching role during scheduled games/practices.

Managers shall report all injuries or accidents to the League Safety Officer, League Vice President, and Player Agent.

In accordance with Little League rules, if a player is unable to participate for seven or more consecutive days due to injury or illness, or a player is suspected of having a concussion, a physician or other accredited medical provider must give written permission for the player to return to practice/game.

Should a player be removed from a game due to an injury or illness, Little League Baseball Official Regulations and Playing Rules 4.04 comes into play in regards to the batting order. The coach and parent(s) shall agree on player's condition prior to returning to participation.

3.4 TEAM RESPONSIBILITIES

All teams shall emphasize safety in practice and scheduled play. Parents are encouraged to assist in this emphasis.

In the event of weather and/or field condition problems, both teams are responsible for adhering to safety decisions and for trying to make the field playable, if possible. However, if the game cannot be started within time limits established, the game shall not be played but shall be referred to the League Scheduling Coordinator.

3.5 WEARING OF CASTS

Little League Baseball Official Regulations and Playing Rules Section 1.11 state that no player (or umpire) may wear a cast during the game, a cast is any hard bandage that keeps part of the body from moving so it can heal. A coach with a cast is restricted to the dugout. The restriction with regards to a cast also applies to practices.

3.6 OTHER SAFETY CONSIDERATIONS

Please see the Chantilly Little League Safety Manual for additional information.

- **Thrown Bat.** If a batter throws the bat and it strikes the umpire, catcher, or any other person, the umpire will warn the player's manager of the safety issue. After a warning has been provided, the umpire retains the right to administratively remove the player from the game if another bat throwing incident occurs by that player.

- **No on-deck batters.** No player should have a bat in their hand until they are headed to home plate for their at-bat.
- All male players, regardless of position, are strongly encouraged to wear a protective cup during all games and practices.

4 LEAGUE BOUNDARIES

Chantilly Little League enforces its boundaries during each Little League season as per official rules and regulations of Little League Baseball, Inc. See the boundaries on the Chantilly Little League website. The official boundary map is maintained by District 10 and posted on the District 10 website.

5 TEAMS

The number of teams in each division and league is dependent upon the number of registrants as we try to limit AA, AAA, and Majors team rosters to 12 players. All Majors teams must have at least 12 players as per Little League rule. We try to limit Tee Ball/Coach Pitch and A rosters to a maximum of ten players/team.

6 PLAYERS

See Regulation IV of the Little League Official Regulations, Playing Rules, and Policies for more detail on this section.

6.1 PLAYER REGISTRATION

All players shall be registered with Chantilly Little League. Each parent shall provide an original birth record or suitable proof of age documentation (for a list of acceptable age documentation, refer to the Little League Regulations and Playing Rules) upon request to verify the league age of any child upon request of a league official. Additionally, residency documentation must be made available upon the request of a league official. The details of this requirement can be found in the Little League Baseball Official Regulations and Playing Rules section on Residence Eligibility Requirements.

6.2 OPPORTUNITY TO PLAY

It is the intent of Chantilly Little League that any child who desires and qualifies by age shall be given the opportunity to participate in the supervised program and shall be placed, as accurately as possible, in the level of play which most nearly matches his/her age and/or ability.

6.3 WAITING LIST

Chantilly Little League is determined to have every child that registers play on a team. If someone registers after teams are formed that child will be placed on a team on a space available basis. A waiting list, if necessary, will be maintained by the League Player Agent.

7 SELECTION OF PLAYERS

See Regulation V of the Little League Official Regulations, Playing Rules, and Policies for more detail on this section.

7.1 PLAYER DRAFT/ASSIGNMENT

7.1.1 ASSESSMENTS

Try outs (skills assessments) are only held for the Spring Little League season for AA, AAA, and Majors divisions. All players, including those wishing to “play up” (above their age group), with approval, must attend a tryout.

- All Managers shall be invited to observe the ability of each of the candidates.
- Managers shall grade the candidates on the Player Agent’s list for their own reference and reference by the others in support of the draft. All scores will be compiled by the league and provided to all managers prior to the draft.
- Assessments shall be conducted with candidates having a similar league age.
- Players wishing to move up to a division outside of the designated definition (i.e., 8 year old to AAA) must obtain approval from League Officials and attend the scheduled tryout/assessment to be eligible for the higher-level draft.
- Returning Spring Majors players are guaranteed placement on a Majors team, but must still attend player assessments. Any player who has not played in Spring Majors is trying out for Majors at the player assessments.

7.1.2 DRAFT – AA, AAA, and MAJORS DIVISIONS

*See section “PLAYER SELECTION SYSTEMS” of the **Little League Operating Manual** for more information. This section applies only to the AA, AAA, and Majors Divisions.*

7.1.2.1 SPRING BASEBALL

No later than one month prior to spring assessments, the League Vice president will make a recommendation to the Chantilly Little League Board of Directors as to whether the Majors divisions will redraft teams entirely (Little League Plan B – Alternate) or implement a legacy system (Little League Plan B) where players return to the Majors team they played on in the previous spring. If no recommendation is made, the previous spring’s draft method will be followed.

- Only Managers and League Officials may be present at the draft.
- All players will be assigned to a team based on a draft system.

- All 12-year old and returning Majors players from the prior Spring season must be selected in the Majors Division Draft. A 12-year old player, with a league-approved waiver, may be allowed to play in AAA.
- Managers will select their order in the draft by random drawing such as selecting a number out of a hat. The Manager that selects #1 drafts first, #2 drafts second, and so on.
- A “snake” draft will be used.
- Players must attend the spring tryout in order to be candidate for the draft. If a player misses the tryout, another tryout may be held and all managers will be notified.
- Managers shall be appointed prior to the draft.
- Assistant Coaches shall not be appointed until after the draft in order to avoid “red shirting” of players through selective coaching appointments.
- If a legacy system (Little League Plan B) is implemented, a maximum of two 9-10 year-old players may be drafted for each Major League team. Special circumstances may dictate an exception to this rule, which will be determined annually by the Board of Directors.
- All players not drafted onto a Major League team will be placed into the pool of candidates for the AAA Division. Evaluation forms from previous years and from the Majors Division tryouts may be used to determine the player’s ability. The Player Agent or designated official for the Minors Division will be present at the time the team assignments are made.
- Twelve year old players may elect to play down to AAA. However, the player must submit a completed “Little League Regulation V (a) Waiver Request for 12-Year-Old Participation in Minors Division” form to Chantilly Little League for approval. 12-Year-Old players playing down to AAA are ineligible to play the position of pitcher.
- Similarly, all players not drafted onto a AAA team will be placed in the pool of candidates for the AA division.
- The goal will be to place not more than 12 players on each Minor League team. However, other factors such as the number of available managers may dictate a higher number. In no case, shall the number of players per team exceed 14.

7.1.2.2 FALL BASEBALL TEAM FORMATION

With no player assessments to determine the players’ abilities, the previous season’s evaluations will be used. The draft will be a collaborative process utilizing coach and league official knowledge of players’ skills to rate and rank players to evenly distribute talent across all teams. A matrix of teams and player slots will be drawn with no manager assigned to a team until the end of the player selection process. To populate the

matrix, all managers within a division will determine the first round players and evenly distribute across all teams. The number of players per round is based on the total number of teams in the respective league. The second round will follow with all managers agreeing to the second round players, distributing them evenly across all teams. This style draft will continue until all players are placed on a team and/or all teams reach their maximum number of players. With respect to managers/assistant coach's sons/daughters, they will be placed on teams in their appropriate slot level (1st round, 2nd round, 3rd round, etc.) with proper adjustments made to evenly distribute talent. The goal is to provide all teams with an even level of talent so that the season's success is not determined on draft night. Assistant coach requests/desires **must not** adversely affect the even distribution of talent.

7.1.3 TRADING

The trading of players is allowed and shall adhere to the following requirements.

- Following the draft, the managers may trade players with the approval of the Player Agent. All trading of players must be completed immediately following the draft. Both managers must state their intent to trade players before the trade can be approved by the Player Agent.
- Trades involving players for draft choices are not permitted.

7.1.4 NOTIFICATION

The Player Agent will notify parents of those children not drafted of their non-selection to a team in a division for which they tried out within two days following the draft. Team Managers must wait to notify players until cleared by the League Vice President and the Player Agent.

7.1.5 CONFIDENTIALITY

The position in which a player has been drafted shall not be disclosed.

7.1.6 TEE BALL/COACH PITCH, SINGLE-A

These divisions are not subject to a draft. Players are assigned on a team by team basis.

7.2 REPLACEMENT OF PLAYERS

See Regulation III of the Little League Official Regulations, Playing Rules, and Policies for more detail on this section.

From time to time, in the course of a season, the replacement of players may be required. The following rules outline the process and requirements for the replacement of players.

- Any manager losing a player due to injury, relocation, discontinued participation, etc., must notify the Player Agent within 24 hours of notification of such loss.

- The vacancy may be filled by the Player Agent who will be the only channel used for the selection of players. Managers should never contact a player, his/her parents, or the present manager until approval to do so is received from the Player Agent. Player transfers shall be effective the day they are approved by the Player Agent. The Player Agent is in charge with ensuring compliance with this rule. Any manager found to be interfering with the movement of players will face disciplinary action (i.e., suspend from one game to the entire season and/or loss of manager appointment).

7.2.1 TEMPORARY REPLACEMENT PLAYERS

If a manager realizes that he cannot field a team of 9 players for a scheduled game due to school or any other function or circumstances, the following process should be followed:

- (a) Notify the league scheduler and attempt to get the game rescheduled in advance, if time permits.
- (b) Player Pools: Temporary replacement players will be selected to fulfill a vacancy based on a player pool. Replacement pools will be established for the league by individual division (AA, AAA, Majors). All currently rostered players are eligible for the replacement player pool. The order of replacement players from within a pool will be randomly sorted.
- (c) Players will be selected from the replacement pools as follows:
 - 1) Players will be selected within the randomly ordered pool starting with the first player in the list.
 - A player may not miss their team's game to play as a pool player.
 - A player may miss their team's practice to play in a game as a pool player, as managers have no say.
 - 2) In the event that a selected player is playing for a team in a game for which the temporary replacement player is needed, that player will be skipped and the next player down on the list will be selected.
 - 3) In the event that a selected player cannot participate due to other (i.e. family) circumstances, next player down on the list will be selected.
 - 4) The Player Agent shall continue with the selection and subsequent notification of replacement players in accordance with the above until a 9-player roster is fulfilled for the selected game.
 - 5) Each time the replacement pool is used to fulfill a temporary vacancy, the Player Agent picks up on the list where it was last left off.
- (d) The Replacement Player Pool will only be used during the Regular Season.
- (e) Temporary replacement pool players are not allowed to play the position of pitcher or catcher in the game.**

(f) The following minimum play requirements must be followed for replacement pool players:

- **AA/AAA Divisions:** Minimum play requirements specified in Section 13.10 must be followed.
- **Majors Division:** Replacement pool players ***must play nine (9) consecutive defensive outs*** - this differs from a regular rostered player requirements specified in Section 13.10.
- **All Divisions:** Replacement pool players shall be placed in the continuous batting order.

(g) A new replacement pool player will be used for each game.

7.2.2 LONG-TERM REPLACEMENT PLAYERS

In the event that a long-term vacancy occurs (out for 4 weeks or more, season-ending injury, player quits, or player moves out of the area), the following processes shall be employed.

7.2.2.1 MINORS DIVISIONS

The temporary replacement player process shall be used to fulfill the vacant roster spot in the event that a team cannot field a team of nine players. Otherwise, the team shall continue to operate with a reduced roster.

7.2.2.2 MAJORS DIVISION

- (a) If a player will miss at least 4 weeks from the date of the injury, but return prior to the end of the regular season the temporary replacement player process specified above will be used to fulfill the vacant roster spot if needed to field a team of 9 players for any one game.
- (b) If the player will miss the rest of the season due to injury, quits, or moves, the Board of Directors will initiate action and if they see fit according to Little League rules, a replacement player will be called up from the next lower division and become a permanent member of the team.

All players that were eligible for the Majors draft, but not selected in the Majors' draft are considered part of the Permanent Replacement Pool for Majors. Twelve-year old players playing in the AAA Division are not eligible to be considered in the replacement pool. Replacement pools will be established for each league (Chantilly American and Chantilly National).

The order of replacement players from within the replacement pool will be randomly sorted.

Players will be selected from the replacement pool as follows:

- 1) Players will be selected within the randomly ordered pool starting with the first player in the list.
- 2) In the event that a selected player cannot participate due to other (i.e. family) circumstances, next player down on the list will be selected.

- 3) No AAA team shall lose a second player to call-ups before each team (within a league) has lost one player to a call-up.
- 4) Each time the Permanent Replacement Pool is used to call-up a player, the Player Agent picks-up on the list where it was last left off.

The AAA player brought up to the Major League team will become a permanent member of the Major League team.

These procedures are only in effect during the regular season, except the last two games of the season (see 7.2.2.2(a) above).

7.3 TOURNAMENT TEAM SELECTION

Chantilly Little League will sponsor up to four Little League Tournament teams to participate in post season Little League district tournaments. The teams are:

- 8-9 year-old players (Special Games)
- 9-10 year-old players
- 10-11 year-old players
- Majors players

The tournament teams will not be announced prior to the date mandated by Little League.

7.3.1 8-9, 9-10, and 10-11 YEAR-OLD LITTLE LEAGUE TOURNAMENT TEAMS

The selection of 8-9, 9-10, and 10-11 year-old Little League Tournament Teams shall adhere to the following requirements:

- All interested players league ages 9 and 10 from the Majors, AAA, and AA are eligible for the 9-10 team. All interested players league age 10 and 11 are eligible for the 10-11 year-old team. All players league age 8 and 9 are eligible for the 8-9 Special Games tournament teams. All players will be given a survey questionnaire to determine a pool of candidates for the tryouts. All interested players and their families must commit to being available for the entire duration of tournament play.
- The 9-10 and 10-11 year-old tournament team will compete in the Little League tournament against other Little League District 10 tournament teams with the possibility of advancing to a State tournament. The 8-9 tournament teams will compete in a Special Games tournament put on by local leagues only.
- The League Vice Presidents, with the approval of the League President, will select the team managers and coaches. Tournament Team Manager and coaching candidates will be selected based

on a variety of factors, including, but not limited to coaching methodology and previous Chantilly Little League coaching experience. The manager, League President, League Vice-Presidents, Player Agent and/or others as determined by the Little League Board of Directors will select the players of these teams.

- Players interested in being considered for a Tournament Team may be required to attend a tryout. If scheduled, players must attend the tryout to be considered for selection to the tournament team.

7.3.2 MAJORS LITTLE LEAGUE TOURNAMENT TEAMS

The selection of the Majors Little League Tournament Teams shall adhere to the following requirements:

- The Majors tournament teams will compete in the Little League tournament against other Little League District 10 tournament teams with the possibility of advancing to the State, Regional, and International Little League tournament.
- The League President, with assistance from the League Vice-Presidents will select the team manager and coaches. Tournament Team Manager and coaching candidates will be selected based on a variety of factors, including, but not limited to coaching methodology and previous Chantilly Little League coaching experience.
- A Tournament Team Availability Questionnaire/Application package will be made available on the www.cyall.org website. Parents will answer questions that will determine if the player will be eligible and available for the tournament teams.
- The Player Agent shall then prepare the tournament team ballot containing the names of all eligible players. The league will then determine and participate in a fair and democratic selection of the tournament team. Each member of the following groups shall vote for the tournament team:
 - Group 1 – Players
 - Group 2 – Team Managers
 - Group 3 – Tournament Team Manager
- Every Majors player will be given a ballot for his or her league. From that ballot, they shall select no more than 8 players they believe would best represent Chantilly Little League in tournament play. The ballots will be collected and counted by a committee consisting of the Player Agent, League Vice Presidents, and President.
- After Group 1 has submitted its ballots, the top 8 players with the most votes will become part of the tournament team. In the case of tie for the last position, both players would be placed on the tournament team.

- Next, Group 2 will vote on the next three (two in case of tie from Group 1) players from the remaining players eligible for the tournament team by secret ballot. The players with the top vote counts are selected to the team. In case of a tie for last position(s), the tournament team manager will decide who makes the team. The ballots will be collected and counted by a committee consisting of the Player Agent, League Vice Presidents, and President.
- The remaining one (or up to three) players of the tournament team will be chosen by the selected tournament team manager (Group 3).
- Vacancies, if they occur, will be filled by the next highest vote getter in Group 1. If a specialty player (pitcher/catcher) is needed, the league officials could waive how to select to fill the vacancy. The President must approve any exceptions.

8 SCHEDULES, STANDINGS, PLAYOFFS, AND PRACTICES

See Regulation VII of the Little League Official Regulations, Playing Rules, and Policies for more detail on this section.

8.1 RESCHEDULING OF GAMES

Should the rescheduling of a game become necessary, the following process will be followed:

- Because of the need to reschedule umpires and assign fields, only the League Scheduler will reschedule games.
- Effort will be made to reschedule games as soon as possible and in the same week originally scheduled. However, there shall not be more than two games played on consecutive days by any one team without at least one day's rest, with a maximum of 3 games in one week.
- In the event that a team has multiple games to reschedule, the games will be scheduled in the order they were cancelled, with the oldest game to be made up first. Exceptions to this rule will be on a case-by-case basis, determined by the League Vice President and/or scheduler.
- Managers and league umpire coordinators will be given two days' notice of a rescheduled game, if possible.
- If the game cannot be rescheduled during the week, it may be made up on a Friday, Sunday, or Monday.
- Any team that does not show up for a rescheduled game will be declared the loser by forfeit, upon review by the Chantilly Little League Board of Directors.
- The League Vice Presidents have the discretion to determine outcomes of games that are not rescheduled by the two teams. This discretion will be used if the League Vice President determines

the make-up of the game is to change standings (if kept) and tournament pairings. Teams refusing to play, could be assigned a loss with the other team being assigned a win, or both teams being assigned a loss.

8.2 LEAGUE STANDINGS

The Majors, Minors and Tee Ball divisions will not maintain standings and team records across all divisions will not have any bearing on end of season tournaments.

8.3 PLAYOFFS

Chantilly Little League shall conduct playoffs for the AA, AAA, and Majors divisions as follows.

- Playoff games will be governed by House League Regular Season Rules. Little League Tournament Rules do not apply to Chantilly Little League House Tournaments; they only apply to Official Little League Tournament play.
- The playoff format (blind draw, single or double elimination, pool play) shall be determined by the Board of Directors prior to the first game of each season. The number of teams in the league/division may determine the format of the end of season tournament.
- The Playoffs will be scheduled depending on weather conditions and number of teams, but the intent is to get the games concluded as soon as possible within the rules:
 - No more than 3 games in a week.
 - No back-to-back games unless absolutely necessary.
 - All pitching rules apply.
- Home team will be set by coin flip by the scheduler.
- AA and AAA pool-play playoff games may end in a tie
- Championship games may not end in a tie.

8.4 PRACTICES

Each Chantilly Little League team will be allowed to schedule a practice time and field during the course of a season on a weekly basis (weather and field availability allowing). During the course of the season, a team typically plays two games per week (one on a weekday and one on a Saturday). Practice schedules are maintained by the League and access is provided to all managers. Practices should not be scheduled more than two weeks in advance.

Practices may not occur on the day of a scheduled game. If a game is rained out, a team may practice based on limits noted in this section.

Practices shall only be conducted on fields provided by Chantilly Little League. No play shall be conducted on League fields until field permits are issued and the League certifies the fields are ready for team use.

Chantilly Little League will not reimburse nor otherwise pay for the use of private facilities by individual teams.

All practices and scrimmages must be with teams at the same level (i.e. no AAA vs. AA).

Practices shall last no longer than 2 hours and 30 minutes. For scrimmages no new inning after 2 hours and 30 minutes.

No batting practice shall be conducted against any backstop or fence on any field at any time. No short toss or soft toss shall be allowed against any fence at any field at any time using regular baseballs; however, whiffle balls, or a similar type plastic ball may be used.

9 FIELD CLOSURES

Chantilly Little League makes every attempt to update field status by 3 pm on weekdays and by 7 am on weekends. The latest field status can be found on the Chantilly Little League website and/or the Fairfax County Park Authority website, if applicable.

If either website shows a field as “closed” - please stay off the field.

All managers are encouraged to assess field conditions upon arrival at any open field.

You should not play on a baseball field if any of the following conditions exist:

- There is standing water on any portion of the field.
- The sound of a footstep (squish-squish) can be heard while walking on the field.
- While standing on the field, water can be observed gathering around the sole of the foot.
- While walking (not running) across a grass portion of the field, a footprint is left in the soil (not just the grass bending over).
- While walking (not running) on any dirt portion of the field, an impression ½” or deeper is made in the soil.

10 GAME TIME LIMITS AND CURFEW

For the purpose of calculating the time for which no new inning may begin, the new/next inning starts as soon as the third out is made in the bottom half of an inning.

10.1 GAME TIME LIMITS

10.1.1 REGULAR SEASON

10.1.1.1 SPRING SEASON

All Spring AA and AAA *regular season* games shall adhere to the following time limits:

- For Spring AA and AAA regular season games, play must stop at 2 hours and 10 minutes from the scheduled start time, as long as the game is official (home team is ahead after 3-1/2 innings, or 4 innings has been completed). If the game is not official, play shall continue until either of these criteria have been reached.

Spring season Majors games have no time limits, unless the curfew limitations identified in Section 10.2 is met.

10.1.1.2 FALL SEASON

All Fall Prep AA, Prep AAA, and Prep Majors *regular season* games shall adhere to the following time limits:

- For Fall Prep AA, Prep AAA, and Prep Majors regular season games, play must stop at 2 hours and 10 minutes from the scheduled start time, as long as the game is official (home team is ahead after 3-1/2 innings, or 4 innings has been completed). If the game is not official, play shall continue until either of these criteria have been reached.

10.1.2 PLAYOFFS

The following time limits apply to both the Spring and Fall seasons:

All AA and AAA *playoff games* shall adhere to the following time limits:

- Weekday night games must end no later than 8:30pm, regardless of the inning. Weekend games must end no later than 2 hours and **30** minutes from the scheduled start time, regardless of the inning. If an inning is not completed, the score reverts back to the last completed inning.

Majors playoff games have no time limits, unless the curfew limitations identified in Section 10.2 is met.

Championship games have no time limit.

10.2 CURFEW

See Regulation X of the Little League Official Regulations, Playing Rules, and Policies for more detail on this section.

Night games will have a curfew of 9:30 p.m. This means no inning is to start after 9:30 p.m. Games will end no later than 10:00 p.m.

11 FIELD MAINTENANCE

- The Home team will be responsible for preparing the field before a game. This includes raking, dragging, watering down the basepaths (if required), and lining the field.
- The Visiting team will be responsible for post-game field preparation. This includes properly raking and dragging the field, securing all equipment, and locking the equipment box.
- All field equipment (rakes, drags, etc.) must be kept outside the dugout and off the field. Equipment should always be returned to the same place. Team managers are responsible for closing and locking the equipment storage boxes and sheds.
- Both the Home and Visiting teams are responsible for removing trash from dugouts, fields, and spectator areas:
 - At Chantilly Park, teams are responsible for emptying the trash and recycle receptacles from near the dugouts into the dumpster at the end of the parking lot.
 - Sully Highlands – Teams are responsible for putting trash in the trash containers located at each field.

12 PRE-GAME FIELD SCHEDULE

Please adhere to the following schedules for use of the fields, batting cages, and soft toss screens prior to games. **Teams are to be in their respective dugouts, preparing for the game, no later than 10 minutes to the scheduled game start time.**

| | Minutes Before Scheduled Game Start | | |
|-------|-------------------------------------|---------|------------------------------------|
| | 40 | 25 | 10 |
| Field | Visitor | Home | All Teams in Dugouts Field Prep |
| Cage | Home | Visitor | |

- On fields without cages, teams may use their field time for on-field hitting and fielding warm-ups.
- On-field hitting warmups should have batters standing on dirt, pitchers, and catchers standing on dirt to avoid additional wear on grass.

- Home and visiting teams will equally split remaining field time when a game on that field finishes after warmups are scheduled to begin.
- Cage slots include soft toss stations, if available. Only teams scheduled for cages should be in soft toss area.

13 GAME CONDUCT

See the Little League Official Regulations, Playing Rules, and Policies for more detail on this section.

In order to ensure speed of play, Managers shall follow the Game Management Fundamentals included as Appendix E of this document.

13.1 PRE GAME MEETING (PLATE CONFERENCE)

For the AA, AAA, and Major Divisions, the Manager and player captain(s) from each team, and umpire(s) shall meet at home plate **five minutes** before the official game start time. At the meeting, each team must present a line-up card to the umpire. The manager will provide the official scorer and the opposing team manager copies of the line-up, if not provided prior to the plate conference. The line-up will include a list of players' last names, jersey numbers, and starting positions. It will also include a list of ineligible pitchers for that game, if applicable.

The home team shall occupy the first base dugout.

The home team is responsible for providing game balls. Three new game balls shall be provided at the plate conference.

At the conclusion of the Plate Conference, the team player captain(s) from each team shall recite the Little League Pledge (Printable sheets are available on the www.cyall.org website under Documents > Coaching Resources (<https://s3.amazonaws.com/files.leagueathletics.com/Text/Documents/20058/83905.gif>)).

*I trust in God
I love my country
And will respect its laws
I will play fair
And strive to win
But win or lose
I will always do my best*

13.2 SCOREKEEPING, PITCH COUNTS, AND GAME REPORTS

Each game, each team will provide a scorekeeper. At a minimum the scorekeeper will keep the score and pitch counts by pitcher each inning and cumulative. After each inning the scorekeepers will compare books and reconcile pitch counts to stay in sync.

Scorebooks should be completely filled in by the scorekeepers at each game to include the date the game is played, the final score, and the pitchers' names and innings pitched for both teams.

At the end of the game, managers must sign each other's pitch count logs to indicate they agree with the pitch counts. Managers will report the pitch counts as part of the game report.

Game results, including the reporting of pitch counts and number of innings pitched per player, and number of inning caught per player, must be reported in the game report system no later than the evening of the game.

Failure by a Manager to submit a game report may result in the following action(s) as determined by the Baseball Executive Committee:

First Offense: A formal warning will be issued by the League

Second Offense: The Manager will serve a one game suspension

Third Offense: The Manager will be suspended indefinitely

13.3 BASE COACHES

A manager may elect to use two base coaches (Little League Rule 4.05). These base coaches may be an adult manager, coach, or team player. A manager or coach is only permitted as a base coach if another coach is in the dugout. While this rule allows the flexibility of using either a player or coach as an additional base coach, Chantilly Little League encourages the continued maximum involvement of all players. If a player is used as a base coach, he/she must wear a batting helmet while on the field as a base coach.

13.4 ADULTS IN DUGOUT

AA, AAA, MAJORS: There must be at least one rostered adult manager or coach in the dugout at all times. There may not be more than three adults (manager and two coaches) in the dugout and on the field during a game. Only adults appointed as manager or coach for the team are allowed on the field or in the dugout. Bullpens are considered part of the dugout.

Only the team manager, coaches, and players are allowed in the dugout and/or on the field during a game.

13.5 WARMING UP A PITCHER

A manager or coach is permitted to catch for a pitcher warming up in either in the bullpen or on the field between innings provided all provisions of rule 13.4 are maintained.

13.6 FORFEIT

- Rule 4.16 is amended as follows: Any manager who cannot field a team of eight players for any scheduled game must notify the League Vice President as soon as he/she is aware of the situation. The League Vice President, after obtaining full details of who was present, who was not present, and the

reasons for those not present, shall immediately contact the President. Based on information provided, the Baseball Board of Directors will make a decision whether the game will be declared a forfeit or whether it will be rescheduled. In either case, the League Vice President shall notify the Chief Umpire.

- A Majors game will not be started unless both teams have eight eligible players available. The plate umpire will *have discretion to cancel the game after 10 minutes if the above occurs, depending on circumstances.* (Rule 4.16).
- Should either team fall below eight (8) players in the lineup at any time, the game shall not continue and be declared a forfeit.

13.7 TIE GAMES

- AA and AAA tie games that are halted by the umpire after four or more innings have been played or are tied after six complete innings will be recorded as ½ win and ½ loss. There are no extra innings played in AA and AAA for regular season or pool play games. Play will not be resumed or replayed unless both managers agree to continue the game and there is a field available. Playoff and Championship games may not end in a tie.
- Spring season Majors games may not end in a tie.

13.8 10 RUN RULE

Majors Only: If, after four innings, three and one-half innings if the home team is ahead, one team has a lead of 10 runs or more, the manager of the team with the least runs shall concede the victory to the opponent. The game shall be considered official. The Board rejected imposing the 15-run rule.

13.9 PROTESTING GAMES

Little League Rule 4.19 is supplemented as follows: Protests must be submitted in writing to the League President through the appropriate League Vice President within 24 hours of the completion of the game. This does not alter the on field procedures detailed in the Official Little League Regulations and Rule Book.

Protest committees are established for each league to rule on protests and make decisions concerning rule interpretation, administrative actions required, etc. The committees are to consist of the President, League Vice Presidents, Chief Umpire (or representative), and one or more members of the Baseball Board of Directors. Committee members shall disqualify themselves if they have a relative (son, daughter, cousin, etc.) on a team involved in a protest or incident requiring administrative action or if they are working (manager, coach, etc.) with a team involved in a protest or action requiring administrative action.

13.10 BATTING ORDER

- Managers will establish a batting order of all team members present at the game.

- Players will bat in that order regardless of whether they are in the game defensively at the time their turn at bat occurs.
- Players arriving late to the game will be inserted at the end of the batting order.
- Tee Ball/Coach Pitch, A, AA, AAA, and Majors will utilize an all-bat continuous batting order.
- Teams with only eight (8) players in the lineup are not required to take an out each time the 9th position comes up in the order.

13.11 MIMIMUM PLAY REQUIREMENTS

- **AA & AAA:** All bat lineup and no player shall sit out a second time until all other players have sat out at-least once. No player shall sit out a third time until all other players have sat out at-least twice. Exception: The (current) pitcher of record shall be exempt from this rule.
- **Majors (spring season):** All bat lineup and each player must play a minimum of 9 defensive outs (three innings) – six of those outs must be consecutive, unless the game is legally shortened.
- **Majors (fall season):** All bat lineup and each player must play a minimum of 4 innings in the field, unless the game is legally shortened.

In all leagues, players should be encouraged to play different positions. As such, they should be moved around and play equal time in the infield and outfield.

13.12 RUN LIMITS

- **AA** - There is a four run limit in each inning, except the sixth, which is unlimited.
- **AAA** - There is a five run limit in each inning, except the sixth, which is unlimited
- **Majors** - There is no limit to the number of runs that can be scored in an inning.

13.13 GAME DELAYS

Unnecessary game delays shall be the call of the game Umpire and may result in directed strikes or balls.

13.13.1 PLAYER DELAYS

Unnecessary delay by a pitcher is defined as not delivering the next pitch to the batter or making a throw to a teammate in an attempt to retire a runner within 20 seconds of receiving the ball from the catcher.

Unnecessary delay by a catcher is defined as not returning the ball to the pitcher nor making a throw to a teammate in an attempt to retire a runner within 5 seconds of catching the pitch from the pitcher or securing the ball if not caught.

Chantilly Little League has adopted Little League rule 6.02(c) requiring a batter to keep one foot in the batter's box during an at-bat.

13.13.2 MANAGER/COACH DELAYS

Unnecessary delay is normally caused or influenced by adult managers or coaches. Unnecessary delay by a manager or coach includes not having their team ready to take the field when on defense, a batter not ready to step to the plate while on offense, and/or asking for "time" without basis.

In addition to the specified penalty of called ball or strike of Little League Baseball Official Regulations and Playing Rules 6.02 or 8.04, an additional penalty for unnecessary delay shall therefore be enforced against the team manager or specific individual in charge of the team at the moment of penalty as follows:

- 1st violation in a game: Individual warning to the manager of the team.
- 2nd violation in a game: Restriction of the manager to the bench in the dugout for the remainder of the game.
- 3rd violation in a game: Ejection of the manager.
- Additional violations in a game: Forfeiture of the game in accordance with Little League Baseball Official Regulations and Playing Rules 4.15 (5) and (6).

13.14 OTHER

Chantilly Little League has adopted Little League rule 9.01(d) determining that stealing and relaying of pitch selection and location is considered unsportsmanlike behavior.

If pitches are called by a manager or coach, the pitch must be called/signaled into the catcher for relaying to the pitcher.

14 LOCAL PLAYING RULES

Chantilly Little League follows Rules and Regulations of Little League Baseball, Inc. for the spring season for each division. In the event of a conflict between the following local rules and those of Little League Baseball, Inc. the stricter rule shall take precedence.

Chantilly Little League follows the Rules and Regulations of Little League Baseball, Inc. for the fall season for each division as well. However, these rules may be modified by the League for the fall season only.

Single-A and Tee Ball/Coach Pitch rules/guidelines are included as Appendix D to this document. In the event of a conflict between these rules and those of Little League Baseball, Inc. the stricter rule shall take precedence.

14.1 BUNTING

The following rules apply to bunting:

- **AA Games** - Bunting is not permitted.
- **AAA and Majors Games** - Bunting is permitted.

14.2 STEALING

The following rules apply to the stealing of bases. A runner may not leave the base until once the ball has reached the batter.

14.2.1 AA GAMES

Stealing is only allowed **when a player is pitching** in accordance with the following:

- 1) Runners may **only** attempt to advance on a steal to second or third base.
- 2) Only one base per runner may be advanced, regardless of an overthrow.
- 3) Runners may **only** advance to home plate if the batter puts the ball in play or if the batter is hit by a player-pitcher with the bases loaded.
- 4) Stealing is **not** allowed on catcher's return throw or overthrow back to the pitcher.

14.2.2 AAA and MAJORS GAMES

Stealing of all bases is permitted.

14.3 COURTESY RUNNERS (AA, AAA, MAJORS ONLY)

A courtesy runner for the catcher or pitcher of record is permitted when there are two (2) outs. The courtesy runner must be the player in the batting order who made the last out.

15 PITCHING

See Rule 8 of the Little League Official Regulations, Playing Rules, and Policies for more detail on this section.

15.1 PITCH COUNTS

15.1.1 MAXIMUM PITCH COUNTS PER DAY BY AGE

The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

- League Age 11-12: 85 pitches per day
- League Age 9-10: 75 pitches per day
- League Age 7-8: 50 pitches per day

Exception: If a pitcher reaches the maximum pitch limit above for the day while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is retired; 3. The third out is made to complete the half-inning.

NOTE: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

15.1.2 DAYS OF REST

Pitchers league age 12 and under must adhere to the following rest requirements:

- If a player pitches **66** or more pitches in a day, four (**4**) calendar days of rest must be observed.
- If a player pitches 51 - **65** pitches in a day, three (**3**) calendar days of rest must be observed.
- If a player pitches 36 - **50** pitches in a day, two (**2**) calendar days of rest must be observed.
- If a player pitches 21 - **35** pitches in a day, one (**1**) calendar days of rest must be observed.
- If a player pitches 1-**20** pitches in a day, no (**0**) calendar day of rest is required.

Exception: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; or 3. The third out is made to complete the half-inning or the game.

The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

Example: If the pitcher starts a batter with less than 35 pitches, reaches 35 pitches, and continues to pitch to same batter, finishes the batter at 39 pitches, the official pitch count will be 35 and pitcher will require one day of rest.

NOTES:

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation.
2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.

3. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch (assuming they are still eligible).
4. Pitchers previously used and replaced in a suspended game are not eligible to return to pitch once that game is resumed.
5. A player may only pitch in one game per day.

15.2 PITCHING RULES BY DIVISION

These rules may be modified by the League for the Fall House baseball season.

15.2.1 AA PITCHING

- **AA Pitchers may throw no more than two innings per game.**
- A single pitch thrown in one inning constitutes an inning pitched.
- The inning limit may increase to a maximum of three late in the season - only if announced by the League.
- When a batter has reached a count of four balls, regardless of the number of strikes, a manager, coach, or parent (from the team at bat) shall come in to pitch to that batter until the batter puts the ball in play or strikes out. Batters may not walk.
- **When a manager or coach comes in to pitch:**
 - The player pitcher must be positioned next to or behind the pitching rubber (at least one foot on the mound cutout).
 - The manager/coach pitcher must pitch from the pitcher's plate (rubber).
 - Balls and strikes will be called when a player is pitching. Balls will not be called when a manager, coach, or parent is pitching, however strikes will be called judiciously.
 - If a batted ball hits an adult pitcher, the ball is in play.
 - The manager/coach pitcher cannot field a ball.
 - A player hit by a pitch when an adult pitches constitutes a no pitch.

15.2.2 AAA PITCHING

- **AAA Pitchers may throw no more than three innings per game.**

- A single pitch in one inning constitutes an inning pitched. The inning limit may increase to a maximum of four late in the season - only if announced by the League.

15.2.3 MAJORS PITCHING

- Majors Pitchers are not limited to any number of innings per game.
- The League may impose pitch inning limits in the Fall season to encourage the development of pitchers.

15.3 ALL DIVISIONS

- A player, who is removed from the pitcher position during the game, may not return to the pitcher position at any time during the game.
- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day (per Little League rule).
- A player who plays the position of catcher for 4 or more innings in a game is not eligible to pitch the rest of that calendar day (per Little League rule).
- Delivery of a single pitch constitutes an inning pitched.
- A pitcher may be disqualified from pitching further in the game if, in the umpire's judgment, the youth is endangering the other players (batters) (e.g., speed, general control, where batters are hit).

15.4 ILLEGAL PITCHES

The following rules apply to Illegal Pitches:

- **AA** – Does not apply, however, pitchers will be notified if an illegal pitch occurs
- **AAA** – One warning/team/game will be issued.
- **Majors** – No warnings, rule enforced.

16 CATCHING

All Catchers **must** wear a mask, throat protector, and helmet and must use a **catcher's mitt** during practice, pitcher warm-up and games. Male catchers **must** wear a protective cup.

- **AA**: Catchers may catch no more than 6 innings in one week, Sunday through Saturday.
- **AAA**: Catchers may catch no more than 8 innings in one week, Sunday through Saturday.
- **Majors**: No catching innings limits.

Innings caught must be reported in the Game Report.

17 UMPIRES

See Rule 9.0 of the Little League Official Regulations, Playing Rules, and Policies for more detail on this section.

Chantilly Little League is fortunate to have a group of volunteer umpires to work our games. They are all members of the Chantilly Volunteer Umpire Association (CVUA). Umpires are assigned to games on a volunteer basis. The Chantilly Little League website provides a link to the scheduled umpires for all AA, AA, and Majors games. The schedule is updated on an as-needed basis showing the upcoming games.

If no umpire arrives for a scheduled game, the managers may mutually decide to utilize non-scheduled umpire(s) for the plate and field, preferably one(s) who are Little League trained. If only a trained plate umpire is available, this umpire may, at his/her choosing, utilize a non-trained partner in the following order to assist him/her: impartial parent (no adult, no player in game); home team parent; or visiting team parent.

If only one umpire arrives for a game scheduled for two umpires, the Little League trained umpire may, at his/her discretion, decide to umpire the game alone or choose to utilize assistance. If assistance is available, the umpire may choose in this order of preference, a trained Little League umpire, impartial adult (no player in game), home team parent, and visiting team parent.

Each team is encouraged to have a trained adult umpire available at each game in the event that an umpire is not available for a game.

If no trained umpire is available, the Home and Away managers must quickly reach out to spectators for a volunteer umpire, or assign assistant coaches to umpire. The last option should be managers umpiring their own game.

APPENDIX A: Manager/Coach Selection Process

Chantilly Little League follows a formal process for the selection of all coaches and managers.

Volunteer Requirements

All volunteers applying for a Manager and/or Coaching position must complete and submit the following in order to be considered for a manager or coach position:

- Chantilly Youth Association Background Check;
- Little League Volunteer Registration Form; and
- Little League Volunteer Form.

Each of these is available on the ChantillyLittleLeague.org website. Completed application forms in whole or in part, shall not be released beyond the authorized releases cited in this section.

Candidates List

Selection of managers is a critical to the integrity of Chantilly Little League. In addition to those who have volunteered for manager/coach positions, Chantilly Little League will actively seek out those who will reinforce the goals, objectives and philosophy of Chantilly Little League. The process of selecting managers is and should be competitive. Chantilly Little League is committed to instituting a formal procedure that contains both objective criteria and subjective evaluations.

Evaluation Process

The Coaching Coordinator is responsible for compiling a list of candidates. The Coaching Coordinator should compile the list by playing level.

The submitted forms shall be evaluated by the League Vice Presidents and the Coaching Coordinator.

As determined by the League Vice Presidents and the Coaching Coordinator, candidates may be asked to attend an interview. During the interview, the League Vice Presidents and Coaching Coordinator, and others as appropriate as determined by the Coaching Coordinator, will ask questions of the candidate(s) as to their coaching and managerial philosophy, coaching background, etc. to better understand the candidates' qualifications for a managerial position.

The Coaching Coordinator shall notify the respective candidate(s) of the interview requirement, including the coordination of a suitable location and time for the interview to take place.

Ranking and Evaluating Candidates

All candidates will be evaluated on the following criteria:

- Good Sportsmanship and the ability to teach players the same;
- Desire and ability to develop skills in all players;
- Knowledge of baseball rules and strategy;
- Ability to organize practice sessions to maximize instruction;
- Availability for all/nearly all games and practices;
- Attendance at prior mandatory training (e.g. PCA, Safety);
- Whether the candidate is also a manager, or candidate for manager of another managerial job at a different level. If other qualified candidates exist to manage at the level being considered, the candidate may be asked to remove his/her name from consideration at those other levels in order to remain a candidate for the level being considered;
- Interpersonal skills that foster a positive relationship with team parents, umpires, and opposing players and managers;
- Prior experience managing and coaching baseball on all levels; and
- The desire to improve one's coaching skills by attending Baseball clinics, camps, and seminars.

Additionally, any incidents involving the candidate for whom the candidate received an official reprimand or other punishment will be considered.

No manager has tenure. All managers are re-evaluated before every season.

Selection of Candidates

Based on the criteria above, the League Vice Presidents, with input from the Coaching Coordinator, will present the list of recommended candidates to the League President for appointment. The Board of Directors will then review the list of recommended appointees for approval.

All discussions on candidates shall be kept confidential. Failure to do so will result in sanctions as determined by the Board of Directors.

Notification of Candidates

The League Vice Presidents will notify the selected respective candidates. It is important that candidates that were selected are notified first to confirm that they still want the job.

Non-Selection of Candidates

The Coaching Coordinator will notify those candidates which were not selected.

Managerial candidates not selected are expected to conduct themselves in a manner consistent with the Chantilly codes of conduct in regards to sportsmanship and high quality standard of conduct, especially if they maintain an interest in being selected as an Assistant Coach. Behavior detrimental to the League either in word or deed will not be tolerated in the event that that an individual has not been selected to a managerial post.

APPENDIX B: Codes of Conduct



Chantilly Baseball/Chantilly Little League COACHES CODE of CONDUCT



PURPOSE

This Coaches Code of Conduct has been developed to clarify and define standards of professional, ethical, and moral behavior from coaches affiliated with Chantilly Youth Association Baseball.

ARTICLE I - RESPONSIBILITIES TO PLAYERS

1. Coaches shall not place the value of winning over the safety and welfare of players.
2. Coaches shall instruct players to play within the rules and regulations of the league in which the team is participating and within the spirit of the game at all times.
3. Coaches shall not teach nor allow unsportsmanlike behavior to/by players.
4. Coaches shall not encourage, condone, nor tolerate inappropriate behavior from players regardless of the situation.
5. Coaches shall not encourage, condone, nor permit any player to engage in conduct with the intent of causing injury to a teammate.
6. Coaches shall not encourage, condone, nor permit any player to violate any bylaw, rule, regulation, or policy of the league in which the team is participating, including those established by Little League International and Chantilly Baseball/Chantilly Little League.
7. Coaches shall direct and assist players in seeking proper medical attention for injuries and to follow instructions received from health care professionals regarding treatment and rehabilitation.

ARTICLE II - RESPONSIBILITY TO OPPONENTS

1. Coaches shall demonstrate respect to their opponents and adhere to the spirit of Chantilly Baseball/Chantilly Little League competition.
2. Coaches shall not encourage, condone, nor permit any player to engage in conduct with the intent of causing injury to an opponent.
3. Coaches shall not engage in any physical or verbal confrontation with any opposing player, coach, or supporter.

ARTICLE III - RESPONSIBILITIES TO THE GAME

1. Coaches shall be aware and adhere to the rules and regulations of the league in which the team is participating, including Little League International and Chantilly Baseball/Chantilly Little League and shall adhere to the letter and spirit of those rules and regulations.
2. Coaches shall provide instruction to players on the meaning and application of the rules and regulations of the league in which the team is participating, including Little League International and Chantilly Baseball/Chantilly Little League.
3. Coaches shall accept the responsibilities of team leadership and shall be accountable for the conduct of the players, team officials, and spectators affiliated with their teams.
4. Coaches shall not engage in any physical or verbal confrontation with any spectator, umpire, or league official.

- 5. Coaches shall not engage in verbal or non-verbal profanity nor any language or actions considered inappropriate. Use of profanity or any other inappropriate language or behavior will not be accepted or tolerated.

ARTICLE IV - RESPONSIBILITY TO OFFICIALS

- 1. Coaches shall extend respect and courtesy to league officials and umpires.
- 2. Coaches shall not incite players, team officials, or spectators into conduct towards officials that is contrary to the rules and regulations of Little League International and Chantilly Baseball/Chantilly Little League.
- 3. Coaches shall not make demeaning, derogatory, or profane comments or gestures directed towards any official, coach, player, or spectator.
- 4. Coaches shall use their influence and authority to deter inappropriate conduct by spectators towards officials and opponents.
- 5. Coaches shall employ only methods authorized by the league in which the team is participating, including Little League International and Chantilly Baseball/Chantilly Little League, as well as the policies of CYA, to pursue review of decisions by league officials or umpires.

ARTICLE V - RESPONSIBILITIES REGARDING RECRUITING

- 1. Coaches shall comply with rules, guidelines, and policies pertaining to registration, player recruitment, and team formation.
- 2. Coaches shall not engage in any recruiting activity intended to move Chantilly Baseball/Chantilly Little League players to another team, club, or organization.
- 3. Coaches shall not recruit for, nor coach, another team outside of Chantilly Baseball/Chantilly Little League between the league ages of 9 and 12, inclusive, without the expressed written consent of the Chantilly Baseball/Chantilly Little League.
- 4. Coaches shall not solicit nor encourage the transfer of a Chantilly Baseball/Chantilly Little League team to another club.
- 5. Coaches shall not knowingly, recklessly, or negligently misrepresent, nor defame Chantilly Baseball/Chantilly Little League Baseball programs.
- 6. Coaches shall refrain from any and all recruiting activity directed toward a player upon request from the player or the player's legal guardian.
- 7. Coaches shall immediately report any surrogate engaging in recruiting activities prohibited by this Code of Coaching Ethics (including parents, players, friends, etc.).

I have read this Coaches Code of Conduct, understand its requirements, and agree to abide by the letter and spirit of this Coaches Code of Conduct.

Signature: _____ Name: _____ Date: _____

All coaches, including managers and assistants, participating in a Chantilly Baseball/Chantilly Little League Baseball program are required sign this document. Please return a signed copy to the Chantilly Baseball/Chantilly Little League Baseball Coordinator.



Chantilly Baseball/Chantilly Little League PARENT CODE of CONDUCT



PURPOSE

Chantilly Little League has adopted the following Parent Code of Conduct for the important message that it holds about the proper role of parents in supporting the youth of our community and their child in sports.

The essential elements of character building and ethics in sports are the foundations of sportsmanship and are demonstrated by the core principles of respect, responsibility, fairness, and good citizenship.

As a Chantilly Little League Parent, I hereby pledge to provide positive support, care, and encouragement for each child participating in Chantilly Little League by adhering to the following code of conduct:

- I will encourage good sportsmanship by demonstrating positive support at all times.
- I will remember that children participate to have fun, and that the game is for youth, not adults.
- I will not engage in any kind of unsportsmanlike conduct with any official, coach, player or parent such as booing and taunting, refusing to shake hands, or using profane language.
- I will teach my child that doing one's best is more important than winning.
- I will respect the officials and their authority during games.
- I will not confront coaches or managers at any time during games.
- I will refrain from coaching my child or other players during games.
- Alcoholic beverages and use of tobacco products are prohibited.



Chantilly Baseball/Chantilly Little League PLAYER CODE of CONDUCT



PURPOSE

Player's responsibilities are simple; be respectful of others, be responsible, play fair, always do your best, and always exhibit good sportsmanship.

As a Chantilly Little League participant I hereby pledge that I will:

- Encourage good sportsmanship from fellow players, coaches, officials, and parents.
- Be a team player and support my teammates.
- Be on time and attend every practice and game that I can, and will notify my coaches if I cannot.
- Work hard to improve my skills.
- Do my best to listen and learn from my coaches.
- Encourage my parents to be involved with my team in some capacity.
- Congratulate the other team after each game as a demonstration of sportsmanship.
- Refrain from using violence, unfriendly language, or insults to others.
- Be generous when I win and gracious when I lose.
- Obey the rules of the game and always work for the good of the team.
- Accept the decisions of the officials with grace and never challenge or question calls. Refrain from challenging or questioning on-field calls by officials and/or managers and coaches.
- Conduct myself with honor and dignity.
- Applaud the efforts of my teammates and opponents.

APPENDIX C: Complaint Process

This policy involves the disciplinary procedures regarding aggressive or inappropriate behavior from a Chantilly Baseball/Chantilly Little League participant, including managers, coaches, umpires, parents, and spectators. Aggressive and inappropriate behavior includes but is not limited to use of abusive or foul language, berating a player or umpire, and/or encouraging poor sportsmanship.

This policy outlines procedures to register complaints, how complaints are handled, and the sanctions associated with policy violations.

Complaints concerning League volunteers will be considered if the following procedures are adhered to.

Registering a Complaint:

A complaint of aggressive or inappropriate behavior may be registered by any means. This includes but is not limited to verbal discussion with an official of Chantilly Little League, a hand-written note to a Chantilly Little League Official, or via email. Any complaint received by a Chantilly Little League official shall be forwarded to the appropriate League Vice President for distribution to the appropriate league officials, including, but not limited to the League President, Chief Umpire, and/or Coaching Coordinator.

Processing a Complaint:

The League Vice President will follow up on the complaint and draft a memo outlining the results of that fact finding for filing with the League. The Vice President shall then contact the volunteer in question and discuss the complaint (note: if the complaint is on an Assistant Coach or parent of a player, the team's manager must be contacted as the process begins).

After discussing the complaint with the volunteer in question, the League Vice President will file a memo with the League. League Officials, including, but not limited to, the League Vice President, Coaching Coordinator, Umpire-in-Chief (if applicable), and League President, will then address the issue, including implementing a recommended solution to resolve the complaint, and report their action, to the Board of Directors. If the complaint is considered to be serious enough for Board action, or the League Officials do not agree on the solution, the Board of Directors shall vote on an action to address the complaint.

Complaints resulting in no follow-up action will be documented and maintained on file. These complaints will be reviewed with the individual(s) noted in the complaint by the league Vice President.

Note that any individual that receives three complaints within a season will be considered for further investigation and potential sanction.

The goal of all investigations is to determine if the complainant's actions violated the sanctity of Chantilly Little League code of conduct. In all cases, investigations will follow the Chantilly Little League disciplinary procedures.

Upon completion of the investigation, the League President, League Vice Presidents, Coaching Coordinator, and Chief Umpire, if appropriate, will render a final decision on the complaint. Sanctions shall be imposed in accordance to the guidelines below. The complaint will be documented and maintained on file.

Possible Sanctions

First Offense: minimum 1 one game suspension if offense towards an adult; minimum of 2 game suspension if offense towards a minor (under the age of 18)

Second Offense: minimum discipline will double the first offense

Third Offense: expulsion from volunteer position for the remainder of the season. If the third offense is rendered within 3 games of the end of the regular season, the volunteer may be removed from consideration for post season activities or the following season.

Depending on the severity of the offense, Chantilly Little League may impose any or all of the above not matter the occurrence of the offense, including removing the offender from all Chantilly Little League activities for the remainder of the season.

If events during the course of the game dictate, an umpire may ask a manager/coach to quiet his side of the stands because of continued comments. If an umpire has to ask a second time, the umpire has the right to clear the field of players and coaches until the situation is remedied. Only then will play continue. If the situation does not get resolved, the league (Chief Umpire and league President and Vice Presidents) will be contacted for next steps.

APPENDIX D: Tee Ball/Coach Pitch and Single-A Rules and Guidelines

In the event of a conflict between these rules and those of Little League Baseball, Inc. the stricter rule shall take precedence.

Safety

- The same Safety Rules addressed in the body of the main document apply.
- No player shall ever be left alone after a practice or game. The manager, coach, or a designated adult is responsible for remaining with the child until the parent or guardian arrives.
- Play is stopped immediately in the event of thunder and/or lightning. A game or practice may resume if no thunder and/or lightning occurs for thirty minutes after the last instance of thunder and/or lightning. Use extreme caution when dealing with inclement weather!
- For practices, players may only swing bats with adult supervision in designated batting areas.
- For games, the only player that may have a bat in his/her hand is the player at-bat. There is no on deck batter permitted anywhere on the field! This includes coaches and/or parents using “hit-sticks” to warm-up batters.
- Everyone must keep off the backstops, batting cages, fences, and equipment boxes.
- The lid of the metal storage containers must be closed except when equipment is being removed or stowed.
- Each team will have one batter and one player on deck (standing behind the fence, bat down, ready to head to the plate – not on the field in a traditional “on-deck” position). Other players must stay on the bench.
- The bench is for players only. No siblings are allowed.
- It is suggested that the coach seat their players in hitting order.
- The batter, on-deck hitter and all base runners are required to wear a helmet.
- The catcher is required to wear protective gear and a helmet.
- All protective gear must be checked before game time to make sure it is in good condition.
- During all games and practices, players must wear protective batting helmets while at bat and when running the bases.
- A protective cup must be worn by all catchers and is highly recommended for all players.

TEE BALL AND COACH PITCH RULES AND GUIDELINES

Chantilly Little League Tee Ball/Coach Pitch Rules and Guidelines are designed to encourage participation in a game and to further the player's love of the game.

- Chantilly Little League Youth Baseball is non-competitive.
- Score keeping is not allowed.
- Players should concentrate on having fun and learning the game.
- There are no strike outs or walks.
- Just like in real baseball, a defensive play is made when a fly ball is caught, or a base runner is tagged or forced out at any base. In cases where a defensive play is made, in the spirit of keeping the game fun for all players, the baserunner will be allowed to stay on the base he/she was approaching.

Game Conduct

- All players will play in the field every inning.
- Batting orders can change every inning.
- All players will play in the infield and outfield during a game.
- Player can only play 1st base for one inning during a game.
- Do not use the same 3 people at 1st base every game.
- Tee Ball and Coach Pitch games must end no later than 1 hour and **30** minutes from the scheduled start time, regardless of the inning.

TEE BALL

- Players are encouraged to make outs while fielding.
- Each player will come to bat and play defensively every inning.
- The last batter will continue running until they reach home plate. Defensive players shall remain in the field until last batter/baserunner has reached home plate.
- An arc 10 feet from home will indicate the distance a batted ball must travel to be considered a fair ball.

- An arc of 40 feet from home will indicate the beginning point where defensive players can be positioned. No more than 2 players are permitted on the arc.
- The umpire will check to ensure the batter, defensive players, and defensive coaches are ready. The umpire will place the ball on the tee and announce “Play Ball.”
- A team that has fewer players than the other team will be permitted to take extra at bats to equalize the offense.
- The tee should be removed from home plate every time a hit in fair territory occurs and there is a runner advancing home from third base.
- Base runners cannot advance on an overthrow to any base.
- No more than three coaches should be on the field to assist defensive players.
- Coaches should not interfere with the game unless safety is an issue.
- There should be a player assigned to play 1st, 2nd, SS and 3rd base. No player should be positioned in the base path.
- There is no catcher position.
- All players assigned to the outfield shall be positioned in the grass at least 10’ beyond the infield dirt when the pitch is delivered.
- Players may not attempt to record outs at home plate; outs may only be recorded or attempted at first, second, or third base.
- Play ends when the umpire announces dead ball or a defensive player:
 - demonstrates control of the ball in the infield;
 - Makes a play at 1st, 2nd, or 3rd base; or
 - Returns the ball from the outfield to the infield.

COACH PITCH

Teams may have as many as 11 to 12 players and the games are more like real baseball than T-Ball. Unlike T-Ball, games in Coach Pitch are 4 innings long. The teams hit until they score 5 runs or the defensive team makes 3 outs.

- Each batter will be given (5) five soft pitches from the pitching coach. If the batter is unable to hit one of the (5) five pitches, the batter will then hit the ball from the Tee. The batter will swing until he/she hits a fair ball.

Just like in real baseball, a defensive play is made when a fly ball is caught, or a base runner is tagged or forced out at any base. When a player is called out, they must leave the field of play.

Game Conduct

- The catcher will start each play at the backstop and cannot move up to home plate until the ball is hit. The coach is responsible for ensuring the catcher is properly positioned.
- With a right handed batter, the catcher will line up to the right of the back stop.
- With a left handed batter, the catcher will line up to the left of the backstop.
- Be realistic with base running. Treat the running like you would a real baseball game.
- A player who hits the ball into the outfield does not have to stop at 1st Base. However, if the outfielder is holding the ball near the base, you probably wouldn't send a runner in the higher leagues.
- Do not advance runners on an overthrow.
- Players are not allowed to slide at any base.
- Stealing bases and leading off bases are not allowed.
- Runners will leave the base if they are out.
- Play stops when an infielder, in the infield boundaries, has possession of the ball.
- The last batter in the inning will continue to run until the catcher has possession of the ball at home plate.
- Encourage your players to throw the ball to the catcher.
- Defensive players will stay away from the baselines until the player has reached home plate.

Coaches

- When hitting, you are allowed 3 coaches on the field: 1) with the batter; 2) at 1st base; 3) at 3rd Base.
- When hitting, you must have a coach assigned to keep order at the bench.

- When fielding, you are allowed 4 coaches on the field: two in the outfield and one in the infield who will stand behind infielders, and a coach pitcher.
- All other coaches must stay near the bench.

SINGLE-A

Team rosters are limited to a maximum of thirteen players each.

The game must end no later than 1 hour and **45** minutes from the scheduled start time, regardless of the inning.

All bat lineup and no player shall sit out a second time until all other players have sat out at-least once. No player shall sit out a third time until all other players have sat out at-least twice.

Playing Rules

Little League baseball rules will be followed except as modified below.

- If a batter unintentionally throws a bat, the home plate umpire will defer to the manager of the player to take corrective action. If a player intentionally throws a bat, the player will immediately be removed from the game for the remainder of that game.
- Leading off from any base is not permitted.
- Base stealing is not permitted and runners may not advance on a passed ball.
- Runners may not advance on any overthrows to any base.
- When playing on a field that is not completely enclosed, an overthrown ball at first or third base that travels beyond the sideline fence will be considered a dead ball and the base runners will be awarded one base.
- If a defensive player blocks a base except when in possession of the ball and making a play then obstruction will be called and the runner will be granted one base.
- A base runner advancing to any base must attempt to avoid a collision with a defensive player. A base runner that makes no attempt to avoid a collision by sliding or taking other evasive action will be called out.
- A player or an adult coach may serve as a base coach at first and third bases. If it is a player then he/she must wear a protective batting helmet.
- Every player present for the game will remain in the batting order and will bat in his/her spot whether or not that player is in the field during that or the previous inning. If a player must leave the game early or is injured then his/her spot may be skipped with no penalty. An injured player may return to the game but must reenter in his/her original spot in the batting order.
- No player shall sit out more than one inning until every other player sits out one inning; no player shall sit out two innings until all players sit two innings, and so forth. However, when a player

arrives after the game has started then that player is not subject to these participation rules. Give ample consideration to playing time for players arriving late.

- The start time is when the defensive team takes the field in the top of the first inning. Both coaches shall confirm the start time with each other when the game begins. Teams must leave the field and dugout area thirty minutes before the start time of the next scheduled game.
- The visiting team is listed first and the home team is listed second on game schedules. For example: Orioles vs. Nationals – the Orioles are the visitors and occupy the third base bench and the Nationals are the home team and occupy the first base bench.
- Games that are started but suspended because of inclement weather or darkness may be rescheduled if less than four full innings are completed. The game will continue where the original game was suspended. Any game that completes four full innings is considered a complete game and will not be rescheduled for completion. For rescheduled incomplete games, all participation rules apply as if the game had not been suspended.
- It is required that teams have a minimum of nine players present from the team's roster to start the game. A team that has less than nine players must follow the “Temporary Replacement Players” process outlined in Section 7.2.1.
- Players may not slide head first into a base, except when returning to a base to avoid a tag.
- Players that slide head first will be called out.
- Each team is limited to five runs per inning. When the fifth run crosses the plate then that half of the inning is over and play stops. If a defensive team gets three outs before the offensive team gets five runs then that half of the inning is over.
- All games are six full innings unless the game is shortened because of darkness, inclement weather, or it has reached the time limit.
- If a batted ball hits the pitching machine or related accessories, the ball will be declared dead and the batter will be awarded first base. All runners forced to advance will do so. No base runners will move other than those forced to advance. Similarly, if a thrown ball strikes the pitching machine or related accessories, the offensive umpire will declare dead ball and award the next base to which runners were advancing at the time.
- A traditional ball and strike count is not maintained. Walks are not awarded and first base is not awarded if a batter is hit by a pitch. A batter is limited to five pitches that fall within his/her strike zone. Coaches shall not arbitrarily award batters additional pitches/strikes. Additional pitches will be granted if a batter fouls off or foul tips a fifth or succeeding pitch that is not caught by a defensive player. The pitching machines provided by Chantilly Little League shall be used for all games.

- Once the batter hits a ball in fair territory, the batter and base runners may advance and be put out according to the normal Little League rules of baseball. The ball is dead and no runners may advance when the ball is in the possession of or being thrown to the adult pitcher.
- Outfielders are required to be at least fifteen feet outside of the infield dirt. No outfielder shall be positioned in such a manner that the player will be able to execute normal infield defensive plays. One example is the right fielder throwing out a batter/runner at first base.
- A fourth outfielder may be positioned in the outfield in an effort to achieve maximum participation by defensive team players.
- Two adult coaches are permitted to roam the outfield area, not the infield, during the game and provide coaching instruction to defensive players. All other adults must remain completely off the playing field during games with the exception of the umpires and adult pitcher. An adult coach must be in the dugout at all times.
- Catchers must use a catcher's mitt when playing the catcher's position.
- There is no infield fly rule.
- The position of pitcher must be played either to the left or right of the pitching machine. This player must remain behind the pitching machine until the ball has been delivered to the plate. Once the ball has been delivered to the plate, the player may advance to a position in front of the machine.

Umpiring

- Each team will provide one umpire for the game. The home team will provide the home plate umpire and the visiting team will provide the base umpire.
- The home plate umpire will take up a position behind home plate and will call plays at home plate and third base. If no umpire equipment is available he may be positioned behind the adult pitcher on the pitcher's mound.
- The base umpire will take a position just inside the first base foul line when a runner does not occupy that base and take a position midway between first and second base (outside the base path) when a runner is occupying first base and call plays at first and second base.
- The home plate umpire will establish the start and finish times of the game and will alert the respective coaches when fifteen minutes of playing time remain.

Field Maintenance

Single A has entered into a formal “Adopt-a-field” agreement with the Fairfax County Public Schools for the fields at Oak Hill Elementary School and Poplar Tree Elementary School. This gives Single A priority use of the fields after school hours but obligates Single A to maintain these playing facilities.

Please remember that Single A fields are situated on Fairfax County Public School property and our failure to maintain the fields properly may result in the loss of access to these facilities.

- It is up to the coaches to determine field playability so use the following guidelines when the fields are wet or it is raining. You should not play on a baseball field if any of the following conditions exist:
 - There is standing water on any portion of the field.
 - The sound of a footstep (squish-squish) can be heard while walking on the field.
 - While standing on the field, water can be observed gathering around the sole of the foot.
 - While walking (not running) across a grass portion of the field, a footprint is left in the soil (not just the grass bending over).
 - While walking (not running) on any dirt portion of the field, an impression ½” or deeper is made in the soil.
- There are some days during the season when the fields will not be available to Chantilly Little League due to school functions. All games and practices will be rescheduled accordingly.
- It is the responsibility of each team to monitor the playing areas after each game or practice.
- This includes the access areas to/from the field where players tend to discard their snack containers and wrappers. Leave the field and surrounding area as clean as it was when you arrived, if not cleaner.
- All abandoned water containers shall be put into the trash cans and not placed in the metal equipment boxes in hope that they will be reclaimed.
- Collect equipment (bats, gloves, clothing, etc.) left at the fields and notify the Single-A Coordinator and the other Single A managers so it can be returned to its owners.

APPENDIX E: Game Management Fundamentals

In order to ensure the speed of play, Managers must ensure the following:

1. Be on time, LL Pledge and Plate conference will start 5 minutes prior to game time.
 - a. Have rosters ready, copies given to opposing team and another to give to plate umpire at conference; with ineligible pitchers identified
 - b. Have a few players join you at plate conference
 - c. Home team is responsible for **3 new game baseballs**, ready to go prior to conference
 - d. Home and Visiting teams should point out their scorekeeper to the umpires
 - e. Introduce the game umpires to the spectators
2. Post your line up and defensive assignments in the dugout; your players need to know their place in the lineup and fielding assignments **before** each inning.
3. Per Rule, only a minute is suggested between the 3rd out and 1st pitch of the next half inning, so hustle on and off the field.
4. Warm up pitches between innings are optional; how a team uses its minute on the field is up to them; umpires are encouraged to keep the game moving along.
5. Designated sitting players **in the lineup** to warm up the pitcher (if the assigned catcher is not ready – needs a mask with throat protector and a catcher’s mitt) and the outfield.
6. When on offense, the dugout coach should be organizing the next batter; who is getting the bat and who is going to warm up the pitcher.
7. Coaches, players and managers request time; Umpires grant it. Do NOT assume that because you asked for time, you immediately are granted it. Wait for the umpire to call ‘TIME’. If an umpire does not grant you time, it’s either because your request wasn’t heard or because play is still ongoing. It’s only when play has ceased that an umpire should grant time.
8. The game and field are for the players; do not get bats or balls. Let them get the exercise.
9. If you wish to discuss something with an umpire, usually limited to rule interpretations, after you get time, approach the calling umpire and have a civilized conversation, i.e. do not shout across the field or from the dugout.
10. When going on offense, have coaches stay in their dugout until the ball is ‘thrown down.’
11. Returning baseballs that have gone out of play: if on your side and you are batting, send them up with the next batter to hand to the umpire; use the tube in the fence (CP2); otherwise wait for a break in the action to throw them to the catcher who will hand them to the umpire.
12. Catchers should be trained to leave shin guards on while the team is batting, until ready to bat.
13. A player should be assigned to clear all equipment from the field left from the offensive inning.
14. Base coaches should be assigned prior to the start of the offensive inning to avoid safety/delay problems at the start of the half-inning.
15. All managers are expected to prepare a defensive lineup for the entire game prior to the game in order to help speed up play and have it posted in the dugout. A manager still has the prerogative to deviate from this lineup as necessary, but within playing guidelines as noted within each playing level.
16. If a homerun is hit, the team hitting the homerun is responsible for providing a replacement baseball.