



Campbell Little League Bylaws & Local Rules

2024-2025

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www.campbellbaseball.org



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INTRODUCTION TO THESE BYLAWS

These Bylaws constitute the guide to the day-to-day operations of Campbell Little League. Where there are differences between these Bylaws and the Constitution, the Constitution takes precedence. Enforcement of these rules is subject to appeal to the Board of Directors.

Where conflicts arise in the interpretation or application of these rules, the more stringent ruling between Official Little League Rules and Regulations or Campbell Little League rules will take precedence.



I. League Administration

Pursuant to Article 6, Section 1 of the Campbell Little League Constitution, the management of the property and affairs of Campbell Little League shall be vested in the Board of Directors.

A. Board Election

1. At the Annual Meeting of the Membership, the members shall first determine how many Directors shall be elected. At least 7 Directors must be elected, but no more than 12.
2. Once the number of Directors is determined, a vote shall occur to elect members of the Board of Directors.
3. Directors are not voted on for particular officer positions or individually. All nominees are on the same ballot.
4. When voting for the board, members shall have the same number of votes as there are open board positions.
5. Candidates with a majority of votes shall be elected to the Board.

B. Officer Nominations

1. Officer positions are distinct from Board of Director positions. Some officer positions must be filled with members of the Board. After the Board of Directors is elected, the Board shall then select its officers.
2. Any regular member having an interest in an elected office may announce their intentions to the Board by notifying a Director or the Nominating Committee, if there is one.
3. All candidate nominations for elected League offices shall be by nomination from the floor at the election meeting. Note: Nominations do not require a second.
4. No office will be open to nominations until the previous office has been elected.
5. The duties of each office shall be read, and nominations opened from the floor prior to the election of each office.

C. Officer Election Process

1. The Board shall set the date for officer elections each year, typically the first Thursday in October immediately after the general membership meeting. The Board selects and appoints the officers.
2. The order of precedence for officer nominations and elections shall be:
 - a. President (Elected Every other year: must be a Board Member)



- b. Vice-President(s) (must be a Board Member)
- c. Treasurer (must be a Board Member)
- d. Secretary (must be a Board Member)
- e. Player Agent(s) (must be a Board Member)
- f. Safety Officer (must be a Board Member)
- g. Coaching Coordinator (must be a Board Member)
- h. Umpire-In-Chief
- i. Auxiliary (Snack Shack) Director
- j. League Information Officer
- k. Purchasing Agent/Equipment Manager
- l. Sponsorship Director
- m. Facilities Manager
- n. Volunteer Coordinator
- o. Tournament Director
- p. Outreach Coordinator
- q. Division Director(s)
 - (1) Upper Division (Intermediate/Juniors/Seniors)
 - (2) Majors
 - (3) Minors
 - (4) Farm
 - (5) Rookie
 - (6) T-Ball

3. Eligibility. Members eligible to vote must attend at least one (1) General Meeting between October 1 and the election date set by the Board. Board members may also be nominated and hold an officer position.



4. Voting. The vote for each office will be held at the close of nominations for each office.
5. Winning Election. The candidate with the majority vote of all ballots cast shall declared the winner.
6. Multiple Candidates. If there are more than two (2) candidates on the ballot, and one (1) candidate does not receive a majority vote on the first (1st) ballot, the second (2nd) ballot shall have only the two (2) candidates that have received the most votes cast for the runoff.
7. Terms of Office. The term of office for President shall be two (2) years. All other officers shall have a term of office of one (1) year.

D. Duties of Appointed Officers

1. Board of Directors. Duties of the members of the Board of Directors are defined in the Campbell Little League Constitution.
2. President. Duties of the President are defined in the Campbell Little League Constitution.
3. Vice-President. Duties of the Vice-President are defined in the Campbell Little League Constitution.
4. Secretary. Duties of the Secretary are defined in the Campbell Little League Constitution.
5. Treasurer. Duties of the Treasurer are defined in the Campbell Little League Constitution.
6. Safety Officer. Duties of the Safety Officer are defined in the Campbell Little League Constitution.
7. Player Agent. Duties of the Player Agent are defined in the Campbell Little League Constitution.
8. League Information Officer. Duties of the League Information Officer are defined in the Campbell Little League Constitution.
9. Coaching Coordinator. Duties of the Coaching Coordinator are defined in the Campbell Little League Constitution.
10. Division Directors. The Division Directors shall:
 - a. Be responsible for informing the members of their designated divisions and the rules and procedures for that particular division.



- b. To ensure that those members adhere to Little League Rules and Regulations and to the rules of Campbell Little League.
 - c. Perform any other duties assigned by the Board of Directors.
11. Snack Shack Director. The Snack Shack Director shall:
 - a. Direct the duties of the Snack Shack Committee and be responsible for maintaining the operation of the Snack Shack.
 - b. Perform any other duties assigned by the Board of Directors.
12. Facilities Manager. The Facilities Manager shall:
 - a. Be responsible in cooperation with the Division Directors for repair, improvement, and maintenance of the fields and facilities, and performance of approved projects.
 - b. Operate within the amount appropriated in the approved budget for that purpose.
 - c. Act as liaison to the School District regarding the Campbell Little League facility.
 - d. Determine suitability of field conditions for practice or play in conjunction with Safety Officer and President.
 - e. Perform any other duties assigned by the Board of Directors.
13. Volunteer Coordinator. The Volunteer Coordinator shall:
 - a. Be responsible for recruiting, organizing, coordinating, and tracking volunteer opportunities and commitments.
 - b. Perform any other duties assigned by the Board of Directors.
14. Equipment Manager. The Equipment Manager shall:
 - a. Keep inventory in order in equipment room and maintain a list of inventory.
 - b. Order supplies and equipment as needed.
 - c. Order uniforms and hats (including All-Stars) in coordination with Sponsorship Director.
 - d. Pass out and collect equipment.
 - e. Operate within the amount appropriated in the approved budget for that purpose.
 - f. Perform any other duties assigned by the Board of Directors.



- g. Order Trophies and Awards for the end of the Season.
15. Sponsorship Director. The Sponsorship/Fundraising Manager shall:
- Solicit and secures local sponsorships to support league operations;
 - Collect and reviews sponsorship and fundraising opportunities;
 - Organize and implements approved league fundraising activities;
 - Coordinate participation in fundraising activities;
 - Maintain records of monies secured through sponsorship and fundraising initiatives; and
 - Ensure regulation and polices related to sponsorships and fundraising are followed; and
 - Perform any other duties assigned by the Board of Directors.
16. Umpire-in-Chief. The Umpire-in-Chief shall:
- Recruit, interview and recommend to the President, for appointment, a staff of umpires.
 - Coordinate local umpire participation in league, district, and regional umpire clinics.
 - Observe, mentor, and schedule the umpires.
 - Perform any other duties assigned by the Board of Directors.
17. Tournament Director. The Tournament Director shall:
- Be the onsite Contact for post-season teams playing Post-Season (All-Star, TOC) games played at Campbell Little League.
 - Operate the post-season games played at Campbell Little League in compliance with the District and Little League Tournament Guidelines.
 - Perform any other duties assigned by the Board of Directors.
18. Outreach Officer. The Outreach Officer shall
- Serve as league liaison with schools, city officials, and outside groups. Manage recruitment efforts.
 - Perform any other duties assigned by the Board of Directors.



19. Technology Officer. The Technology Officer shall
 - a. Manage website and board email suite.
 - b. Work with Player Agent and Information Officer to facilitate online registration.
 - c. Perform any other duties assigned by the Board of Directors.
20. Events Coordinator. The Events Coordinator shall:
 - a. Plan the Coaches Game
 - b. Plan Opening and Closing Day Events
 - c. Plan Picture Day
 - d. Plan other Events agreed to by the Board.

E. Financial and Accounting

1. Insurance. CLL shall obtain insurance on its personal property, with the amount to be determined by the Board of Directors. CLL shall have player accident insurance, liability, and volunteer worker insurance. A messenger policy shall be obtained to protect those who handle cash. Other insurance shall be purchased, as the Board of Directors deems necessary.
2. Trustee Account. The Trust account established by CLL shall be administered by the Board of Directors and shall be for the primary purpose of providing financial aid to projects or improvements where otherwise no funds are available. All withdrawals must be approved by a majority of the Board prior to committing or allocating expenditures of the Trust account. Withdrawals from the Trust account shall require two (2) signatures.

II. Emergency Authority

- A. The Board of Directors has the discretion and authority to operate the League in a manner that deviates from these rules and regulations for the purpose of continuing league operations to the extent required to comply with any applicable local, state, or national health orders, regulations or laws.
- B. Any deviations shall be terminated and return to normal operations shall commence as soon as practicable to do so.

III. Safety

- A. Campbell Little League's safety procedures are embodied its current Safety Manual. These safety policies and procedures include, but are not limited to, player abuse prevention,



concussion protocols, travel, and social media. The Safety Officer shall submit the Safety Manual to Little League Baseball, Inc. on an annual basis for approval.

B. Once approved by Little League Baseball, Inc., the Safety Manual shall be distributed to every manager and Director. A copy is also available at the Snack Shack for anyone to review upon request. It can also be found at www.campbellbaseball.org.

C. The Safety Manual is hereby incorporated into these bylaws as if fully set forth herein. If there is a conflict between these Bylaws and the Safety Manual, the stricter rule between the two documents shall take precedence.

IV. Player Registration and Verification

A. Registration Date. The Board of Directors shall establish the date(s) for Player Registration each year.

B. Registration Requirements. All players requesting to sign-up shall be required to fulfill the following requirements:

1. Be eligible under Little League Baseball, Inc.'s rules.
2. Have permission of a parent or guardian.
3. Present Proof of Age in a form approved by Official Little League Rules and Regulations.
4. Present Proof of Residency or a School Enrollment Form signed by the School Administrator, if required.
5. Provide a signed Concussion Information Sheet from the CDC.
6. Provide a completed Medical Release Form.
7. Pay registration fees.

V. Player Evaluations

A. The Board of Directors shall establish the date(s) and format for player evaluation (e.g., “tryouts”) dates and format each year.

B. Attendance Required. It is a requirement of eligibility for all player candidates to attend at least one of the evaluation sessions so that managers of the teams can properly assess the ability of each player and give each player a proper evaluation based on ability. If a candidate cannot attend at least one of the tryouts and provides an excuse which is acceptable to the Board of Directors, the candidate may be drafted/placed on a team. If the excuse is not acceptable, the child cannot play in the league AT ANY LEVEL for that season.



C. Players who are League ages 4 through 6 are not required to participate in Player Evaluations. 6-year-olds who want to be considered for the Farm Division must participate in Player Evaluations.

D. All sign-ups will be assigned a tryout number as follows:

League Age	Tryout Number
6	601 – 699
7	701 – 799
8	801 – 899
9	901 – 999
10	1001 – 1099
11	1101 – 1199
12	1201 – 1299
13	1301-1399
14	1401-1499

VI. Team Assignments

A. The Board of Directors shall establish the final team assignment dates, number of teams and, in consultation with the managers, roster sizes for each division each year.

B. Team assignments shall be determined by age, ability, and be divided equally among the teams available.

C. 4-year-olds and 5-year-olds will be assigned to the T-Ball Division. 5-year-olds can be assigned to the Rookie Division if they are a returning player from T-Ball.

D. 6-year-olds will be assigned to the Rookie Division (T-Ball Division only under special circumstances). 6-year-olds can be assigned to a Farm Division Team only after a tryout and approval by the Safety Officer. 6-year-olds may not pitch in Farm Division regular season or playoff games.

E. 7-year-olds that are not selected to a Farm Division team through the draft will be assigned to a Rookie Division team.

F. 8-year-olds are eligible to try out for the Minor Division and may play in the Minor Division, if drafted. 8-year-olds that are not drafted to a Minor Division team through the draft will be drafted to a Farm Division.

G. All players who are League Age 8 and older will be assigned through the draft.

H. 9-year-old players are not eligible for Major Division participation.

I. When assigning late signees, the following criteria will be used:



1. Be assigned to a team having a lesser number of players in the signees' age group following the draft order.
 2. Player Agent will determine the eligibility as to the initial division assignment.
 3. Late signees will be assigned to available openings ONLY.
- J. No late signees will be accepted after 50% of the scheduled games have been played in the division assigned.

VII. Loss of Players

- A. All teams must notify the Player Agent within 24 hours after the loss or injury of a team player during the current season.
- B. Major Division teams shall have seven (7) days to replace a player:
1. Replacements shall be picked from the Player Agents late signup list, or from a Minors Division team provided they had attended at least one scheduled tryout.
 2. Refusal of a Minor Division player to accept the move up shall result in their forfeiture of eligibility to the Major Division for the remainder of the current season.
 3. The Board of Directors will determine the replacement if not made within the seven (7) day limit.
 4. Extenuating circumstances may be brought to the Board of Directors for a request of more time to find a replacement player. The added length of time will be decided on by the Board of Directors.
- C. Minor Division teams will have seven (7) days to replace a player:
1. Replacements shall be picked from the Player Agents late signup list, or from a Farm Division team. The Player Agent will determine from which area the replacement will come.
 2. Refusal of a Farm Division player to accept the move up shall result in their forfeiture of eligibility to the Minor Division for the remainder of the current season.
 3. The Board of Directors will determine the replacement if not made within the seven (7) day limit.
 4. Extenuating circumstances may be brought to the Board of Directors for a request of more time to find a replacement player. The added length of time will be decided on by the Board of Directors.



D. No replacement will be made after any team has played seventy-five percent (75%) of their regular games.

E. Any manager not complying with this policy will be subject to reprimand and/or dismissal by the Board of Directors. The Board of Directors may determine suspension for up to two (2) regular season games.

VIII. Manager and Coaches, Umpires Selection

A. All managers and coaches must submit a written application to the Board of Directors for approval. Registering as a volunteer manager shall suffice.

B. The President, with approval of the Board of Directors, will establish the date to submit applications for managers and coaches in each division.

C. The President will appoint all managers, umpires, and coaches annually, in accordance with Little League rules and with approval of the Board of Directors. Managers shall be responsible for the selection of their team's coaches and for their actions on the field.

D. If the number of applicants for manager in any draft division is more than the number of available positions, the Board shall vote by secret ballot to approve the managers. Board members who are on the ballot may not vote on that ballot.

E. While holding such office, the President and/or Vice-President may manage, coach a team with Board approval (Regulation 1(b)). The President and/or Vice-President may umpire so long as he/she does not also serve on the Protest Committee. (Regulation 1(b))

IX. Player Selection (The Draft)

A. The Board of Directors will establish the date and time of drafts each year.

B. Drafts shall occur after player evaluations have been completed.

C. The Player Agent and President will preside over and conduct the draft among the Majors, Minors, and Farm team managers. Each Minors and Farm team may have no more than one assistant coach attend the draft. No assistant coaches may attend the Majors draft. The Board of Directors has the authority to allow the inclusion of other individuals.

D. Only players who have registered are eligible to be drafted.

1. Prior to the Draft, the Player Agent shall provide to all managers a list of all players registered for each respective division.

2. If a manager desires to draft an age-eligible player who is not on the list because they have not registered for that division, the manager shall notify the Player Agent prior to the Draft. The Player Agent shall determine if that player should be included, typically



by checking with the player's parents or guardian. Once the Draft has started, no players shall be added to the list.

E. All Draft proceedings and results shall remain confidential.

F. Majors Division Draft

1. Draft Type. Redraft.
2. Draft Order. Draft order shall be determined by random draw prior to the start of the draft.
3. Draft Rotation. The Draft shall use a "Serpentine" or "Snake" draft rotation. For example, in a four-team draft, the team picking first would get the 1st, 8th, 9th, and 16th picks through the first four rounds, etc. Team Names will then be selected in reverse order, with returning Managers offered the option of keeping the team name from the previous year.
4. Player Pool. All eligible players league age 10, 11, and 12 who attended the required number of player evaluations. Players league age 12 SHALL be drafted onto a Majors team unless a waiver approved by parents, Board, and District is provided.
5. Manager's Children. A player whose parent is a manager will be assigned to their parent's team according to the process set forth within these Bylaws.
6. Coaches. Assistant coaches shall not be appointed or approved until after the draft is completed.
7. Siblings. A player whose sibling is also in this Division will be assigned to their sibling's team according to the process set forth within these Bylaws.
8. Trades. Trades are not permitted prior to or during the draft. Teams cannot trade draft picks. Trades may only be made after the draft according to the process set forth within these Bylaws.

G. Minors/AAA Division Draft

1. Draft Type. Redraft.
2. Draft Order. Draft order shall be determined by random draw prior to the start of the draft.
3. Draft Rotation. The Draft shall use a "Serpentine" or "Snake" draft rotation. For example, in a four-team draft, the team picking first would get the 1st, 8th, 9th, and 16th picks through the first four rounds, etc.
4. Player Pool. All eligible players league age 8, 9, 10, and 11 who attended the required number of player evaluations and were not selected in the Majors Draft. Eligible



players league age 10 and 11 SHALL be drafted onto a Minors team unless a waiver approved by parents, board, and district is provided that permits them to play Farm/AA.

5. Coaches. Managers may select one (1) coach prior to the draft, who may be present during the draft.
6. Manager and Coaches' Children. A player whose parent is a manager or coach will be assigned to their parent's team in this division according to the process set forth within these Bylaws.
7. Siblings. A player whose sibling is also in this Division will be assigned to their sibling's team according to the process set forth within these Bylaws.
8. Trades. Trades are not permitted prior to or during the draft. Teams cannot trade draft picks. Trades may only be made after the draft according to the process set forth within these Bylaws.

H. Farm/AA Division Draft

1. Draft Type. Redraft.
2. Draft Order. Draft order shall be determined by random draw prior to the start of the draft.
3. Draft Rotation. The Draft shall use a "Serpentine" or "Snake" draft rotation. For example, in a four-team league, the team picking first would get the 1st, 8th, 9th, and 16th picks through the first four rounds.
4. Player Pool. All eligible players league age 7, 8, and 9 who attended the required number of player evaluations and were not selected in the Minors Draft. Eligible players league age 9 SHALL be drafted onto a Farm team unless a waiver approved by the parents and the board is provided.
5. Manager and Coaches' Children. A player whose parent is a manager or coach will be assigned to their parent's team in this division according to the process set forth within these Bylaws.
6. Coaches. Managers may select one (1) coach prior to the draft, who may be present during the draft.
7. Siblings. A player whose sibling is also in this Division will be assigned to their sibling's team according to the process set forth within these Bylaws.
8. Trades. Trades are not permitted prior to or during the draft. Teams cannot trade draft picks. Trades may only be made after the draft according to the process set forth within these Bylaws.



I. Rookie/A and T-Ball Divisions Team Assignments

1. Selection Type. Rookie and T-Ball teams shall be assigned at random by the President and Player Agent.
2. Player Pool. All eligible players league age 6 and below.
3. Manager and Coaches' Children. A player whose parent is a manager or coach will be assigned to their parent's team in this division.
4. Coaches. Managers may select one (1) coach prior to team assignments.
5. "Friend Requests" & Accommodations. Only mutual friend requests or similar accommodations may be considered during team assignments, but they are not determinative or guaranteed. The more such requests are received, the less likely it is that an accommodation can be made.

X. **Drafting Manager and Coaches' Children & Siblings**

A. Pre-Draft Slot System. The Purpose of the Pre-Draft Slot System is to ensure that teams do not have a significant advantage or disadvantage due to the age, size, skill level, experience, injury, or disability of a manager or coach's child. It also promotes transparency and collegiality while reducing potential for manipulation and discord amongst managers.

B. Designated Selection. Manager and/or coaches' children shall be deemed "selected" in the draft based on the following basis:

1. Majors:

Current Season League Age	Draft Round
12	3 rd
11	4 th
10	5 th
9	6 th

- a. If the player was a 12U all-star the preceding season, that player shall be drafted 1 round earlier than shown on the chart above. Example: A league age 12 player that was a 12U all-star the previous season shall be slotted into the 2nd round.
- b. If a Player played in Majors and was 10U all-star the preceding season, that player shall be drafted 1 round earlier than shown on the chart above.
- c. If the Designated Draft Slot for the player is full due to another slotted player (i.e., siblings), the player shall be deemed selected with the next available pick.



2. Minors:

Current Season League Age	Draft Round
11	3 rd
10	3 rd
9	4 th
8	5 th

- a. If the player was a 10U all-star the preceding season, that player shall be drafted 1 round earlier than shown on the chart above. Example: A league age 10 player that was a 10U all-star the previous season shall be slotted into the 2nd round.
- b. If the Designated Draft Slot for a player is full due to another slotted player (i.e., siblings or another coach's player), the player shall be deemed selected with the team's next available pick.

3. Farm:

Current Season League Age	Draft Round
9	3 rd
8	3 rd
7	4 th
6	5 th

4. Lower Slot Request: A manager may request a lower round for that manager's or coach's player only if the designated round would be a significant overdraft (3 or more rounds) due to the player's skill level/experience or other mitigating factor such as injury or disability. Previous year's All-Stars shall not be eligible for a lower slot unless injury or availability concerns warrant it.

After discussion of the request, if any, the managers shall come to a consensus, via formal vote, if necessary, on which round the managers' and/or coaches' children shall be drafted. Any tie votes shall be broken by the Player Agent.

C. Siblings. Parents expect that siblings in the same division will be on the same team. Unless parent(s)/guardians request or authorize separate teams for their players, when there are two or more siblings in the same draft, and the first sibling is drafted by a manager, the other sibling(s) shall be deemed "selected" in the draft based on the following method:

1. Once the first sibling is drafted, the other sibling(s) shall be deemed selected with the next available pick(s).
2. Lower Slot Request: A manager may request a lower round for a sibling only if the designated round would be a significant overdraft (3 or more rounds) due to that player's age/skill level/experience or other mitigating factor such as injury or disability.



After discussion of the request, if any, the managers shall come to a consensus, via formal vote, if necessary, on which round the sibling shall be drafted. Any tie votes shall be broken by the Player Agent.

3. Last Pick Situation. If the first sibling is selected in the final round, then the undrafted sibling shall be assigned to a lower division unless that player is required to be drafted due to league age. In that case, the selection of younger of the siblings shall be voided and the younger sibling assigned to the lower division. The Player Agent and drafting managers should endeavor to avoid this situation when it is apparent, based on their relative skills, that both players should be on the same team in the same division.

Example 1: Siblings Player A (league age 12) and Player B (league age 10) are both eligible for the Majors Division. If neither player has been selected prior to the final round of the Majors Division Draft, Player A shall be drafted onto a Majors Division Team and Player B shall assigned to the Minors Division. In this scenario, Player B would be ineligible for selection in the final round as the first of the siblings to be drafted.

Example 2: Twin siblings Player A and B (both league age 12) are both eligible for the Majors Division. The first sibling must be selected no later than the second to last round of the draft. If not selected until the final pick in the second to last round, the first sibling must then be slotted in that position and the second sibling must be selected with the next pick.

XI. Trading Players.

- A. Trades are allowed in Campbell Little League.
- B. Trades may only occur within 7 days after the player selection meeting (draft).
- C. For a trade to be finalized, the managers of both teams, the Player Agent, and the Board of Directors by a majority vote must all approve of the trade.
- D. A trade may only occur for a justifiable reason.
- E. Trades can only involve players. Draft picks cannot be traded. There must be an equal number of players changing teams and they must be in the same division.
- F. The Player Agent must monitor trades closely to prevent manipulation of the system.

XII. Clinics - Farm, Rookie, and T-Ball Divisions

- A. Clinics will be held each year for all 4, 5 and 6-year-old players as determined by the Board of Directors.
- B. Prior to the start of clinics, parent meetings will be held to acquaint parents with:
 - 1. Clinics and their purpose.



2. Playing Divisions.
3. Campbell Little League.
4. Assistance in organizing clinics.
5. Obtaining needed managers and coaches.
6. Player and parent conduct.

C. The purpose of the clinics should be to emphasize basic fundamentals and provide a program of progressive development.

1. The team concept and rules will be the responsibility of the managers.
2. Suggested format of the clinics should be:
 - a. Catching and Throwing.
 - b. Fielding ground balls.
 - c. Throwing from positions.
 - d. Base running.
 - e. Fly balls.
 - f. Exposing players to live batting.

XIII. Team Practices

A. The Board of Directors will assign practice fields to all teams each year. Generally, the field assignments are determined immediately following the draft (Majors, Minors, Farm) and choices are made in reverse draft order.

B. Campbell Little League fields may not be exclusively assigned for practices to any particular team. Use of these fields for practice is determined by the respective Division Director and must be shared fairly amongst the division's teams.

C. Managers may hold practice at their discretion. Hours can be designated for the maintenance of the Campbell Little League playing facilities as determined by the Board of Directors.

XIV. Manager and Coaches Responsibilities

A. Managers are responsible for the selection of their assistant coaches, with approval of the Board of Directors. Volunteering as an assistant coach does not guarantee selection.



B. (Majors & Minors) Only the manager or acting manager and up to two (2) coaches will be allowed onto the playing field, during a Campbell Little League regular or post-season game.

C. (Farm) Only the manager or acting manager and up to three (3) coaches will be allowed onto the playing field during a Campbell Little League regular or post-season game.

D. The managers and coaches will be responsible for the following:

1. Checkout, maintain, and return all equipment and uniforms (if applicable).
2. Be present and help at Player Evaluations and drafts.
3. Be active in League facilities maintenance, which continues until the next league year.
4. Care of League maintenance equipment.
5. Preparing playing fields prior to games and performing required field maintenance or facilities clean up after games.
6. Enforce all League rules, Little League Baseball, Inc. regulations and safety rules.
7. One Coach MUST remain in dugout at all times with players.
8. Conduct team meetings prior to the schedule of games, to acquaint parents with League procedures, expected parental participation and conduct during games.
9. Parents conduct during games, if unable to control, must be reported to a League official for immediate disposition.
10. Managers and coaches on the field during games must wear approved volunteer badges, shirts with sleeves, and appropriate pants or shorts as determined by the Board of Directors.
11. Maintaining the Team Binder, which binder shall include medical releases for each player. Medical releases shall be present at every game and practice.
12. Any additional duties assigned by the Board of Directors.
13. Assign a team parent that manages Team Snap, Game Changer, Snack Schedule and End of Season Party

E. Each team's duties will be decided by the Board of Directors and posted each year during the managers' meeting.



XV. Players

A. Uniforms. All players are required to wear the uniform jerseys and hats issued by Campbell Little League during league games only. Campbell Little League uniform jerseys with the Little League patch shall not be worn at any other time without approval of the Board of Directors.

The color of baseball pants worn during league games shall be determined at the discretion of the manager of each team at the beginning of the season.

B. Mandatory Play. At all levels of play, every rostered player present at the start of a game must participate in each game for a minimum number of outs and at bats. Mandatory Play rules apply to all regular season games, including interlocking games, and playoff games. These rules do not apply to all-star or post-season tournament games, which are governed Little League Baseball Tournament rules.

1. “Nine Defensive outs” is defined as: “A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies that position while nine outs are made.” In the Minors Division and below, if a half-inning ends because of the imposition of the five-run limit, and a player on defense has played for the entire half-inning, that player will be considered to have participated in three defensive outs.

2. “Bat at least one (1) time.” is defined as: A player enters the batter’s box with no count and completes that time at bat by being retired, retired as a batter-runner or runner, scores, reaches base safely, or, after reaching base safely, the inning or game ends. For the purposes of meeting the requirements of Mandatory Play, is when a player assumes the position of a batter with no count and one of the following occurs:

- He/she is retired as a batter; or
- He/she is retired as a batter-runner; or
- He/she reaches base and scores; or
- After he/she reaches base, the inning or game ends.

Note: While at-bat, if the third out of the half-inning is recorded by putting out another baserunner prior to the occurrence of any of the above, that batter must return as the first batter in the next half inning.

3. All players are required to play a minimum number of innings as per this procedure, which constitutes an increase above what Little League Rules and Regulations require. Playing innings, for each division, shall be as follows.

- a. Major Division. 9 defensive outs. Bat in the continuous batting order.
- b. Minors/AAA Division. 9 defensive outs. Bat in the continuous batting order.



- c. Farm/AA Division. Four (4) innings and bat in continuous batting order - including one (1) inning in the infield. Infield is defined as Pitcher, Catcher, First Base, Second Base, Third Base, or Shortstop. No player may sit out two (2) consecutive innings.
 - d. Rookie/A Division. Three (3) innings and bat in the continuous batting order.
 - e. T-Ball Division. Players must play 50% of the game at a defensive position and bat in the continuous batting order.
- C. Penalty. The player(s) involved shall start the next scheduled game, play any previous requirement not completed and the requirement for this game before being removed.
- D. Exceptions.
1. The game is shortened for any reason (darkness, weather, time limit, or 10- or 15-Run Rule), at which time the Board may elect not to impose a penalty on the manager/coach. A player failing to meet Mandatory Play requirements due to a shortened game shall start the next game in the field. A game that ends after the top of the 6th inning with the home team ahead does constitute a shortened game.
 2. Discipline, injury, absence, or illness.
 - a. The manager shall have the authority to discipline players. As a result of discipline, the Mandatory Play rule shall be waived. The Board of Directors may require written notice of disciplinary action, but in any case, verbal notice must be given to the Division Director, or in their absence, a League official.

Note: If disciplinary action occurs during a game, the manager shall notify the Division Director, or in their absence, a League official as soon as practicable following the game.
 - b. “Absence” shall include any player who arrives to the field after the start of the game. The game is deemed to have started during the exchange of lineups at the pregame meeting at home plate between the respective managers.
- E. Managers and coaches not complying with the Mandatory Play Rule shall be brought before the Board of Directors to explain their actions, and may have imposed upon them the following penalty at the Board of Directors’ Discretion:
1. First Offense - receive a written warning.
 2. Second Offense - receive a suspension for the next scheduled game.
 3. Third Offense - receive a suspension for the remainder of the season.
 4. If the violation is determined to have been intentional, the Board of Directors may assess a more severe penalty. However, forfeiture of a game may not be invoked.



F. Managers and coaches not complying with the Pitch Count Rules shall be brought before the Board of Directors to explain their actions, and may face penalties based on the schedule above, based on the Board's Discretion.

XVI. Pool Players

A pool of eligible players will be formed for Juniors, Intermediate, Major, Minors, and Farm divisions. The rules for selection and implementation of the Pool Players will be set forth by the Board of Directors. Any Pool Player that arrives to the field prior to the start of the game and is not needed shall still play and meet Mandatory Play Requirements.

A. Farm and Minors

- a. Eligible Players: First Year Players in the associated division
- b. A Pool Player is required to play in the outfield and bat last in the batting lineup. Pool Players in Farm may play infield one inning to complete Mandatory Play requirements. Pool players may not pitch.

B. Majors

- a. Eligible Players: First Year Majors Players, Second Year Minors Players
- b. A Pool Player is required to play in the outfield and bat last in the batting lineup.

C. Intermediate and Juniors

- a. Eligible Players: All age-eligible players in Majors, Intermediate or Juniors
- b. A Pool Player is available to play any position except pitcher and bat anywhere in the batting lineup.

XVII. Team Treats

A. Team treats are at the discretion of the manager and the team parents. At no time are team treats to be used for the purpose of reward or punishment. Parents or guardians shall alert their team parent of any known food allergies as soon as possible.

B. No food or drink is allowed on the playing field or in the dugouts during a game with the exception of water or sports drinks. This applies to all players and umpires on the field during the game.

C. Sunflower seeds are not permitted at the Campbell Little League facility.



XVIII. Game Schedules and Game Management

- A. The Board of Directors shall establish the playing regular season schedule for each division each year. All dates and times of the schedule may be changed with the approval of the Board of Directors only.
- B. If a game is delayed due to the preceding game, the start time shall be a maximum of 35 minutes following the preceding game.
- C. Each team may be allowed up to a maximum of 10 minutes for infield/outfield warm-up. The visiting team shall take infield first at approximately 25 minutes before game time, and the home team take infield second at approximately 15 minutes until game time, unless the managers agree to the opposite.
- D. Interlocking Games:
1. Interlocking games are games played by Campbell Little League teams against other little teams from outside Campbell Little League.
 2. Games hosted at Campbell Little League shall be played according to the Green Book rules for that division unless otherwise agreed by the teams. The President shall confirm rules for interlocking games prior to the start of interleague play.
 3. Campbell Little League players must still meet Campbell Little League's Mandatory Play Rules in all interlocking games.
 4. The Division Director shall determine, prior to the start of the season, whether interlocking games count in the standings.
- E. Intermediate, Juniors and Seniors Division games shall have no time limit and be governed by the Official Rules established by Little League Baseball, Inc., ("Green Book") unless a deviation is otherwise noted in these Bylaws.
- F. Majors Divisions games shall have no time limit to play a game but are expected to keep the game moving with only required time outs and minimal warm ups between innings.
- G. Minors Division games shall not start a new inning after 2:00 hours.
- H. Farm Division shall not start a new inning after 1:45 minutes.
- I. A Regulation Game consists of 6 innings. If a game is called, it is a Regulation Game, if:
1. 4 innings have been completed (or 3 ½ innings if the home team is ahead.)
 2. After 3 innings (or 2 ½ if the home team is ahead) a team has a lead of 15 or more runs.



3. After 4 innings (or 3 ½ if the home team is ahead) a team has a lead of 10 or more runs.

4. If a game is called (e.g., due to weather or darkness) prior to it becoming a Regulation Game, it shall resume exactly where it left off.

J. If a Minors game is tied after 6 innings, no more than one extra inning may be played in accordance with the Minors Division Playing rules.

K. If a Majors game is tied after 6 innings, extra innings shall be played until there is a winner or the game is called.

L. If a Regulation Majors Game is called when it is tied, the game may be resumed only with the approval of the Division Director or a non-participating Board member. If it is not resumed, it shall be deemed a tie.

M. 8-run/10-Run/15-Run Rule:

1. A team up by 15 runs after 3 innings wins. If the Home Team achieves a 15-run lead in 3rd inning, the game ends at that point.

2. A team up by 10 runs after 4 innings wins. If the Home Team achieves a 10-run lead in 4th inning or later, the game ends at that point.

3. A team up by 8 runs after 5 innings wins. If the Home Team achieves an 8-run lead in the 5th inning or later, the game ends at that point.

N. Home Team Duties

1. The Home Team is responsible for setting up the field for play prior to the game and any other duties assigned by the Board of Directors.

2. The Home Team is responsible for providing the official scorekeeper. Score should be kept on GameChanger, or similar League-designated scoring app.

a. The League shall create the League and Rosters in GameChanger for the Majors and Minors Divisions. Admins shall not tamper with or attempt to hide their teams in GameChanger. All Stats shall be open. Teams should allow for multiple scorekeepers in case of absence of a primary scorekeeper.

b. Streaming games live via the GameChanger App is permitted.

O. Visiting Team Duties

1. Each Visiting Team is responsible for taking down the field after the game and any other duties assigned by the Board of Directors.



2. The Visiting Team is responsible for providing a scoreboard operator/announcer (Minors and Majors only)

3. The Visiting Team is advised to keep an unofficial scorebook.

P. Pitching Eligibility Tracking Form used in Majors, Minors and Farm Divisions

1. Must be used during each game.

2. Hand to scorekeeper prior to each game.

3. Scorekeeper should update after game.

4. Signed off by both managers and Scorekeeper after each game.

5. Reviewable before any game upon request.

XIX. Playoff Tournament

A. A post-regular season Playoff Tournament may be held after the completion of the Regular Season.

B. The Board shall determine the dates, times, and structure of any Playoff Tournament games.

C. In the event that no Playoff Tournament is held, the regular season champion shall be the League Champion.

D. If Playoff Tournament is held, the team in first place in the standings at the completion of the Regular Season shall be the Regular Season Champion.

1. Seeding shall be determined by the end of season standings.

2. Tiebreakers shall be determined by the following:

a. Head-to-Head Record

b. Lowest number of runs allowed in head-to-head matchups.

c. Lowest number of runs allowed in all league games.

d. Coin Toss.

e. Multi-Team Tie: In case of a multi-team tie, record in all games involving all of the tied teams shall be used first to determine seeding. If there is still a tie, lowest runs allowed in games involving the teams involved in the tie shall be used to determine seeding and, if still tied, then lowest runs allowed in all league games shall be used to determine seeding. Once a team has won the tiebreaker and been seeded, then the



remaining teams shall start the tie-break process from the beginning to determine seeding until all remaining teams have been seeded.

E. The Winner of the Playoff Tournament shall be the League Champion. League Champions from Majors and Minors divisions shall represent the League in the District Tournament of Champions (TOC), if held. If the League Champion cannot field a team to compete in the TOC, the second place team shall represent the League in the TOC.

XX. Fall Ball

- A. Campbell Little League may operate an offseason or “Fall Ball” league.
- B. The Fall Ball season will typically operate between September and November.
- C. Registration fees are determined by the Board of Directors.
- D. Fall Ball is a developmental baseball program where:
 - No official score or official records are kept.
 - Little League boundaries do not apply. There is no residency or school verification.
 - Players who will potentially be rising to a new division the following Spring typically play in that division in Fall Ball.
 - Teams may play against other Fall Ball leagues in the area. Local travel may be required.
 - The season is typically 8-10 weeks long with games on Saturdays or Sundays. Teams practice one day per week unless Team Manager specifies otherwise.

XXI. Protests

- A. All protests shall follow Little League Rules and Regulations (Green Book Rules)
- B. All protests must be brought before the “Protest Committee” on the Wednesday following the week in which the protest occurred. The committee’s decision is final.

XXII. Ejections

- A. Any manager, coach or player ejected from a game shall have disciplinary action imposed upon them by the Campbell Little League Board of Directors.
- B. The initial penalty shall consist of an automatic suspension from the teams’ next game.



1. If the violator is a manager or coach, they cannot be present at the game in which the suspension is being levied, they must leave the premises and can only return once the game is final
2. If the violator is a player, he/she must be present and in uniform at the next game he/she attends to serve the suspension. The player will be restricted to the bench, cannot participate in pre-game warm-ups, and cannot be used as a base coach or bat boy/girl during the game.
3. Any further violations shall carry the same penalty and require a hearing before the Board of Directors.

XXIII. All-Star/Tournament Teams

A. Campbell Little League shall field an All-Star team in the Little League Division (12U). Whether or not Campbell Little League fields other All-Star teams is within discretion of the Board of Directors. The League shall endeavor to field 10U and 11U teams when there are a sufficient number of skilled players to form such teams.

B. All-Star teams shall be formed in the following order.

1. Juniors Division (If applicable)
2. Intermediate Division (If applicable)
3. 10-11-12 (“12U” or “Little League Division”)
4. 9-10-11 (“11U”)
5. 8-9-10 (“10U”)
6. Other teams, such as Tournament Teams or Future Stars Tournament Teams

C. Pre-All-Star Procedure.

1. Manager Availability. No later than the first week of May, the President shall contact (usually via email) the Majors and Minors Division managers and coaches inquiring as to their availability and desire to manage the All-Star teams.

2. Player Availability. No later than the first week of May, the Player Agent shall distribute to all eligible players in Majors and Minors Divisions an All-Star Verification of Availability Form. If no form is returned, then the player shall not be eligible for any All-Star Team. The form shall include the following:

- a. The dates (or estimated dates, if unknown) for the All-Star rounds through the end of Little League World Series;



- b. Tournament Mandatory Play Rules;
- c. All-Stars verification requirements;
- d. Post-season volunteer requirements;
- e. Player and parent/guardian contact information;
- f. Conflict dates and reasons;
- g. Choice to opt out of All-Star consideration; and
- h. Any other information deemed important.

D. All-Star Roster Size. Little League Baseball, Inc. permits up to fourteen (14) players on an All-Star roster. Each Campbell Little League All-Star team shall have no fewer than twelve (12) and no more than fourteen (14) players on the roster. Roster size shall be determined by a vote of the respective managers and coaches at the nomination meeting prior to voting for the players.

E. Vacancies. There are no alternates or substitutes named to any All-Star team. The All-Star Manager, after consultation with and approval by the Board, may fill any player vacancies that occur due to injury, illness, or other reason of unavailability. The All-Star Manager has the discretion to fill any temporary or permanent coaching vacancies that may arise during the tournament. Any substitutions must comply with Little League Baseball, Inc.'s Tournament rules.

F. Multiple Team Limitation. Players may not be on the roster of more than one All-Star team at a time. Once a player's All-Star season ends, however, that player is eligible to join another All-Star team still playing to fill a vacancy so long as they are otherwise eligible under Little League Baseball Inc.'s rules.

G. Confidentiality. The All-Star team is confidential information. The managers, coaches, and rosters shall not be announced or known to anyone other than the Player Agent and the President prior to the official announcements. Players voted onto the All-Star Team by player voting will be disclosed to the managers and coaches before they vote to fill the remaining roster spots. Disclosure of any team member prior to the official League announcement will result in disciplinary action, which will be determined at a special meeting of the Board of Directors in compliance with these Bylaws.

H. All-Star Announcements. The All-Star teams shall be announced after the conclusion of closing ceremonies. All-Stars shall thereafter be contacted by the All-Star manager.



XXIV. All-Star Manager(s) Selection

A. Eligibility.

1. Majors, Intermediate, and Juniors managers are eligible to manage any Campbell Little League All-Star teams.
2. Minors managers are eligible to manage the 11U, 10U, 9U, or 8U All-Star teams.
3. Farm managers are eligible to manage Tournament Teams.
4. If no current managers are able to manage the All-Star teams, then coaches are eligible for selection.
5. All-Star managers are responsible for naming their coaches. Any manager or coach in Campbell Little League in good standing is eligible to be a coach on an All-Star team and shall qualify under the Tournament Rules and Guidelines for Little League Baseball.
6. There will be no co-manager situation(s).
7. Nomination. All eligible managers may be nominated as an All Star Manager. The managers must be approved by the Board of Directors.
8. Ballots. The names of the nominees for manager shall be included on the 12U ballot. Players shall vote on the manager.
9. The League President may be selected as an All-Star manager or coach with approval of the District Administrator. (Regulation 1(b))

B. 12U Manager Selection.

1. There are three (3) separate votes that together determine the 12U All-Star manager.
 - a. Player Vote. The players from each Majors team shall vote for one (1) of the nominees for All-Star manager. The top vote getter of the Players' vote shall be awarded one (1) vote towards selection.
 - b. Managers' Vote. Majors managers, or their representatives, shall vote on the nominees for All-Star manager following the Player Vote.
 - c. Board Vote. The President, representing the Board, shall cast one (1) vote in case of a tie.
2. The Player Vote and Managers Votes will be tabulated to select the 12U All-Star Manager. The nominee receiving at least 51% of the total votes cast shall be selected as All-Star manager. If there are more than 2 nominees and no nominee secures at least 51% of the vote, the one with the lowest total votes will be eliminated until there are only 2



nominees left and the nominee with 51% of the votes shall be the winner. The President's vote shall break any ties in the final vote.

C. 11U Manager Selection. The 11U All-Star manager is selected by the Board amongst the nominees for 12U manager who did not get selected.

1. There are two (2) separate votes that will occur to determine the 11U All-Star manager.

a. Managers/Coaches Vote. Majors managers and two coaches from each Majors team shall vote on the nominees for 11U All-Star manager. The Majors Managers and coaches votes will be tabulated to select the 11U All-Star Manager.

b. Board Vote. The President, representing the Board, shall cast one (1) vote.

2. The nominee receiving at least 51% of the total votes cast shall be selected as All-Star manager. If there are more than 2 nominees and no nominee secures at least 51% of the vote, the one with the lowest total votes will be eliminated until there are only 2 nominees left and the nominee with 51% of the votes shall be the winner. The President's vote shall break any ties in the final vote.

D. 10U Manager Selection.

1. There are two (2) separate votes that will occur to determine the 10U All-Star manager.

a. Managers/Coaches Vote. Minors managers and two coaches from each Minors team shall vote on the nominees for 10U All-Star manager. The Minors Managers and coaches votes will be tabulated to select the 10U All-Star Manager.

b. Board Vote. The President, representing the Board, shall cast one (1) vote.

2. The nominee receiving at least 51% of the total votes cast shall be selected as All-Star manager. If there are more than 2 nominees and no nominee secures at least 51% of the vote, the one with the lowest total votes will be eliminated until there are only 2 nominees left and a winner will be declared with 51% of the votes.

XXV. All-Star Player Selection

A. General Provisions

1. Availability. Prior to any Selection Meeting, all players will be provided an availability form. This form must be returned to the Player Agent prior to the selection meeting or other deadline set by the Player Agent. Players who do not return their form or otherwise make their availability known shall not be considered for any All-Star team. Players with limited availability are eligible for selection.



2. The Player Agent and President shall preside at the Selection Meetings. If either one is a voting manager or coach, alternates shall be chosen to preside instead.

B. 12U All-Star Selection.

1. Process. 10-11-12 (12U) All-Stars are selected via a combination player vote and manager/coach vote.

2. Eligibility. All players in the Major Division are eligible for 12U All-Star selection.

3. Player Voting.

a. Majors All-Star Ballot. The Player Agent will create a single ballot (“Majors All-Star Ballot”) containing the names of all eligible Majors players, arranged alphabetically under their team name. The ballot shall also contain the names of the nominees for manager.

b. Selection. The Majors All-Star Ballot is prepared and distributed by the Major Division Director or Player Agent to the Majors players to make their votes. The Minors All-Star Ballot is prepared and distributed by the Minors Division Director or Player Agent to the Minors players to make their votes.

(1) Each player will be allowed nine (9) votes that must be cast for nine (9) different players. Ballots with more than 9 votes will be reviewed by the Player Agent and corrected by the voting player, if known. Otherwise, the Player Agent shall correct the ballot to the best of his/her ability.

(2) Players cannot vote for themselves or their teammates. The votes are by secret ballot votes and will be collected by the Majors Division Director or Player Agent directly from the players.

(3) The top SIX (6) vote getters on the Player Ballot are selected to the 12U team. In case of ties, only those players who are not affected by a tie breaker will be elected to the team. A vote of the Majors managers and coaches shall determine the remaining All-Stars.

c. Selection Meeting. After the regular season is complete and before the end of the playoffs, a meeting of the Majors managers and coaches shall be held to select players for the 12U All-Star team. The meeting is run by the Player Agent(s) and the President. If either the Player Agent or President are voting Managers or coaches, then alternates shall preside instead.

(1) Disclosure of Player Vote. The results of the Player Vote shall be disclosed to the voting managers and coaches prior to the vote. This disclosure allows discussion and voting on filling the remaining roster spots.



(2) Discussion. All Majors Players are eligible for selection. Each Manager will be allowed to have the floor for a maximum of 5 minutes to speak on behalf of their players. The manager may also field questions from other managers and coaches.

(3) Voting. After discussions are complete, the Majors managers and two coaches from each Majors team shall vote for the players by submitting their ballot to the Player Agent. The Ballot shall list the names of the remaining players not selected via the Player Vote. The remaining top vote getters shall be selected to the All-Star team until the roster is full. The President shall break any ties.

C. 11U All-Star Selection.

1. Process. 9-10-11 (11U) All-Stars are selected via a combination player vote and manager/coach vote.

2. Eligibility. All League Age 10- and 11-year-old players in Majors not selected for the 12U All-Star team and League Age 11-year-old players in Minors are eligible for 11U All-Star selection.

3. Player Voting. The top THREE (3) 10 or 11 y/o vote getters not selected for the 12u team from the Majors All-Star Ballot are elected to the 11u team. In case of ties, only those players who are not affected by a tie breaker will be elected to the team. A vote of the majors managers and coaches shall determine the remaining All-Stars.

4. Selection Meeting. After the regular season is complete and before the end of the playoffs, a meeting of the Majors and Minors managers and coaches shall be held to select players for the 11U All-Star team. All age-eligible Majors Players may be selected.

a. Disclosure of Player Vote. The results of the Player Vote shall be disclosed to the voting managers and coaches prior to the vote. This disclosure allows discussion and voting on filling the remaining roster spots.

b. Discussion. Each Manager will be allowed to have the floor for a maximum of 5 minutes to speak on behalf of their players. The manager may also field questions from other managers and coaches.

c. Voting. After discussions are complete, the Majors managers and two coaches from each Majors team shall vote for the players by submitting their ballot to the Player Agent. Votes for players already selected by the players or for the 12U team shall be disregarded. Managers and coaches may vote on as many players as there are roster spots. The remaining top vote getters shall be selected to the All-Star team until the roster is full. The President shall break any ties.



D. 10U All-Star Selection.

1. Process. 8-9-10 (10U) All-Stars are selected via a combination player vote and manager/coach vote.
2. Eligibility. All League Age 8-, 9- and 10-year-old players in Majors and Minors are eligible for 10U All-Star selection, unless already selected to the 12U or 11U team.
3. Player Voting.
 - a. Minors All-Star Ballot. The Player Agent will create a single ballot (“Minors All-Star Ballot”) containing the names of all eligible Minors players, arranged alphabetically under their team name. The ballot shall also contain the names of the nominees for manager.
 - b. Selection. The Minors All-Star Ballot is prepared and distributed by the Minors Division Director or Player Agent to the Minors players to make their votes.
 - (1) Each player will be allowed six (6) votes that must be cast for six (6) different players. Ballots with more than 6 votes will be reviewed by the Player Agent and corrected by the voting player, if known. Otherwise, the Player Agent shall correct the ballot to the best of his/her ability.
 - (2) Players cannot vote for themselves or their teammates. The votes are secret ballot votes and will be collected by the Minors Division Director or Player Agent directly from the players.
 - (3) The top THREE (3) vote getters on the Minors Player Ballot are selected to the 10U team. In case of ties, only those players who are not affected by a tie breaker will be elected to the team. A vote of the majors managers and coaches shall determine the remaining All-Stars.
 - c. Selection Meeting. After the regular season is complete and before the end of the playoffs, a meeting of the Minors managers and coaches shall be held to select players for the 10U All-Star team.
 - (1) Disclosure of Player Vote. The results of the Player Vote shall be disclosed to the voting managers and coaches prior to the vote. This disclosure allows discussion and voting on filling the remaining roster spots.
 - (2) Discussion. Each team will be allowed to have the floor for a maximum of 5 minutes to speak on behalf of their nominated players. The manager may also field questions from other managers and coaches.
 - (3) Voting. After discussions are complete, the Minors managers and two coaches from each Minors team shall vote for the players by submitting their ballot to the Player Agent. Votes for players already selected by the players or



for the 12U or 11U team shall be disregarded. Managers and coaches may vote on as many players as there are roster spots. The remaining top vote getters shall be selected to the All-Star team until the roster is full. The President shall break any ties.

E. 9U and 8U Tournament Team(s).

1. The Board of Directors may choose to establish or enter local tournaments for eligible 8U and 9U players. The teams may be selected from the Minors and Farm Division(s), excluding those players still playing on other All-Star teams.
2. The Manager and coaches of 9U and 8U tournament teams shall be designated by the President and approved by the Board.
3. Each team shall consist of 12 to 14 players.
4. Players shall be voted upon by the Manager and coaches of the team(s) and approved by the Board of Directors.

XXVI. Upper Division Playing Rules

Juniors and Intermediate Divisions shall be governed by the Official Rules established by Little League Baseball, Inc., (“Green Book”) unless a deviation is otherwise noted in these Bylaws.

XXVII. Majors Division Playing Rules

- A. Games in the Majors Division shall be governed by the Official Rules established by Little League Baseball, Inc., (“Green Book”) unless a deviation is otherwise noted in these Bylaws.
- B. Games must follow the applicable Mandatory Play Rules set forth in these Bylaws.
- C. There are no time limits.
- D. Teams may use a Courtesy Runner for the Catcher or Pitcher of Record who is on base with 2 outs. The Courtesy Runner must be the player who made the most recent out and who is not currently on base.

XXVIII. Minors Division Playing Rules

- A. Games in the Minors Division shall be governed by the Official Rules established by Little League Baseball, Inc., (“Green Book”) unless a deviation is otherwise noted in these Bylaws.
- B. No inning may start after two hours of play.
- C. Games must follow the applicable Mandatory Play Rules set forth in these Bylaws.
- D. 5-Run Rule/Open Innings:



1. During the first 5 innings of a game, the inning ends when 3 outs have been made or 5 runs have been scored, whichever occurs first. A home run (over the fence or cones) can drive in more than five runs in an inning.

2. The sixth and extra innings are “Open Innings.” An “Open Inning” is an inning in which there is no 5-run rule. Each batting team’s inning at bat is over when 3 outs have been made or when it has batted around, whichever occurs first. If the two teams have a different number of players in the lineup, then the team with fewer players may bat as many players as there are in the other team’s lineup.

EXAMPLE: The A’s have 13 players in their lineup. The Red Sox have 11. In an Open Inning, each team may bat up to 13 hitters.

E. If the game is tied after 6 innings, then the teams shall play extra innings.

1. Regular season games only shall be limited to a maximum of one extra inning. Each team shall begin the 7th inning with a runner on second base, the runner being the final out (or batter, if the out occurred on the bases) of the previous inning. If the game remains tied after the 7th inning, then it shall be declared a tie.

2. Playoff games shall be played with standard extra innings rules until there is a winner.

F. Teams may use a Courtesy Runner for the Catcher or Pitcher of Record who is on base with 2 outs. The Courtesy Runner must be the player who made the most recent out and who is not currently on base.

G. Minors teams are responsible for providing umpires for Farm Division games unless informed otherwise.

XXIX. Farm Division Playing Rules

A. The Farm Division is intended to be an instructional level for league age seven (7) to nine (9) year-old players where fundamentals and teamwork are stressed. League age ten (10) to twelve (12) year-old players may play in the Farm Division if determined to be a safety risk in Major or Minor Divisions. 6-year-olds can be assigned to a Farm Division team only after a tryout and approval by the Safety Officer.

B. Games in the Farm Division shall be governed by the Official Rules established by Little League Baseball, Inc., (“Green Book”) unless a deviation is otherwise noted in these Bylaws.

C. Mandatory Play: Games must follow the applicable Mandatory Play Rules set forth in these Bylaws.

D. Scores and standings will be kept, and playoffs will be held.



E. No Extra Innings: During the regular season, no game shall go to extra innings (six innings maximum). If the game remains tied after the 6th inning, then it shall be declared a tie.

F. Time Limit: Farm Division shall not start a new inning after 1:45 minutes. When the time limit is approaching, the umpire will declare that the next inning will be the Open Inning. If no Open Inning is declared before the 1:45 minute mark, then there will not be an open inning. An Open Inning may not be declared after the top half of an inning has started.

G. There may be up to four (4) outfielders on the outfield grass at the beginning of each play. Outfielders may not enter the infield until the ball is batted and put in play.

H. All bats must be out of the dugout and placed behind the backstop.

I. Stolen bases are not permitted. There are no wild pitches or passed balls.

J. The “Infield Fly” Rule shall not be enforced.

K. Batters hit by a pitch thrown by a player-pitcher WILL be awarded first base.

L. End of Play: When runners are on base, the play ends when the ball is thrown by an infielder to the pitcher reaches the pitcher. Any runner that has not reached the halfway line must return to the previous base unless forced. The umpire also has the discretion to call the play dead for any reason.

1. Balls hit to the outfield. On a batted ball to the outfield, the play ends when it is thrown into the infield and controlled by an infielder. The players should be instructed to “relay” the ball from the outfield to an infielder. No additional bases shall be awarded on an overthrow from an infielder to the pitcher.

2. Balls hit in the infield. On a batted ball fielded by an infielder, the play ends when it is controlled by the pitcher. Players should be instructed to try to get an out if possible before throwing it to the pitcher rather than field a ground ball and immediately throw it to the pitcher. No additional bases shall be awarded on an overthrow from an infielder to the pitcher. When a batted ball is hit to the pitcher the play shall not be called dead until a baseball play is attempted or no longer feasible due to a fielding error.

3. Overthrows. After an overthrow either (i) to a base attempting to record an out from the infield or (ii) a throw from the outfield to an infielder, the play ends when the runner may no longer advance, and the defense is no longer attempting to record an out. Players should be instructed to try to throw out an advancing runner if possible before throwing it to the pitcher. Once the play ends, the players should be instructed to return the ball to the pitcher.

M. Managers/Coaches in the Outfield: During the first 4 games of the season, each team may have one (1) coach in the outfield to coach the fielders. After that, coaches must remain in the dugout unless, except one manager/coach may be outside of the dugout.



Note: Managers should coach and encourage infielders to field a ground ball and attempt a throw to a base, rather than hold the ball, if there is a possibility of getting an out. This rule is meant to familiarize infielders with controlling a play, similar to higher skill levels, and prevent runners from advancing when a play should be dead.

N. Overthrows: Base runners (or batter-runner) may attempt to advance a maximum of one (1) base on an overthrown ball, and no more than one extra base per batted ball.

NOTE: An overthrown ball is still live, and the defense may attempt to get the advancing runner out; however, if the ball is overthrown again, the base runner(s) may not advance a second time. The runner choosing to try to advance one extra base is doing so at his/her own risk.

O. Baserunning: Baserunning is governed by the Greenbook Rules. These rules are listed here for clarity.

1. Baserunner: Any runner is called out when running more than three feet away from the baseline to avoid being tagged, unless such action is to avoid interference with a fielder fielding a batted ball. A runner's baseline is established when the tag attempt occurs and is a straight line from the runner to the base to which he or she is attempting to reach. It is important to note that in order to enforce this rule, the defense must attempt to tag the runner.

2. There is no "Must Slide" Rule: Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag.

P. Pitching:

1. The Farm/AA Division uses a combination of coach and player pitching. The intent is to give players early training in pitching fundamentals and hitting off of live pitching.

2. The pitching rubber will be 40 feet from home plate vs. standard Little League pitching distance of 46 feet.

3. Schedule:

a. Round 1: Coach pitch only

b. Round 2: 1 inning player pitch. Remainder is coach pitch.

c. Round 3: 2 innings player pitch. Remainder is coach pitch.

d. Round 4 and playoffs: 3 innings player pitch. Remainder is coach pitch.

e. Both Managers in a game may agree to additional player pitch innings (up to 3) in the first 3 rounds if players on both teams are ready to pitch.



4. Player-Pitch Innings:

- a. After ball 4 is reached by the player-pitcher, a coach pitcher for the batting team may throw as many as 3 pitches to the batter until the at-bat is completed. The strike count will be retained when the coach pitcher begins. The player-pitcher will resume pitching to the next batter after the at-bat is completed.
- b. The strike zone is from the armpits to the bottom of the knees, and one ball width inside and outside over the plate. The strike zone is intended to be liberal to encourage the batters to swing and to provide positive reinforcement to the pitcher.
- c. No illegal pitches (i.e., balk) will be called.
- d. If a player-pitcher hits two batters in an inning or three batters in a game, the player-pitcher shall be replaced by another player-pitcher and may no longer pitch in the game.
- e. Once a player-pitcher is removed from the mound, the player may not return to the mound as a player-pitcher. They may return as a defensive player-pitcher during coach pitch innings, however.
- f. No player-pitcher may throw more than 50 pitches in a game regardless of league age. League age 6 players may not pitch in Farm.
- g. A pitch count log must be maintained by each team. A parent volunteer may be recruited to record the pitch count on the pitch count log.
- h. A player-pitcher may pitch a maximum of two innings (6 outs) per game and is subject to the standard pitch count rest requirements outlined in the Little League rule book. Managers are responsible for ensuring that pitchers receive the required days of rest. Any violation of these rules shall result in disciplinary action for the manager.
- i. Managers should practice pitching for all players and provide them with an opportunity to pitch in a game when a reasonable skill level has been achieved.

5. Coach Pitch.

- a. The coach should attempt to throw a flat pitch and must pitch with one foot on the pitching plate (rubber).
- b. During coach pitch there will be no walks, balks or hit batters.
- c. During coach pitch innings, the batter will receive FIVE (5) pitches to either strike out or put the ball in play. During player-pitch innings, the coach is limited to THREE (3) pitches to complete the at-bat.
- d. Only swinging strikes and foul balls will constitute strikes and strikeouts may occur.



- e. The at-bat shall not end on an uncaught foul ball or hit batter.
 - f. When a coach is pitching, the defensive player-pitcher is positioned to either side within one foot of the mound. The player must be positioned even with or behind the pitching plate (rubber) when the ball is delivered.
 - g. The ball is declared dead if it hits or is caught by the coach pitcher. The batter receives a hit, and all the runners shall advance a base. The coach pitcher must make every effort to avoid contact with the batted ball. If the umpire determines that the coach pitcher interfered with the ball intentionally, the ball is dead, the batter is declared out and the runners shall not advance.
 - h. A Farm Team can use any badged individual as a coach-pitcher. The coach-pitcher can be from any team.
 - i. A coach pitcher may not act as a base coach without first moving to a base coach position.
- Q. Thrown Bats: If a batter throws a bat while at bat the following rules shall be enforced:
- 1. A thrown bat will be considered any bat not reasonably placed on the ground in the proximity of the batter's box.
 - 2. Any umpire, coach, or manager on the field can call a thrown bat offense.
 - 3. Upon the 1st offense by a batter, the batter's manager shall issue that player a verbal warning.
 - 4. Upon the 2nd offense by a player previously charged with a thrown bat violation, the player shall be removed from the game for safety reasons. That player may continue to sit in the "dugout" area with his/her team but may not continue to play in that game only.

XXX. Rookie Division Playing Rules

- A. The Rookie Division is intended to be an instructional level for five (5), six (6), and seven (7) year-old players where wins, losses and standings are not kept, and fundamentals and teamwork are stressed and serve as a transition from T-Ball to Farm. For a player of a different age to play in the Rookie Division, they must be approved by the Player Agent, Safety Officer, and President based on special circumstances.
- B. Games must follow the applicable Mandatory Play Rules set forth in these Bylaws.
- C. Game length will be 4 innings. No new inning shall start after 1 hour and 15 minutes from the start of the game. Each team shall bat around each inning.
- D. Only a "Reduced Injury Factor" (RIF) or "Safe Soft" ball may be used during the season.



E. Positions and playing time:

1. The defense will consist of up to 10 players on the field, including 4 outfielders. It is not mandatory to play a catcher.
2. All players should receive equal playing time during each game, with no player sitting out more than one inning per game.
3. Players should receive playing time at both infield and outfield positions during each game.

F. Managers or coaches will pitch to their respective team when they are at bat. This will be in effect throughout the entire season. There will be no player pitching during games.

G. Balls and strikes will not be kept.

1. Each player will receive 5 pitches. If the fifth coach pitch is not hit, the player will hit the ball into play from a tee. A batted ball must travel beyond the coach pitcher to be considered a fair ball. Each child must hit the ball before being retired. A batted ball that hits a coach-pitcher shall be a dead ball with each batter advancing no more than one base.
2. In the second half of the season, the use of a tee should be eliminated, and players may receive up to 7 pitches. If the seventh pitch is not hit the player will be retired as an out. A foul ball on the final pitch of the At Bat shall result in one additional pitch until the batter hits the ball fairly or strikes out.

H. Two adults are allowed on the field for the defensive team. The adult coaches in the field will position themselves just beyond the infield so they do not interfere with base running and infield defensive play.

I. A batter or runner put out during play must vacate the base. The coach pitcher will act as head umpire and make the on-field calls. However, they may request help from the defensive coaches on the field. Defensive coaches may not override the call of the coach-pitcher/head umpire and should not offer their interpretation of the call unless asked by the coach pitcher/head umpire.

J. The "Time-out" rule will be used in Rookie Ball as follows. "Time" shall be called, and play stopped when a ball is under control by any infielder or outfielder, and they raise the ball over their head and call for "Time". The fielder must be in the infield and in fair territory before "Time" can be called by the umpire. Base runners shall either return to the base in which they last reached safely or advance to the next base if they are $\frac{1}{2}$ way down the base path to the next base. A line shall be placed $\frac{1}{2}$ way between 1st and 2nd Base, between 2nd and 3rd base, and between 3rd base and home for this sole purpose. One foot must touch on the far side of the line to advance.

K. Base path distance shall be 50 feet.



L. There will be no stealing of bases or bunting. Sliding is encouraged, but failure to slide will not result in the player being called out.

M. There are no “live” passed balls or wild pitches.

XXXI. T-Ball Division Playing Rules

A. Games must follow the applicable Mandatory Play Rules set forth in these Bylaws.

B. The length of a game is three innings, and no new inning may begin after one hour.

C. There are no win/loss standings in T-Ball and the managers, coaches, or parents will not keep score. Emphasis will be on safety, instruction, and recreation.

D. There will be no stealing of bases, sliding or bunting.

E. A batter or runner may advance only one base per hit. Exception: When the last batter of an inning comes to bat, the coach will announce “LAST BATTER”. The batter and runners may advance through all the bases.

F. Adults will act as base coaches, and no more than 3 adult coaches will be on the field of play when their team is playing defense.

G. All players on the defensive team will play in the field, but the infield must consist of no more than one player in each of the standard positions.

H. If a child becomes too emotional during the game and cannot be composed after a few minutes, that player will be removed from the game and may reenter after gaining his/her composure.

I. At the start of the season, managers and coaches will not pitch in T-Ball. The ball must be batted off of the batting tee. After approximately three weeks, coaches should begin pitching if possible. A batter will get up to four (4) pitches to hit the ball. After four pitches, the batting tee will be used.

J. The offensive side is retired when all players on the roster have batted once in the inning.

K. All batters will run the bases, even if they make an “out.”

XXXII. Background Checks

A. All board members, managers, coaches and any other volunteers who will be participating in any league activity involving regular contact with Campbell Little League players must complete a Little League approved volunteer background check process, and any other background/fingerprint process required by law. Regular contact shall be defined as more than 16 hours in a season, or 32 hours in a year.



B. This background check results may form the basis in the discretion of the President for a rejection of the application. No member of Campbell Little League will have authorization to allow for exceptions to this rule. Any information obtained from the results of a background check may be reviewed by the Safety Officer or league President, or by anyone acting at the direction of the league President and may be utilized as a basis for a rejection of an application for involvement in Campbell Little League activities.

XXXIII. Refund Policy

The Board of Directors shall establish and publish its refund policy every season.

XXXIV. Bylaws and Local Rules Approval

These Bylaws and Local Rules of Campbell Little League may be added to, deleted or amended at the discretion of the Board of Directors and will be reviewed, at a minimum, on a yearly basis. The signature by the President below certifies the above rules have been voted on and approved by the Board of Directors.

Adopted by the Board of Directors on: January 21, 2025. Amended March 4, 2025.

Grant Turner

Grant Turner – President, Campbell Little League