

CITRUS HEIGHTS LITTLE LEAGUE

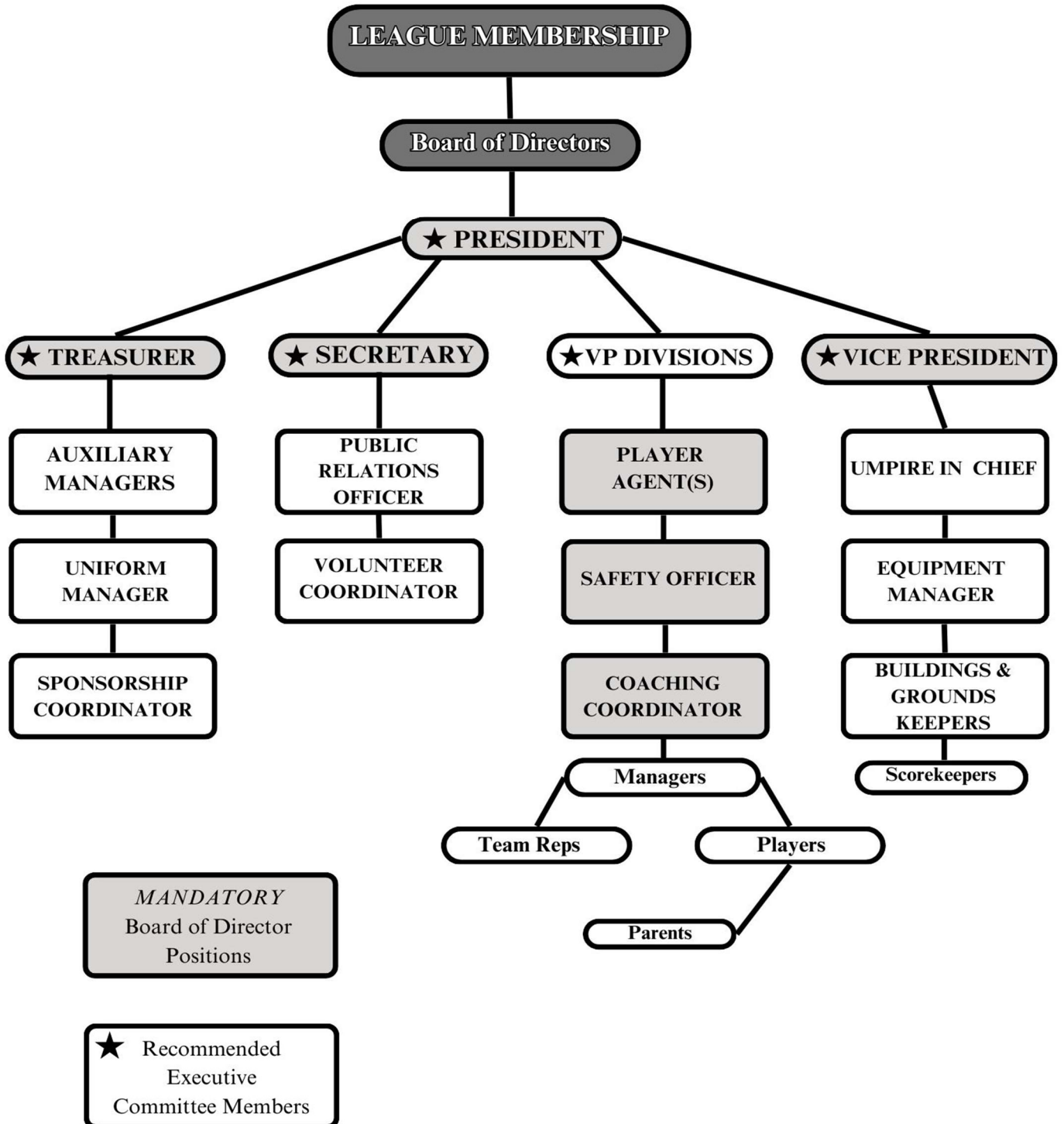
2025 STANDING RULES

DISTRICT 5
SACRAMENTO, CA



ARTICLE I – GENERAL

SECTION 1: ORGANIZATIONAL CHART



SECTION 2: ANNUAL CALENDAR OF EVENTS:

AUGUST

- Annual and Treasurer Reports Due
 - Treasurer and Finance Committee
- Fall Ball Season Starts!

SEPTEMBER

- Program Expansions and Expectations
 - Finance Committee
- Review & Distribute Annual Calendar
 - Secretary and Auxiliary Committee
- Begin Fall Program

OCTOBER

- Installation of newly elected Officers to their positions
- Start to Form Committees
- Develop and Approve League Budget
 - Treasurer and Finance Committee
- Hit-for-Hope Fundraiser (optional)
 - Auxiliary Committee
- Review Constitution, Bylaws
 - President and Rules Committee
- Lock in Sponsors for Spring
 - Sponsorship Coordinator

NOVEMBER

- Renew Charter & update BOD (Little League data Center)
 - Secretary
- Apply for Insurance
 - Secretary/Treasurer
- Obtain permits
 - Secretary/Treasurer
- Develop plans for field repairs and upgrades
 - Vice President & Buildings/Grounds Committee
- Review/Update Constitution, Standing Rules, and Safety Plan for D-5 Submission
 - President, Safety Officer & Rules Committee
- Design Flyers and approve printing costs
 - Public Relations, Treasurer and Finance Committee
- Submit Spring Registration fliers to SJUSD (must go out before winter break)
 - Public Relations Officer

- Send out Flyers (post on websites/social media platforms, hand-out, etc.)
 - Public Relations and Auxiliary Committee
- Recruit Parents/Volunteers
 - Volunteer/Outreach Coordinator and Auxiliary Committee
- Recruit Coaches for Spring
 - Coaching Coordinator and Coaching Committee
- Schedule Player Clinics
 - Coaching Coordinator and Coaching Committee
- Begin plans for Opening Day
 - Auxiliary Committee
- Fall Ball Equipment Pickup
 - Equipment Manager

DECEMBER

- Submit Constitution, Standing Rules, and Safety Plan to D-5 for Approval (*due December 1st*)
- Open discounted Spring Registration
- Coaching Clinic
 - Coaching Coordinator and Coaches Committee
- Manager/Coach Meeting (for new and returning coaches)
 - Coaching Coordinator
- Winter Clinic (*players*)
 - Coaching Coordinator and Coaching Committee
 - Recruit Coaches
 - Organize Drills
 - Auxiliary Manager(s) and Auxiliary Committee
 - Snack Bar
 - Player Agent(s) and Registration Committee
 - Registration Table
 - Vice President and Buildings and Grounds Committee
 - Prep fields
- Order Equipment for spring
 - Equipment Manager, Building/Grounds Committee, Coaching Committee
- D5 Umpire Clinic
 - Umpire in Chief
- Approve Flyer Printing Costs
 - Treasurer and Finance Committee
- Submit Spring Registration fliers to SJUSD (*must go out before winter break*)
 - Public Relations Officer and Auxiliary Committee

- Open House (??)
 - President/All BOD
 - Following year rates
 - Levels of play
 - Short- and long-term goals
 - Fundraising and Volunteer opportunities
 - Manager/coach sign ups

JANUARY

- Finalize Rules
 - Vice President and Rules Committee (President Oversees)
- Spring Registration Continues
 - Player Agent(s) & Registration Committee
- Manager/Coaches Safety Meeting (**MANDATORY**)
 - Coaching Coordinator, Safety Officer & Coaches Committee
- Approve Equipment Bids
 - Equipment Manager, Equipment Committee Finance Committee
- Approve Uniform Bids
 - Uniform Manager and Finance Committee
- Coaches Clinic
 - Coaching Coordinator and Coaches Committee
- Order Uniforms
 - Uniform Manager
- Winter Player Clinic
 - Coaching Coordinator and Coaching Committee
 - Recruit Coaches
 - Organize Drills
 - Auxiliary Manager(s) and Auxiliary Committee
 - Snack Bar
 - Player Agent(s) and Registration Committee
 - Registration Table
 - Vice President and Buildings and Grounds Committee
 - Prep fields
- Fundraiser
 - Auxiliary Committee
 - Public Relations
- Evaluations
 - Auxiliary Committee
 - Snack Bar Prep
 - Vice President
 - Director of Evaluations

■ Direct Drills

○ Player Agent(s) and Registration Committee

■ Evaluation Check-in

■ Assists VP - Direct Drills

■ Registration Table

○ Coach Coordinator

- Recruit Managers/Coaches (all managers/coaches to assist with Evaluations)

○ VP and Buildings/Grounds

■ Prep fields

FEBRUARY

- Additional Evaluations- (*If applicable*)
- Player Drafts
 - Player Agent(s)
 - Organize Draft
 - Player document organization during draft
 - Rules Committee
 - Understand Draft Process
 - Executive Committee
 - Understand Draft Process
- Parent Orientation – (*Always after Draft*)
 - Entire BOD
 - Auxiliary Committee
 - Fanfare Stations
 - Player Agent and Registration Committee
 - Registration Table (for late sign ups and player documentation collection/review, collect registration fees)
- Coaches Clinic
 - Coaching Coordinator and Coaches Committee
- Field Clean-up
 - Auxiliary Committee
 - Clean/organize Snack Bar
 - Paint (*if needed*), etc.
 - Volunteer/Outreach Coordinator
 - Recruit Volunteers
 - Vice President and Building and Grounds Committee
 - Recruit Volunteers
 - Identify Equipment Needed for Field Clean-up
 - Assign Tasks to Volunteers (rack leaves, sweep walkways, clear branches, prep fields, paint bleachers, etc. - have a plan/schedule for clean-up days!)
- Mandatory Manager/Coach and Safety Meeting
 - Coaching Coordinator

- Vice President
 - Safety Officer
- Hand out Practice Schedules
 - VP of Divisions
- Equipment Handout
 - Equipment Manager and Committee
- Manager Binder Hand-out
 - Player Agent(s) and Registration Committee
- Team Rep Meeting
 - Volunteer/Outreach Coordinator and Auxiliary Committee
- Hand out candy (if applicable)
 - Auxiliary Committee and Treasurer
- Scorekeeping Clinic
 - Auxiliary Committee
 - Volunteer Coordinator
 - Recruit Score Keeper(s) to teach class
- Holiday Break Clinic
 - Auxiliary Committee
 - Snack Bar
 - Fanfare
 - Coaching Coordinator
 - Recruit managers and coaches
 - Organize a plan!
 - VP Buildings/Grounds
 - Prep fields
- Big Al Clinic – (optional)
 - Safety Officer
 - Coach Coordinator
- Team Rep Meeting
 - Auxiliary Committee, Volunteer Coordinator and Treasurer
 - Collect candy/money (if applicable) – **BEFORE HANDING OUT UNIFORMS**

MARCH

- Rules Umpire Clinic
 - Vice President, Rules Committee and Umpire Committee
- Scorekeeping Clinic(s)
 - Auxiliary Committee
 - Volunteer Coordinator
 - Recruit Score Keeper(s) to teach class
- Opening Day
 - Volunteer/Outreach Coordinator

- Recruit Volunteers for help
- Auxiliary Committee (**ALL BOD to be present at event and helping**)
 - Snack Bar
 - Organize/invite Sponsors and Vendors
 - Stations/Booths (*fanfare, tickets for food/games, bounce houses, etc.*)
 - Organize Team Pictures (*or schedule for another time*)
- Vice President and Buildings and Grounds Committee
 - Prep Fields
- VP of Divisions / Player Agent(s)
 - Announce Teams

APRIL

- Games Continued
- Fundraiser (*if applicable*)

MAY

- District Dinner
 - All BOD invited.
- Nomination Committee Meet (*if applicable*)
- Team Rep Meeting for end of season expectations
 - Volunteer Coordinator & Auxiliary Committee
- River Cats Day – (*if applicable*)
 - Auxiliary Committee and Public Relations
- Round Robin Tournament
 - Auxiliary Committee
 - Public Relations
 - Player Agent(s)
 - VP of Divisions
 - Buildings and Grounds Committee
- Closing Day
 - Auxiliary Committee
 - Snack Bar and event planning
 - Public Relations
 - Promote Fall Ball
 - Volunteer/Outreach Coordinator
 - Recruit Volunteers/BOD
 - Vice President and Buildings/Grounds Committee
 - Prepare fields and park for the event
- Elections
 - Secretary
- All Star players announced (***may NOT be announced before the date approved by Little League, International***)
 - Player Agent(s)

- Order All-Star Uniforms ASAP
 - Uniform Manager
- Prepare All-Star Binders for D-5 review and approval (deadline in June)
 - Player Agent(s), Registration Committee and President

JUNE

- Annual Meeting
 - President
- Election results reviewed; Officers appointed to their positions
 - Secretary and Elected Board
- Committees Formed
 - All BOD
- D5 Tournament Meetings
 - President, Vice President, Rules Committee
 - District Committee and All-Star Coaching Staff (MANDATORY)
- Tournament of Champions (TOC)
 - Public Relations & Auxiliary Committee
 - Promote TOCs
 - VP of Divisions
 - Schedule practices
 - Make sure proper fields are scheduled (if CHLL is hosting)
 - Player Agent
 - Confirm teams and players have met the *minimum play* requirements
 - Safety Officer

JULY

- All Star Games Begin!!
 - All BOD
- Equipment Collections
 - Equipment Manager
- Fireworks Booth Fundraiser (if applicable)
 - Auxiliary Committee to plan and organize
 - ALL BOD to help
 - Volunteer Coordinator
 - Help recruit volunteers to work booth
- Conduct Annual Audit
 - Treasurer and Financial Committee
- Fall Ball Registration continues
 - Player Agent & Registration Committee, Public Relations

SECTION 3: MEETING ITINERARY AND RULES OF ORDER:

THE LOCAL LEAGUE SHALL USE THE FOLLOWING ITINERARY IN CONDUCTING ITS MEETINGS:

- a. Call meeting to order (quorum call, members present). A quorum is the number equal to one half plus one member of the Board.
- b. Previous meeting minutes and financial statements are sent and reviewed prior to the meeting and approved as a consent item.
- c. Agenda item requests must be submitted by midnight Friday prior to the meeting.
- d. Meeting Itinerary will be sent no less than 6 hours prior to meeting.
- e. Correspondence (approve and actions or responses).
- f. Calendar List of Last 60 days events
- g. Calendar List of Next 60 days events
- h. Reports from Directors and Committee Chairpersons (discuss and vote on motions).
- i. Old Business (updates or reconsideration actions for pending motions).
- j. New Business (accept motions from the floor).
- k. Good and Welfare of the League (comments and discussions from the floor or chair).
- l. Adjournment.
- m. Non-Board meetings may omit items not applicable but shall continue to follow this itinerary when conducting any meeting as a function of the Local League.
- n. **“Robert’s Rule of Order”** will take precedence regarding agenda items, new business, motions, discussions, and voting. Voting may be either by voice, a show of hands, in writing, or in electronic form. With one exception, filling a board position vacancy shall require an in-person meeting. This can be done at a regular scheduled BOD meeting or a special meeting called for that purpose. Simple majority votes carry unless otherwise specified in this document.

SECTION 4: PLAYING AND PRACTICE FIELDS

- a. Tee Ball Division at **Madera Park**
- b. Coach Pitch and Farm Divisions at **Madera Park**
- c. Minor Division at **Madera Park and McDonald Field**
- d. Major Division at **McDonald Field**
- e. Intermediate 50/70 at **Madera Park (*big field ONLY*)**
- f. Junior Division at **Rusch Park**
- g. Seniors at **Rusch Park**

The League may also obtain additional permits as needed, to secure adequate practice fields.

2025 Permitted/Approve Practice Fields are:

Mariposa Elementary, Lichen Elementary, Arlington Elementary, Mesa Verde High School, Madera Field, Rusch Park, McDonald Field and Westwood Park (*only on specific days/times*).

ARTICLE II – EVALUATIONS (*Player Skill Assessment*)

SECTION 1: ADMINISTRATION:

- a. Try-outs are conducted for all player candidates considering the Farm Division and above. Tryouts (*Player Skill Evaluation*) are conducted separately in accordance with the following age groups and playing divisions. Age is determined in accordance with Little League Baseball, Inc. age chart and **guidelines**.
 1. Age 7-8 (Farm)
 2. Age 9-10 (Minor)
 3. Age 11-12 (Major)
 4. Age 13-14 (Junior)
 5. Age 13-16 (Seniors)
- b. For each evaluation, individual numbers will be assigned to each participant in each age group prior to the beginning of the program. Multiple sessions are generally held, and player candidates are encouraged to attend all sessions (although this is not required).
- c. ***However, for a player to be “draftable”, they must attend at least one (1) half of the scheduled evaluations (for instance, if there are 4 scheduled evaluation days, players must attend at least 2 evaluations).*** Prior to the evaluations, each approved manager and coach will be issued a printed list of eligible player candidates showing the candidate’s name, league playing age, previous league experience and player options (manager, coach, or brother/sister option, etc.). Any late additions or absentees will be announced to the managers prior to the start of the appropriate draft sessions and will be placed on a team by way of a draw. If possible, player candidates should evaluate with the players of their own age group in separate sessions.

SECTION 2: EVALUATION PROGRAMS:

- a. Multiple evaluation dates are encouraged to increase community participation and the player candidate pool. Players will not be draftable unless they participate in at least one (1) half of the scheduled evaluations and can be subject to a waiting list. (See Article III, Section 1. m. WAITING LIST).
- b. The following applies to Evaluations for all divisions *except* Senior:
 1. ***WARM-UPS:*** Enough time will be allowed for manager evaluations of all candidates during the warm-up period.
 2. ***INFIELD:*** Process to be reviewed and discussed each year. The Evaluation Process may include the following or a variation thereof:
 - a. The infield drills will consist of each candidate, in numerical order, receiving three (3) turns performing each of the following:
 - b. Fielding a ground ball at the shortstop position and throwing the ball to first base.
 - c. Receiving the throw at first base.
 - d. Throwing the ball from first base to home plate.

- e. The candidates will rotate through each position, starting at shortstop, then moving to first base and lastly, to home plate.
- 3. **OUTFIELD:** Each candidate will, in numerical order, receive three (3) outfield fly balls and return them with a throw to home plate or a cutoff player stationed on the field.
- 4. **BATTING:** Each candidate, in numerical order, will have a turn at bat. Each candidate will be allowed (3) swings to bat or bunt the ball pitched to them by a volunteer or pitching machine (recommended). After the third swing (whether there is contact or not) the candidate will run to first base, second base, third base and then leave the field.
- 5. **PITCHING:** All player candidates desiring to demonstrate their pitching ability will be given the opportunity to throw a set number of pitches from the pitcher's mound to home plate after sufficient warm-up.
- 6. ***Regular Evaluation events may be modified due to weather and/or playing conditions.***
- c. The Senior Evaluations will generally consist of a scrimmage between player candidates directed by the approved Senior manager(s) and coaches. Since Seniors are the only programs where players may not be selected to play based on potential playing ability and experience, such evaluations will be conducted to allow player candidates to demonstrate their skills under game conditions.
- d. Once all scheduled evaluations are completed, the league's Player Agent(s), Safety Officer, VP of Divisions, President, and all Managers/Coaches who assessed players during evaluations, shall meet and discuss any players subject to safety concerns.
- e. **NOTE: PLAYERS SHOULD ONLY MOVE DIVISIONS IF THERE ARE TRUE SAFETY CONCERNS.**

ARTICLE III – PLAYER SELECTION/TEAM FORMATION

SECTION 1: DIVISIONS

- a. The League player member pool will be divided into separate playing divisions based on league age as determined by Little League Baseball, Inc. VP of Divisions, Player Agent(s) and Safety Officer shall administer each division, in consultation with the President.
- b. Players may be moved down to participate in a lower division, based on a determination by the League Safety Officer, Player Agent and/or Executive Committee that such demotion is in the best interests of the safety of the child and **will not** adversely affect the safety of the other children in the division. The parents or appointed guardians of such an affected player should generate such a request. The purpose of this clause is to ensure the participation of all potential players, including those who may have physical or mental limitations.
- c. Playing age divisions are as follows:
 - 1. **TEE BALL:** League Age (4 & 5)

2. **COACH PITCH:** League Age (6)
 3. **FARM:** League Age (7 & 8)
 4. **MINOR:** League Age (8,9,10 & 11)
 5. **MAJORS:** League Age (10,11 & 12)
 6. **INTERMEDIATE (50/70):** League Age (11,12 & 13)
 7. **JUNIOR:** League Age (12,13 & 14)
 8. **SENIOR:** League Age (12,13, 14,15 & 16)
- d. Team Formation will be conducted by the VP of Divisions, Player Agent(s) and Safety Officer, in Consultation with the President. Teams will be formed due to the number of participants and qualified Managers.
 - e. ***Evaluations are used to determine a player's skill level. Players will be drafted or placed into the proper division by the Player Agent, Safety Officer and Vice President(s). All League Age 12-year-olds must be drafted into the Major Division. All 9-10 League Age Players will be Registered to the Minor Division but will be able to be Evaluated and Drafted to a Major Team based on the number of participants and/or team formations***
 - f. **Players must attend 1 half of scheduled Evaluations (skills assessment) to determine skill level for placement in Farm, Minors, Majors, or Junior Divisions.**
 - g. **JUNIORS:**
 Player's age 12 who want to be considered for the Junior Division must submit in writing to **PlayerAgent@CitrusHeightsLL.com** for approval and then be eligible to be drafted to play in the **Junior** division.
 - h. **MAJORS:**
 Players who **do not** attend tryouts age's 11 & 12 are not considered draftable and are subject to a waitlist
 - i. **MINORS:**
 Players who **do not** attend tryouts age's 8, 9, or 10 are not considered draftable and are subject to a waitlist
 - j. **FARM:**
 Players (league age's 7 & 8) who **do not** attend tryouts are not considered draftable and are subject to a waitlist.
 - k. If a player is drafted up but refuses to play up:
 Players league age 10, drafted to play in the **Major** division and refuse, will be placed randomly on a **Minor Division** team.
 Players league age 8, drafted to play in the **Minor** division and refuse, will be placed randomly on a **Farm Division** team.
 - l. **For the Minor Division, no team may have more than 3 players, league age 8.**
 - m. **For the Major Division, no team may have more than 3 players, league age 10**

(except as described in Section 2e below)

- n. The intent of this section is to allow the League flexibility in establishing annual divisions and schedules, while maintaining the goal to develop each individual player to their full ability.
- o. **WAITING LIST:** If a player has an application on file and misses a regularly scheduled evaluation session, with a reasonable excuse, they will be randomly placed on a team at the draft by the Player Agent with approval by the President. Any player who submits an application to the League after the Draft and before Opening Day will be put on a WAITING LIST. This list will be used to replace players that have to move up or down a division, drop-out, or gets hurt. This is done to protect the integrity of the Evaluations and DRAFT process. **WAIT LISTED PLAYERS CAN STAY ON THE LIST IN CASE A PLAYER DROPS OUT AND CAN BE REPLACED.**

SECTION 2: PLAYER DRAFT METHODS:

The objective for the draft process is to ensure a competitive balance across the District and Tournament play. CHLL has two (2) draft Methods for the FARM Division and above.

*****CITRUS HEIGHTS LITTLE LEAGUE IS CURRENTLY USING THE “*PROTECTED PLAYER / LEGACY*” DRAFT MEHOD FOR THE FARM DIVISION AND ABOVE*****

- a. **Players and Parents in all divisions SHALL NEVER be told the position in which they were drafted.**
- b. **PROTECTED PLAYER / LEGACY DRAFT:** *(see full outline on the attached Addendum 1 of Standing Rules = “Protected Player / Legacy Draft).* Also see EXHIBIT 1 below.
- c. **SECONDARY DRAFT METHOD (Standard Draft):** *****FARM Division and above*****

This secondary method will only be implemented **if** the above Property Player / Legacy Draft Method is **not** used.

1. A lottery will determine all draft positions and rotations. *(Except when there is no appointed Manager/Coach)*
2. Teams are created by a “**DRAFT**” that will be held after evaluations (skill assessments). Draft order will be picked by lottery to determine draft position and will be a serpentine style draft. (i.e.: 1, 2, 3, 4, 4, 3, 2, 1)
3. **T-Ball & Coach Pitch Divisions:** DO NOT have a “DRAFT”. These teams are formed by the VP of Divisions and Player Agent(s).
4. **Minor Division:** A manager may select any player of league age eight (8) through eleven (11), but no more than three (3) eight-year old’s (8) may be on the rostered team during the season. *(see Article III, Section 2g4)*
5. **Major Division:**
 - a. A manager may select any player aged ten (10) through twelve (12), but no more than three (3) ten-year-old’s (10) may be on the roster during the season.
 - b. An additional ten-year old (10) may be selected **if that is the only alternative** to having more than eight (8) players on the team of any given age. All twelve-year-olds (12) must play in the Major Division. ***UNLESS, pre-approved and submitted twelve-year-olds (12) trying out for the Junior Division).***

6. **PHASE 1:** In this phase the teams draft three (3) rounds in the inverse order of finish from the preceding season (i.e., 3-2-1, 3-2-1, 3-2-1). This gives all teams the opportunity to draft the top prospects but affords the last place team from the prior season the first pick. All selections within this phase, “must have evaluated.” **Any player that did not evaluate is not eligible for this phase of the draft.**
7. **PHASE 2:** In this phase, team rosters are leveled off by permitting the teams with the fewest property players’ precedence over those with more property players. This is accomplished by filling in the team with the fewest property players (Team A) drafting consecutively until the number of players on its’ roster equals the team with the next fewest property players (Team B), at which time Team B joins in and the draft continues as previously described in PHASE 2 and the selection order prescribed by PHASE 1 between the teams selecting.
8. **PHASE 3:** When all teams have equal numbers of players, the draft continues with teams drafting in order used in PHASE 1 until all rosters are complete. ***See Exhibit 1.23 below:***
 - a. Note: Exhibit 1.23 is only an example. **The names in the example would represent property players already on a team.** As you can see, Team A has the fewest property players (only two) thus allowing them selections 10 & 11 until their roster size equals Team B. Then both Teams A & B select in inverse order of prior year finish (selections 12-17) until their roster size equals Team C. Once all teams are at equal roster sizes, PHASE 3 of the draft begins where, once again, each team selects in inverse order of prior year finish to complete their rosters.

9. **EXHIBIT 1**

<u>Round</u>	<u>Team A</u>	<u>Team B</u>	<u>Team C</u>
a. 1	Draft Pick 1	Draft Pick 2	Draft Pick 3
b. 2	Draft Pick 4	Draft Pick 5	Draft Pick 6
c. 3	Draft Pick 7	Draft Pick 8	Draft Pick 9
d. 4	CJ Abrams	Riley Adams	Ronald Acuna Jr.
e. 5	Joe Barlow	Josh Bell	Felix Bautista
f. 6	Draft Pick 10	Blair Calvo	Isaiah Campbell
g. 7	Draft Pick 11	Elias Dias	Brendan Donovan
h. 8	Draft Pick 12	Draft Pick 13	Drew Ellis
i. 9	Draft Pick 14	Draft Pick 15	Jack Flaherty
j. 10	Draft Pick 16	Draft Pick 17	Justin Garza
k. 11	Draft Pick 18	Draft Pick 19	Draft Pick 20
l. 12	Draft Pick 21	Draft Pick 22	Draft Pick 23

c. **Major Division (Secondary Major Division CHLL Draft Method):**

This secondary method will be the standard draft method implemented if the above Legacy Draft Method is not approved for waivers by Little League or by the Board of Directors

A manager may select any player age ten (10) through twelve (12), but no more than three (3) ten-year-old's (10) may be on the roster during the season.

EXCEPTION: *An additional ten-year old may be selected if that is the only alternative to having more than eight players on the team of any given age. All twelve-year-olds (12) must play in the Major Division (with the exception of those pre-approved and submitted twelve-year-old (12) trying out for the Junior Division).*

- d. **Junior Division:** A manager may select any player age twelve (that was submitted and approved) through fourteen, but no more than three (3) twelve-year-old's (12) may be on the roster during the season. No more than eight (8) players of either age group thirteen (13) or fourteen (14) may be on one team. The VP of Divisions and the Player Agent for the Junior Division may reduce this number to either seven (7) or six (6) players of either age group, based on the available pool of player candidates prior to the draft. This is to ensure an adequate pool of returning players for teams within the Junior Division each year. Junior teams should be kept at a maximum of 14 unless approved by the BOD. There must be a minimum of 22 eligible players to consider making two teams. Waiting list players can be evaluated for pool player use.
- e. Players who are league playing age fourteen (14) may opt to try-out for the Senior Division since the season for high school programs overlaps the Junior Division season. This option shall be discouraged to maintain the integrity of the Junior Division program and to eliminate the potential for players missing the season unnecessarily. This decision shall not affect the player candidate's status for Junior All-Star Selection.
- f. **Senior Division:** A manager may select any player league age fourteen (14), fifteen (15) or sixteen (16), but no more than eight (8) players of any age may be on one team.
- g. Players who are not available to participate in the evaluations through no fault of their own (illness or family emergency) shall be eligible to participate in the draft provided that the affected Player Agent was provided appropriate notice and excuses the absence. Such players shall be specifically referenced regarding their availability to all managers selecting teams prior to the subject draft. This clause is intended as an exception to the requirement that all player candidates should participate in the League's Evaluation programs.

SECTION 3: PLAYER OPTIONS:

- a. **No Special Request** will be mandated through the league for the Senior, Junior, Intermediate 50/70, Major, Minor, or Farm Divisions, ***except when using the Legacy Draft option.*** Managers should, however, try their best to meet these needs as it makes for a better season.
- b. **Managers Option:** The manager must exercise this option prior to the close of the specific draft round depending on the league age of sons and/or daughters. The Managers oldest child will be available for the Manager Option, the youngest child the sibling option which must be taken the round following that of Manager Option. The Manager Option takes priority over any other option.
- c. **Sibling Option:** When the first sibling is drafted under manager option, the manager automatically takes the 2nd sibling on their next turn.
- d. **Returning Coach Option:** *(only applies when property players are used)*

- e. A returning coach may exercise an option provided the coach has 2 concurrent previous years' service as a manager or coach at any level in the league and is returning to manage or coach this year. A returning coach option will use the age chart.
- f. **Coach Option:** A coach option will use the current league age chart. If the coach and manager's players are the same age, the coach option will use the next round on this chart. *The Executive Committee reserves the right to decline coaches' option based on number of teams and the availability of Managers and Coaches*
- g. **Siblings currently on team:** If the candidate's sibling is on a team, the draftee must be selected within the first three rounds of the draft. *Managers may choose not to exercise options at their discretion.*

h. Draft Round – Age Chart

<u>Draft Round</u>	Minors	Majors	Juniors	Seniors
<u>3</u>	10	12	14	16
<u>4</u>	9	11	13	15
<u>5</u>	8	10	12	14
<u>6</u>	N/A	N/A	N/A	N/A

SECTION 4: TEAM ROSTERS

The average number of players per team shall be determined annually after sign-ups and shall follow these guidelines.

a.

T-Ball	Coach Pitch & Farm	Minors	Majors	Juniors	Seniors
8-10	10-12	10-12	10-12	10-13	10-13

- b. Wherever possible, the maximum number assigned to each team will be no more than twelve (12). Teams with a roster over twelve (12) will only be done to reduce the number of players on waiting lists. It is strongly recommended that rosters for the lower divisions be initially set at less than twelve (12) to accommodate late sign-ups (provided there are enough qualified managers and coaches for the affected division).

- c. The Player Agent, in conjunction with the President, will maintain a waiting list to establish a player candidate pool. Players should be assigned to team openings by lottery of all available players within the player pool.
- d. Each team in the league must maintain a full roster of players. The Player Agent for each division will manage and monitor the replacement of a player process. If a player is lost or removed from a team during the season, that team shall have fourteen (14) days from the time the Player Agent is notified in which to replace the lost player. The fourteenth-day time limit begins effectively with the first scheduled game for the affected division. The purpose of this rule is to ensure that each team carries a full roster.
- e. **REPLACEMENT PALYERS:**
 - 1. **JUNIORS:**

Replacement players will be assigned from the waiting lists maintained by the President/Player Agent. Replacement players can come from the Major Division. Must use pre-approved and submitted 12-year-olds before choosing from Major division pool.
 - 2. **MAJORS:**

Replacement players will be assigned from the waiting lists maintained by the President/Player Agent first. If a list is not available, then replacement players will come from the **Minor** division.
 - 3. **MINORS:**

Replacement players will be assigned from the waiting lists maintained by the President/ Player Agent first. If a list is not available, then replacement players will come from the **Farm** division.
 - 4. **FARM:**

Replacement players will be assigned from the waiting lists maintained by the President/Player Agent first.
- f. After the fourteen (14) day period has expired, the Player Agent shall assign a player to the team in need of a replacement player, if available.
- g. Prior to the start of the season, teams may obtain replacement players from the original sign-up list available from and with the approval of the affected Player Agent, the President, and the Board of Directors. The purpose of this clause is to address any errors that may have occurred during the draft or players who have resigned prior to the start of the season and to ensure that players are not unnecessarily moved from one team to another. Any errors discovered in the draft shall be promptly addressed to fully establish teams as quickly as possible. The Player Agent shall be responsible for ensuring that no team receives preferential treatment in acquiring players.
- h. The Player Agent, in conjunction with the President, shall assign replacement players for teams from a waiting list. Such replacements shall be made as soon as possible to any team in need of a replacement player. Every effort will be made to ensure that team rosters are equitable in terms of the roster size. When there are multiple vacancies affecting more than one team, players shall be assigned through a lottery selection process.

SECTION 5: PLAYER EXCHANGE:

- a. Managers are specifically prohibited from tampering with or soliciting player participants to trade players.
- b. Player Exchange can **ONLY** be done immediately following the draft in the presence of **all Managers in that division before leaving the draft**. Once Managers have left the draft, no exchanges may be made.
- c. Trading of players between **divisions** is **not** permissible.
- d. Players may not be traded for draft choices at any level.
- e. Players may request a release from a team manager. Although this process is not encouraged, it is permissible in accordance with Little League guidelines and should only be used in extreme circumstances defined by President. Such a request must be in writing and provided to President for consideration by the Executive Committee and substantiation that such a request is both reasonable and justified. Absent a finding of good cause by the Executive Committee, the release request shall not be granted. Issues such as team practices shall specifically be excluded as consideration of good cause since these are within the purview of the affected manager.

ARTICLE IV – GAMES & SCHEDULES

SECTION 1: SCHEDULES:

- a. It shall be the objective of this league to have each team compete in a minimum of fourteen (14) to twenty-four (24) regulation games in the course of a regular season of play, exclusive of play-off or tournament games.
- b. League schedules will be prepared by the VP of Divisions and will be reviewed by the Executive Committee prior to their approval either via email, at a regular meeting of the Board of Directors (or at a special meeting of the Board of Directors called for that purpose). Any subsequent changes need the approval of the President.
- c. Schedules shall be created using numbers for team designations. Team managers or designated coaches may make written requests for schedule considerations or vacation to VP of Divisions. ***These requests are reviewed but not guaranteed.***
- d. Each division's playing schedule should be created with a play-off series. This series is to be an End of Year Elimination tournament. Minors and Majors may have two finishing teams in each division representing their division in TOC's. If there is more than one team, the winner will be determined by a 3 or 5 game playoff series between the two CHLL teams, games will be spread out during the regular season schedule. ***NO TEAM is required to participate in TOC's.***
- e. Standings will be implemented in Farm, Minors, Majors and Juniors. The goal of standings will be to help create a healthy competition between teams but most importantly, will be used to establish proper "Seeding" when it comes to the End-of-Year Round Robin CHLL Tournament. Standard tournament seeding will be established for all teams that participate in the End-of-Year Round Robin CHLL Tournament. The team with the best overall record (#1

Seed) will face off against the team with the lowest overall record in the opening round of the Tournament. The second-best overall record team (#2 Seed) will face off against the team with the 2nd lowest win/loss record.

- f. Schedules should maximize the number of games for each division consistent with Opening and Closing Day set on the League Calendar. Any division involved in inter-league play shall be governed by District-5 guidelines.
- g. Fall season program schedules will be set up by the VP of Divisions (*when CHLL is hosting*) and is typically a shortened season.
- h. During regular seasons, Junior & Senior schedules are created & published by District 5.

SECTION 2: MINIMUM PLAYING RULE:

- a. All players in Citrus Heights Little League shall abide by the “Mandatory Playing Rule”, (Little League Regulation IV (I). In addition to this rule, managers in Citrus Heights Little League are **required** to allow each player on the team to play in half of the innings played by his/her team that a player is eligible and available to play in a calendar week. It is also required that players participate in a minimum of one half of the innings played in each game. The purpose of this clause is to enforce the applicable Minimum Playing Rule for the FARM division and below. Team Scorebooks will be randomly audited for possible playtime violations. Juniors, Seniors, Major and Minor divisions play by District rules and must meet the minimum play rules.
- b. If the “Minimum Playing Rule” is violated, the player in question shall be given the option to play in all innings played by his/her team in the game following the discovery of the violation. Managers are encouraged to use substitutes following the second inning of games to ensure this rule is met.
- c. A player shall not be disciplined out of his/her minimum innings without the concurrence of the division Player Agent & VP of Divisions.
- d. Manager has the option to suspend any player for a single game for “Conduct detrimental to the team”. This option can only be used after MULTIPLE attempts to coach and correct this behavior at practice/game times, and has informed the coaching staff and necessary parent(s) or guardians. If any player is suspended/ineligible by Managers option prior to game time and while team warm-ups are occurring, manager is required to immediately inform all team coaches and parent(s)/guardian of necessity of the discipline. Immediately following the game, the manager will contact the Player Agent, VP of Divisions, Vice President or President of said discipline and substantiate the action.
- e. For the purpose of this rule, a calendar week shall be Sunday through Saturday.
- f. Players in the Junior & Senior Division will follow Little League International guidelines as they pertain to minimum playing time. Minimum playing time is stated as a continuous batting order in Juniors and below, with 6 consecutive outs being recorded on defense.
- g. Managers (or coaches) who willingly fail to comply with the minimum playing rule as described in *Article IV, Section 2a (above)*, shall be subject to the following disciplinary action(s):
 - 1. a verbal or written warning.

2. The game in which the offending Manager failed to observe the minimum play-rule may be protested by the opposing manager and may be subject to forfeit based on a decision by the Board of Directors or Executive Committee.
 3. A second incident will result in a suspension of one or two games as determined by the Board of Directors or Executive Committee.
 4. A third incident **will** result in the manager's removal from the team and may affect future chances to manage a team.
- h. Player Agent(s) shall monitor playing time on a regular basis according to official scorebooks kept for that purpose.
 - i. For the FARM Division, the Board of Directors will use the parameters established in **Rule 3.03** of the Little League Rule Book, to adopt a policy for a continuous batting order that will include all of the team's players to be present and to bat in continuous order. This provision also allows for entry and re-entry into the game anytime provided the players meet the requirements of Mandatory Minimum Play.
 - j. Any fall programs will be set in accordance with rules as set by the VP of Divisions and the Rules Committee.

SECTION 3: GAME TYPES:

- a. **Practice and pre-season games:** Games shall be played between teams from the same division, out of uniform and be for the purpose of instruction only.
- b. **Regular season games:** All players must wear the complete uniform mandated by this league and Little League Baseball, Incorporated.
- c. The Local League has elected to allow two adult base coaches at all levels of play, provided there is at least one other adult manager or coach in the dugout.
- d. **Double-Headers:** are allowed in the 50/70, Major, Junior, Senior programs **ONLY**.
- e. **Tournament games:** Depending on the schedule adopted for each division, round-robin tournament games may be scheduled at the end of the season (with the exception of the Junior Division), *see Article III, Section I(d)*.
- f. **REGULAR SEASON GAME TIMES:**
 1. **T-Ball:**
Approx. 45 minutes
 2. **Coach Pitch, FARM, Minor and Major Divisions:**
DROP-DEAD game time is 1 hour, and 50 minutes. The current inning may be finished; a new inning CANNOT be started.
 3. **Intermediate 50/70, Junior and Senior Divisions:**
DROP-DEAD game time is 2 hours, and 15 minutes. The current inning may be finished; a new inning CANNOT be started.
- g. **TOURNAMENT GAME TIMES:**
 1. **FARM (Round Robin)**
DROP-DEAD game time is 1 hour, and 50 minutes. The current inning may be finished; a new inning CANNOT be started
 2. **Minor & Major Divisions:**

DROP-DEAD game time is 1 hour, and 50 minutes. The current inning may be finished; a new inning CANNOT be started.

3. Intermediate 50/70, Junior and Senior Divisions:

DROP-DEAD game time is 2 hours, and 15 minutes. The current inning may be finished; a new inning CANNOT be started.

ARTICLE V – DIVISION RULES:

SECTION 1: GROUND RULES:

For all divisions, *Supplemental Rules* are separately published and determined annually by the VP of Divisions and Rule Committee approved by the Board of Directors or Executive Committee.

SECTION 2: UNIFORMS AND EQUIPMENT:

- a. The League will issue uniforms and some equipment for each team. Uniforms shall have the appropriate Little League patch and will consist of a jersey and cap ONLY. Socks and belts **may** be included, **IF** it has been approved by the Board of Directors. Otherwise, socks and belts shall be the responsibility of each player to obtain, as will players baseball pants.
- b. All players shall be required to use uniforms issued by the League to ensure consistency and equity between teams within any division. However, teams may upgrade equipment and wear an alternative cap as a substitute for the League-issued baseball cap. This **MUST** be consistent with the cap provided by the league. Tournament uniforms will be based on the League colors (green and gold).
- c. If using MLB, or College jerseys, the league must use licensed apparel, such as Majestic. Using MLB logos on jerseys without expressed written consent from MLB, is a copyright violation and could result in the loss of Little League Charter.

SECTION 3: UMPIRES:

The League may contract for umpire services for certain divisions based on decisions by the Board of Directors.

ARTICLE VI – TOC TEAM SELECTIONS

SECTION 1: MINOR LEAGUE TEAMS:

The Minor Division may participate, with no more than two (2) teams, in the District-5 Tournament of Champions (TOC) single elimination tournaments. Such teams shall be the respective league champions as directed in *Article IV, Section 1(d)*.

SECTION 2: MAJOR LEAGUE TEAMS:

The Major Division may participate, with no more than two (2) teams, in the District-5 Tournament of Champions (TOC) single elimination tournaments. Such teams shall be the respective league champions as directed in *Article IV, Section 1(d)*.

SECTION 3: INTERMEDIATE 50/70 LEAGUE TEAMS:

The 50/70 Division may participate, with no more than two (2) teams, in the District-5 Tournament of Champions (TOC) single elimination tournaments. Such teams shall be the respective league champions as directed in *Article IV, Section 1(d)*.

SECTION 4: JUNIOR LEAGUE TEAMS:

The Junior Division may participate with no more than two (2) teams in the District-5 Tournament of Champions (TOC) single elimination tournaments. In the event the Junior Division has two (2) or more teams than the League Champion shall be determined as directed in *Article IV, Section 1(d)*.

SECTION 5: SENIOR LEAGUE TEAMS:

The Senior Division does not participate in the District-5 Tournament of Champions (TOC).

ARTICLE VII – ALL-STAR TEAM SELECTIONS

SECTION 1: PLAYERS:

This section refers to the Minors, Little League (Majors), Intermediate 50/70, Junior and Senior All-Star teams. For each of these age groups, the Board of Directors will annually determine whether there will be an All-Star team, based on the pool of available and eligible players, and potential managers.

- a. The All-Star Division team roster shall have 12-14 players. The roster size is up to the All-Star Managers and available All-Star players.
- b. Players will be selected by the All-Star Committee, who consists of:
- c. Each Manager with eligible players shall nominate players from their team for consideration by this Committee:
 1. MANAGER (AND COACHES, IF APPLICABLE) OF THE ALL-STAR TEAMS
 2. PLAYER AGENT(S)
 3. VP OF DIVISIONS
 4. VICE PRESIDENT

5. PRESIDENT

NOTE: Any 10-year-old who played in the Major Division during regular season is automatically on the Minor Division (8/9/10 or 9/10-year-old) All-Star team.

- d. For the other teams (10/11-Year-Old, Little League, 50/70, Junior and Senior), the Player Agents shall conduct the respective All-Star team selection process with the assistance of the Vice President of Divisions and President. The Player Agent shall prepare a lottery list showing, in alphabetical order, the age and the team of all eligible players.
- e. The selections shall be voted on by the managers, Player Agent, and VP of Divisions. Each manager, Player Agent, and VP of Divisions will be voting for a maximum of five (5) players per round of balloting. A player is selected in the first round by a unanimous vote only and by a majority plus one (1) vote in the following rounds of balloting. (If the VP of Divisions and Player Agent are one and the same person the President will substitute for one of the positions.) The President will cast a tie breaking vote in all instances of a tie vote.
- f. The Player Agent shall, with the concurrence of the managers, determine the definition of a majority vote. All selections shall be completed prior to the adjournment of the selection meeting.
- g. Through this selection process, a total of twelve players will be elected to the All-Star Roster for each division.
- h. The All-Star manager, at all levels, shall have the right to reserve a selection of one (1) or two (2) additional players (for a *maximum* of 14 players per roster).
- i. Based on the pool of available players and/or qualified manager candidates, the Board of Directors may determine to eliminate All-Star participation at any level.
- j. The goal of the All-Star program for all levels is to field the best possible team to represent the League. Factors that will be considered in player selection include field decorum, sportsmanship and playing ability. Coaches should remind players and parents that exemplary behavior and sportsmanship is a factor for All Star consideration.
- k. The All-Star Committee will have the final approval of all Rosters.

SECTION 2: MANAGERS:

- a. The Minor, Major, Junior and Senior Division Managers may be elected the “All-Star Manager” for their divisions, if their team wins their local leagues divisional end of year tournament/round robin. If there is only one team in the division, that team’s Manager may be selected as the “All-Star Manager”. **Managers that are interested in being an “All-Star Manager” must petition the Board in writing (i.e. email, text, letter) before May 15th each year.** The All-Star Manager will get to pick their coaches. *It is encouraged, but not mandatory, that one coach from each team be asked to help coach the all-star team.*
- b. All Managers/Coaches must be in good standing with the league (fees paid current; please refer to the current “**CHLL Constitution**” for the full definition of “**Members in Good Standing**”) to be eligible for consideration.
- c. Any formal discipline of a Manager or Coach during the season will make disciplined manager or coach ineligible to Manager or Coach any all-star team. Please refer to the 2023

CHLL Constitution for definition of “Member in Good Standing.” In which, the Coach Coordinator, Player Agent, and Vice President will select the replacing All-Star Manager.

- d. The Minor, Major, 50/70, Junior and Senior All-Star team managers **must have managed or coached in that division of record in that current playing season.** *Please refer to the Little League tournament rules for eligibility rules, for specific divisions.*
- e. All-Star Manager(s) shall have reserved the right to choose one or two additional players, up to a maximum of fourteen (14) per All-Star Team roster.
- f. The President and Board of Directors must approve all elected All-Star Manager(s) and Coaches
- g. **The All-Star manager, with the concurrence of the appropriate Player Agent and the President, may replace players on the All-Star roster based on player injury or unavailability from the original lists of nominated players during the selection process.**
- h. Selected All-Star managers will be responsible for the collection of all required Little League documentation (i.e., original birth certificates, proof of residence/school enrollment, medical releases, photo/media release, etc.).

SECTION 3: ALL-STAR TEAM SELECTIONS:

- a. The League may select All-Star teams for the Minor Divisions (9/10-Year-Old and 10/11-Year-Old), Major Division (Little League), Intermediate 50/70 Division, Junior League Division and Senior League Division tournaments.
- b. Tournament rules are published separately from the regular season Playing Rules.
- c. The Junior League All-Star team is made up of players with a league age of thirteen (13) and fourteen (14) from the Junior and Senior Divisions. Junior and Senior Division managers shall participate in the voting for the Junior Division All-Star team.
- d. The Senior League All-Star team is made up of players with a league age of fourteen (14) through sixteen (16) from the Junior, Senior division. All Junior and Senior Division managers shall participate in the voting for the Senior Division All-Star team.
- e. ***All-Star team formation will be made in this order:*** Seniors, Juniors, Majors, Intermediate 50/70, Minors (9/10, 10/11).

ARTICLE VIII – AWARDS

SECTION 1: VOLUNTEER AWARDS:

- a. **The Volunteer of the Year Award:** This award will be presented to the person who received the most votes at the Annual Election. Nominations should be submitted to the Board of Directors prior to the election meeting. The vote will be by secret ballot. As determined by the Board of Directors, there may be two such awards provided in each year. **If no nominees are presented before the election meeting, the current Board of Directors will discuss and vote on who shall receive the Volunteer Award(s).**
- b. **The Jerry Garcia Award:** This award shall be given to a player each year based on nominations from managers in all divisions that demonstrate the player’s sportsmanship,

dedication to the game and individual improvement. The recipient shall be determined by the information included in the nomination packets. Nominations are solicited in conjunction with the team sportsmanship award noted in Section 1 above.

- c. **Plaques:** Each Board of Director may receive a plaque at the end of the Spring season, for volunteering and dedicating their time and energy to the League.
- d. ***The President must approve all awards prior to distribution.***

SECTION 2: AWARDED PLAYER PINS:

Each team's coaching staff may nominate one player to receive a special pin for one of the following categories:

- a. **KING OF THE HILL** (*BEST PITCHER*)
- b. **GOLDEN GLOVE** (*ANY PLAYER*)
- c. **SPORTSMANSHIP** (*ANY PLAYER*)
- d. **MOST IMPROVED** (*ANY PLAYER*)

SECTION 3: OTHER AWARDS

- a. **League Apparel:** The League may provide to each member of the Board of Directors, one (1) League Cap or League Shirt or other item of apparel that clearly identifies the association with the Citrus Heights Little League, unless additional apparel is approved by the Finance Committee.
- b. **League Pins:** The League may present to each Player, Manager, Coach, Team Representative, Umpire, Score Keeper, and Volunteer a Little League pin of the appropriate type.
- c. **Other Plaques/Awards:** The Board of Directors may present special awards to any volunteers/persons that they determine to be deserving of special recognition.
- d. ***The President must approve all awards prior to distribution.***

ARTICLE IX – CODE OF CONDUCTS

No matter the capacity of which any person is part of *Citrus Heights Little League* (Board Member, player, Manager, Coach, Team Representative, parent/guardian); *CHLL* has a **zero-tolerance policy** for any type of unsportsmanlike conduct or discrimination based on race, religion, sexual orientation.

The action(s) of any person may affect their ability, or their child's ability, to participate in any League events, or the League's entirety.

***** THESE CODE OF CONDUCT WILL BE FULLY ENFORCED BY THE BOARD OF DIRECTORS *****

SECTION 1: MANAGERS AND COACHES CODE OF CONDUCT:

- a. All Managers and Coaches must be approved by the Board of Directors.
- b. All Managers and Coaches will sign a Coaches Code of Conduct form.
- c. Managers are responsible for the actions of players, coaches, and spectators. They shall take the lead on any action or interruption during games, practices and all CHLL events.
- d. ***ONLY team Managers may speak to the Umpires during a game to discuss plays and question calls.*** **AT NO TIME** shall any Coach, Team Representative, or spectator question any Umpire.
- e. Approved Managers and Coaches will be required to attend baseball clinics offered through District-5 or Little League that will emphasize appropriate sportsmanship and leadership.
- f. Managers or coaches who violate the principles of “*good sportsmanship*” through their actions and do not promote the intent of Little League baseball, will be subject to suspension or termination.
- g. Managers are expected to properly care for the equipment issued to them by the League and return all equipment in a timely manner.
- h. Managers and Coaches are to refrain from the use of inappropriate language.
- i. Managers and coaches are prohibited from the consumption of alcoholic beverages for team functions. (Team Party, practices, games, etc.)
- j. Any complaint against a manager or coach must be in writing and presented to the Board of Directors for action.
- k. The President and/or Executive Committee will promptly investigate any complaints against a manager or coach for inappropriate behavior. If the President and/or the Executive Committee determines the manager or coach has acted in an inappropriate manner, the affected manager or coach shall be issued a written warning, suspended or terminated, based on the severity of the offense. Such complaints will also be a determining factor in the assignment and approval of managers and coaches in subsequent years.

SECTION 2: PLAYERS CODE OF CONDUCT:

- a. Players are expected to always demonstrate good sportsmanship and behavior. *Citrus Heights Little League* has a zero-tolerance policy for any type of unsportsmanlike conduct or discrimination based on race, religion, or sexual orientation. Any player in violation may be brought before the Board of Directors for investigation and disciplinary action. The President & or Executive Committee will interview the affected player and his/her manager or coach, to determine whether a significant breach of conduct has occurred. It is strongly recommended that the player’s parent(s) or legal guardian be present during this process. Based on the Committee’s findings, the player may be issued a written warning, game suspension(s) or terminated from League participation, based on the severity of the offense.

SECTION 3: PARENTS & GUARDIANS CODE OF CONDUCT:

- a. Parents are also expected to always demonstrate good sportsmanship and behavior.
- b. Each parent and/or guardian must sign a Code of Conduct form to participate in league programs (which addresses the behavior of players, families, and spectators of all ages at all

league functions). This Code of Conduct was derived from Little League Baseball, Inc., and specifies the conditions by which participation may either be suspended or terminated.

- c. *Citrus Heights Little League* has a **zero-tolerance policy** for any type of unsportsmanlike conduct or discrimination based on race, religion, sexual orientation. The actions of a parent or legal guardian may affect the ability of the child to participate in the Local League.
- d. The process for resolving complaints regarding parental behavior is the same as that outlined for managers and coaches (*see Article IX, Section 1k*).

SECTION 4: BOARD MEMBERS / DIRECTORS CODE OF CONDUCT:

- a. All Board Members **must** sign a Code of Conduct form at the beginning of their term.
- b. Board Members are expected to abide by these rules at all times and are held to a higher standard than any other Member, as they are to lead by example.
- c. If it is found that a Board Member has broken this Code, there may be grounds for suspension or termination from the Board.

SECTION 5: EJECTION FROM GAMES:

- a. When a manager, coach or parent is ejected from a game, they shall leave the field immediately and take no further part in the game. They may not sit in the stands and may not be recalled. Any manager, coach or player that is ejected from a game, is **also** suspended for the very next played game for their team (scrimmage or scheduled).
- b. Any manager, coach, player or spectator who is ejected from any sanctioned league game shall also be subject to disciplinary action by the Board of Directors. The assigned Chief Umpire for that game will be required to submit a written report to the President and League Umpire-in-Chief within 48 hours. Based on the umpire's report, the Board of Directors will determine whether further action is necessary. If the Board of Directors determines there has been a significant breach in appropriate behavior, the individual in question may be suspended an additional number of games or terminated. This decision will be based on the Board's judgment regarding the reasons for the ejection.

ARTICLE X – NON-LITTLE LEAGUE BASEBALL PROGRAMS & EVENTS

Individual players who play on Little League teams are also permitted to participate in non-Little League Baseball programs.

Citrus Heights Little League and Little League International, respects the rights of a parent(s), and/or legal guardian(s), to allow a child to participate in non-Little League activities. However, Little League International also has the right to limit participation in these activities, to help protect players.

Parents/Guardians must be aware that there can also be potential dangers when allowing a child to participate in multiple programs in which *limited* rules and regulations may exist. Little League program's rules are designed to protect players from injury, such as Pitch Counts, mandatory play, catcher/pitcher rules, equipment rules, etc.

Little League also wants to advise that the costs often associated with "Travel Ball" may be prohibitive.

SECTION 1: MULTIPLE PROGRAM PARTICIPATION REGULATIONS:

- a. Players may choose to play on travel or select teams in addition to their participation in the Little League Program. This form of "*multiple participation*" is permissible under Little League rules and regulations for both the regular season and International Tournament play.
- b. A player may participate in the Little League program and on a non-Little League team during the same season. Pursuant to ***Regulation IV(a) Note 2***, a player may be removed from a team at the recommendation of the manager and/or action of the Board if participation in non-Little League programs affects the manager's ability to conduct the affairs of his or her team.
- c. Players who participate in any non-Little League activity, and miss games or practices because of such participation, may be suspended or dismissed from their Little League team by the action of Citrus Heights Little League Board of Directors.
- d. Little League International ***Regulation IV(a) Note 2***, states:
 1. **"Consistent with a manager's ability to conduct the affairs of his or her team, a manager may remove a player from the team, subject to Board of Directors approval (or District approval, if the Senior League (softball only) is administered as a district operation), for the current season if the player repeatedly misses practice or games. If a player is repeatedly missing practices or games, the manager must make the local league Board of Directors aware of the situation immediately."**
 2. This regulation applies to both the regular season and International Tournament play. It is important to note that while multiple participation by players is permitted, non-Little League teams cannot enter Little League intact, or nearly intact, for regular season or tournament play (***Regulation V(d)***).

SECTION 2: LEAGUE ASSETS:

- a. Uniforms, equipment, and any assets belonging to the local Little League (including uniforms bearing the required Little League shoulder patch), **CANNOT** be used for non-Little League activities, or in any game or tournament not specifically approved by Little League International.
 1. Any player or team that does so may be declared ineligible for further participation in Little League for that year, by action of the Tournament Committee or Charter Committee in Williamsport.
 2. ***Little League International's Charter Committee reserves the right to suspend or revoke Citrus Heights Little League's charter for such violations.***

SECTION 3: FUNDING & INSURANCE (NON-LITTLE LEAGUE PROGRAMS/EVENTS)

LITTLE LEAGUE BASEBALL RULEBOOK 2025 STATES - Regulation I(g):

- a. A local league is **not** permitted to sponsor, administer, underwrite or otherwise support any team or teams, and/or individual or group, for the purpose of participating in a non-Little League program or event. Violation may result in revocation of charter and/or suspension of tournament privileges.
- b. Any funds raised using the name or trademarks of the local league must **ONLY** be used for Little League activity.
- c. Any purchases for non-Little League programming or for individuals participating in a non-Little League program shall **NOT** use League funds.
- d. Such Participation **MAY NOT** represent the local Little League in any way, including the wearing of team Little League uniforms, use of equipment purchased by League or use of Local Little League program's name or official marks/logos. Any expenses for a team(s) and/or individual(s) to participate in a non-Little League program is the responsibility of that team and/or individual(s).
- e. Participation in non-Little League programming is not insured or covered under the group insurance program for Little League, and the administrators organizing such activities should obtain separate insurance coverage for any non-Little League participation.
 1. Any violation of this regulation by the local Little League may result in revocation of the league's charter and or suspension of the tournament privileges for the league or individuals associated with such team. An individual, or a group of such individuals, that participates in a non-Little League program, club, tournament, events, or game, are subject to the provisions of this regulation, **Regulation IV(a) Note 2** (league age requirements), and the provisions of the tournament Rules and Guidelines regarding "Player Participation in Other Programs"; pertaining to player eligibility requirements for Little League International Tournament play.

ADDENDUM I

ARTICLE I - PROTECTED PLAYER / LEGACY DRAFT

SECTION 1: RETURNING PROTECTED PLAYERS:

Each team may protect a maximum of five (5) players in the FARM, Minors, Major, Intermediate 50/70 and Junior divisions, who DID participate in the regular League season the previous year with *Citrus Heights Little League*. A total of five (5) players may be protected: one (1) for the Manager, one (1) for an Assistant Coach, and three (3) additional players that played on that Manager's team the previous season. Managers and Assistant Coaches must protect their own child (or children).

SECTION 2: NEW PROTECTED PLAYERS:

Each Manager (*if they choose*); will be allowed to solicit and protect one (1) player that DID NOT participate in the regular League season the previous year with *Citrus Heights Little League*. This player need not participate in player evaluation and is not eligible to be drafted by any other team. This player must have registered no less than one (1) week prior to the evaluation in the appropriate division. However, the inclusion of this “new to the League” player will count towards the maximum number of protected players. Therefore, at no time will the number of protected players for FARM, Minors, Majors, Intermediate 50/70, Juniors or Seniors exceed five (5).

SECTION 3: PROTECTED PLAYER LIST:

- a. Managers shall submit a list of protected players to their VP of Divisions and Player Agents at least seventy-two (72) hours prior to player evaluations (tryouts).
- b. ***All protected players must be in good standing (paid up in full) prior to the first evaluation (tryouts) date.***

SECTION 4: PROTECTED DRAFT ORDER:

All automatic draft choices (protected players) shall be placed on a team as the team's primary (i.e., first round, second round, etc.) draft choices before that team can select any other players.

SECTION 5: SIBLING RULE:

- a. A non-protected player that is chosen in the draft with a sibling also eligible for draft selection shall have that sibling become an automatic draft choice **and must be taken in the next two rounds**, if requested by a parent on his/her application.
- b. Step or previous relationship children are not protected under the sibling rule unless they reside in the same residence.
- c. If a Manager chooses to protect one sibling and the parent requests the other sibling to be on the same team the Manager must protect the other sibling or they will be left to “*a non-automatic draft choice*”.

SECTION 6: WAIT LISTED:

- a. If all teams are filled, any candidates remaining shall become “*Wait Listed*”. Should a player on a team leave that team permanently for any legitimate reason (meaning that the player was not coerced to quit the team), the first “*Wait Listed*” candidate shall be placed on that team.
- b. This procedure shall be followed as vacancies occur.
- c. If a player leaves the League mid-season and returns, he or she shall return to the team after an opening occurs.

SECTION 7: FILLING VACANCIES:

If the list of candidates is exhausted and the teams are not filled, vacancies shall be filled as follows: The names of all new candidates who sign up after draft night, shall be placed in a hat. Resuming draft order where left off on draft night, teams will fill the remaining roster.

SECTION 8: ELIGIBLE PLAYERS REGISTERED LATE:

Eligible players registering after evaluations up through draft night shall be selected by “hat pick” continuing in the same draft order once all evaluated players are placed.

SECTION 9: PLAYING UP:

A player who has requested to play up is not eligible to be drafted before all league-age-appropriate players have been selected. This can be adjusted on the night of the draft by the Player Agent(s) if registration numbers allow it.

SECTION 10: TEAM MEMBERSHIP:

Each player thus drafted shall remain a member of that team for the remainder of the season unless traded or released.

- a. **PLAYER TRADES:** Trades are only permitted immediately after the draft (before anyone leaves the meeting) and must have the approval of the VP of Divisions and Player Agent(s). Only players assigned to a team on draft night may be traded, and only after the draft is completed. **Exception:** Players drafted to a team that does ***not*** yet have a Manager ***may not be traded***.
- b. **PLAYER RELEASES:** may only be obtained through the consent of the VP of Divisions with Board approval, and only after sufficient cause is shown.
- c. In the event the number of Managers exceeds the number required to place all the potential applicants on teams, some Managers will not be assigned teams. All potential protected players not assigned to a team will be returned to the draft pool.

SECTION 11: MANAGER REPLACEMENT:

In any event that the Manager does not return or does not want to serve as Manager; the 1st Assistant Coach from the same team may assume all rights and responsibilities vacated by the Manager with majority vote approval by the board.

ARTICLE II – PLAYER SELECTION ORDER

SECTION 1: DRAFT SELECTION ORDER:

The selection order by which a team enters the draft is determined by a point system and the number of protected players assigned to that team's roster before the draft.

- a. The team with the fewest number of protected players will draft first until that team has an equal number of players as the other teams.
- b. In the event an equal number of players (protected and drafted) are assigned to a team, then a point system shall be used to determine draft order. The team with the lowest total points drafts first (1st) that round; then second (2nd) lowest total team points drafts second, etc.
 1. **5 points** = Returning player that played (or was ranked) as a "First" or "A" team All-Star in the current division during the previous season
 2. **4 points** = Returning player that played (or was ranked) as a "Second" or "B" team All-Star in the current division during the previous season
 3. **3 points** = Returning player that played (or was ranked) as a "First" or "A" team All-Star in the lower division during the previous season or a Recruit, Shetland All-Star is 2 points.
 4. **2 points** = Returning player that played (or was ranked) as a "Second" or "B" team All-Star in the lower division during the previous season or is a second or third year (by age) player in the Division
 5. **1 point** = Returning player that played in the lower division during the previous season or is a first year (by age) player in the Division
 6. The final assignment of point value for each player shall be determined by the Player Agent(s) and VP of Divisions.
 7. In the event that the Player Agent(s) have a player in the Division, final assignment shall be made by the VP of Divisions and any active Board Member that does not have a player in the Division.
- c. The draft order is determined in the first round when all teams have equal number of players shall set the draft order for the remainder of the draft.
- d. If two (2) or more teams have an equal number of players (protected and drafted) assigned to their team (prior to the round that the draft order is "set") and the teams have an equal number of points, then a coin flip (2 teams) or hat pick (>2 teams) will determine the draft order for that round.
- e. Once the draft order is set, teams will begin to fill their rosters in a "*non-serpentine*" order until all teams have an equal number of players.
- f. Teams with more assigned players than other teams will not select a player in the draft until there are no teams with fewer players than them.
- g. Once all teams have an equal number of players, the draft will continue in a "*serpentine*" fashion until there are no players left.