

# CHEYENNE LITTLE LEAGUE BYLAWS

Amended September 2024

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### 1. GENERAL INFORMATION

#### LEAGUE BOUNDARIES:

Between Lake Mead & Craig: North of Lake Mead, W, West of I-15, East of Rancho to Cheyenne, East of Coleman St. South of Craig Rd.

Between Lake Mead & 215 Beltway: East of Rancho to Cheyenne, North of Cheyenne, West of I-15, East of Valley dr., South of 215 Beltway

Between 215 Beltway & Elkhorn: North of 125 Beltway, West of I-15, East of Valley Dr., South of Elkhorn Rd. & Sheep Mtn Range: North of Elkhorn Rd, West of I-15, East of Decatur Blvd, South Sheep Mtn range

#### a. MAILING ADDRESS:

Cheyenne Little League  
P.O. Box 335128  
N. Las Vegas, NV 89033

#### b. LEAGUE PHONE NUMBERS: No league maintained phone number

#### c. LEAGUE E-MAIL ADDRESS: [info@cclnv.org](mailto:info@cclnv.org)

#### d. LEAGUE HOME PAGE ADDRESS: [www.cclnv.org](http://www.cclnv.org)

#### BOARD OF DIRECTORS: (Shall consist of up to 15 Directors)

President [[president@cclnv.org](mailto:president@cclnv.org)] - Phillip Sears

Vice President [[cclvp@cclnv.org](mailto:cclvp@cclnv.org)] - OPEN

Secretary [[secretary@cclnv.org](mailto:secretary@cclnv.org)] - Allea Walters

Treasurer [treasurer@cclnv.org] - David Shroyer

Player Agent Upper Division [playeragent@cclnv.org] - Cesar Diaz

Player Agent Lower Division [playeragentld@cclnv.org] - Chelsea Brooks

Coaching Coordinator [coachingcoordinator@cclnv.org]- Shawn Smith

Team Parent Coordinator [teamparentcoordinator@cclnv.org]- Candice Williams

Safety Officer [safetyofficer@cclnv.org]- Keisha Sears

Concessions Manager [concessionsmanager@cclnv.org]- Frankie Cooper

Umpire In Chief [uic@cclnv.org]- OPEN

Information Technology [techdirector@cclnv.org]- Ryan McNabb

Sponsorship Coordinator [sponsorship@cclnv.org]- Natividad Ferreira

Social Media Coordinator [socialmedia@cclnv.org]- Tyla Starks

## **2. LEAGUE PHILOSOPHY**

*“Little League is a program of service to youth, it is geared to provide an outlet of healthful activities and training under good leadership in the atmosphere of wholesome community participation. The movement is dedicated to helping children become good and decent citizens. It strives to inspire them with a goal and to enrich their lives towards the day when they must take their places in this world. It establishes the values of teamwork, sportsmanship and fair play.”*

The preceding paragraph is taken directly out of the Little League Baseball Official Regulations and Playing Rules. Cheyenne Little League is dedicated to ensuring the playing experience for each and every player is a healthful and enriching one.

- A. Our objective is to provide a safe sporting activity for the children of our community with the expectation of parents being involved with their children while having fun developing a better understanding of teamwork, sportsmanship, fair play, and the game of baseball.

## **3. LEAGUE MEMBERSHIP**

**All Volunteers/Members must abide by the Cheyenne Little League Codes of Conduct.**

- A. All Board Members, Managers, Coaches, and Volunteers must be registered Members of Cheyenne Little League. Membership dues of \$1 must be paid to be a voting member at the annual meeting.
- B. Parents, guardians, and relatives of eligible players are strongly encouraged to become a Registered Member of Cheyenne Little League. Members of the league are eligible to take an active part in the league's operation (i.e. managers, assistant coaches, team parent, concession workers, etc.)
- C. Members are eligible to attend board meetings and voice their opinion on league operations and policies.
- D. Active members are eligible to run for a position on the board of directors by submitting their name to the election chairperson or league secretary
- E. Members annually elect the new board of directors
- F. All registered volunteers/members will undergo, at a minimum, sexual offender check and approval by the board of directors of Cheyenne Little League prior to assuming any duties within the league.

## **4. CONDUCT POLICY**

The Board of Directors of Cheyenne Little League has mandated the following Code of Conduct. All Managers, Coaches,

Parents, Visitors and Officers are required to read and comply with the Code of Conduct. The Board of Directors will review infractions of the Code of Conduct. Depending on the seriousness or frequency, the Board may assess disciplinary action up to and including expulsion from Cheyenne Little League.

**Managers, Coaches, Assistants, Team Parents**  
**Code of Conduct**

1. I will remember that children participate to have fun and that the game is for youth, not adults.
2. I will learn the rules of the game and the policies of the league and abide by them.
3. I will inform the coaching staff of any physical disability or ailment that may affect the safety of my child or the safety of others.
4. I will teach the team to play by and respect the rules and to resolve conflicts without resorting to hostility or violence.  
  
I will respect the officials and their authority during games. If I have a discrepancy during official play, I will make an official appeal in accordance to the rules. I will also “keep the game going”.
5. I will coach and train all players equally.
6. I will be a positive role model for the children and encourage sportsmanship by showing respect, courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at every game, practice, or sporting event.
7. I will not engage in any kind of unsportsmanlike conduct with any official, coach, player, or parent such as, but not limited to, booing, taunting, and refusing to shake hands, or using profane language or gestures. I will also refrain from “bad mouthing” to others about any such incidents.
8. I will not encourage or engage in any behaviors or practices that would endanger the health and well-being of the athletes.
9. I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol, and I will refrain from their use at all sports events. I will report to the Board of Directors immediately any such incidents or suspicions.
10. I will demand that my team treat other players, coaches, officials, and spectators with respect regardless of race, creed or color, sex, sexual orientation, or ability/disability.
11. I will promote the emotional and physical well-being of the athletes ahead of any personal desire I may have for my team to win.
12. I will never ridicule or yell at any child, member of my team, official or other participant for making a mistake or losing a competition.
13. I will teach every child on the team that doing one’s best is more important than winning, so that my child and/or team will never feel defeated by the outcome of a game or his/her performance. I will praise out loud and often. I will approach “constructive criticism” and “form & technique” within my role as a coach and never in a manner as to demean confidence.
14. I will emphasize skill development and/or practices and how they benefit my child and/or team over winning. I will also de-emphasize games and competition in the lower age divisions.
15. I will read and go over the players’ conduct policy with my team. I will also emphasize these policies on a continuous basis over the season.

## Player Code of Conduct

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

As a Cheyenne Little League participant, I hereby pledge that I will:

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

*I also agree that if I fail to abide by the rules and guidelines, I will be subject to disciplinary action levied by the CLL Board of Directors that could include but is not limited to the following:*

- Verbal warning
- Written warning
- Player suspension for games
- Player suspension for season including postseason (All Stars & TOC)
- Player being expelled from the league.

The Cheyenne Little League Board of Directors retains the sole authority to determine what, if any, disciplinary action is appropriate for any conduct infraction. Our Zero Tolerance Policy does state that it applies to players as well.

## **Parent and Visitor Code of Conduct**

1. I will not force my child to participate in sports.
2. I will remember that children participate to have fun and that the game is for youth, not adults.
3. I will inform the coach of any physical disability or ailment that may affect the safety of my child or the safety of others.
4. I will learn the rules of the game and the policies of the league.
5. I (and my guests) will be a positive role model for my child and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at every game, practice or other sporting event.
6. I (and my guests) will not engage in any kind of unsportsmanlike conduct with any official, coach, player, or parent such as booing and taunting; refusing to shake hands; or using profane language or gestures.
7. I will not encourage any behaviors or practices that would endanger the health and well-being of the athletes.
8. I will teach my child to play by the rules and to resolve conflicts without resorting to hostility or violence.
9. I will demand that my child treat other players, coaches, officials and spectators with respect regardless of race, creed, color, sex or ability.
10. I will teach my child that doing one's best is more important than winning, so that my child will never feel defeated by the outcome of a game or his/her performance.
11. I will praise my child for competing fairly and trying hard, and make my child feel like a winner every time.
12. I will never ridicule or yell at my child or other participants for making a mistake or losing a competition.
13. I will emphasize skill development and practices and how they benefit my child over winning. I will also de-emphasize games and competition in the lower age groups.
14. I will promote the emotional and physical well-being of the athletes ahead of any personal desire I may have for my child to win.
15. I will respect the officials and their authority during games and will never question, discuss, or confront coaches at the game field, and will take time to speak with coaches at an agreed upon time and place.
16. I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol and I will refrain from their use at all sports events.
17. I will refrain from coaching my child or other players during games and practices, unless I am one of the official coaches of the team

## Cheyenne Little League Zero Tolerance Code of Conduct Policy

### Culture Change

....It starts with one definitive action.  
It results in successfully changing the course of a massive movement.

In the interest of a better Little League, a better run organization, ultimately with serving our children and families at the best possible level, the league will be instituting a Board ratified "1-warning system" for poor sportsmanship of a player, parent or coach.

The warning will be validated and affirmed by majority vote of the following people:

1. 3 board members
2. A present (at the time of incident) manager or coach
3. A present (at the time of incident) umpire

We have all, unfortunately have witnessed or heard of situations, outbursts, or arguments at Little League fields.

At Cheyenne Little League, we are striving to be the best experience for our children 1st, parents 2nd.

In the youth athletic environment, there is a massive lack of desire to volunteer. When asking people why, the resounding response is "I don't want to deal with the drama of parents and kids with bad attitudes"

If we want these wonderful opportunities of sport to remain available for our children, accountability at a new level is required.

This "1-warning system" is both fair and swiftly accountable. It has checks and balances built in to keep power balanced. It also is a stout action to curb and eliminate poor behavior of players and parents. It's time we make a shift for the better.

We are communicating this standard, system and process to you proactively, to gain your acceptance, self-accountability, buy-in and signature.

It has been voted on by the active board, as a requirement for your children to play. In the past, the parent code of conduct, although presented to all parents, has not been adhered to, and a major cause of the unnecessary stresses to all involved at the league and our interleague partners.

The 1-warning system works as follows:

1. The 1st warning is validated and voted upon by the group mentioned above\*
2. With a majority vote, the warning is affirmed, and player/parent understand if another unfavorable incident occurs and is validated and affirmed by the correct voting group, whomever it is applicable to: -the player - is no longer permitted to play at Cheyenne Little League for the current season. No refunds will be issued and/or -the parent - is no longer permitted to attend practice or games of their child's team.

\*With gross violations of the Cheyenne Little League Code of Conduct, the one warning may not apply. Spectators, parents, coaches, volunteers, or player action may be investigated and voted on by the current Board of Directors. If found to constitute gross misconduct, it may lead to a season or lifelong ban from Cheyenne Little League.

We appreciate your support. We want this experience to be a wonderful one for everyone involved, and with your support, we can implement this policy to be more supportive of coaches and players.

## 5. LEAGUE AGE STRUCTURE

In an effort to have players compete with players of similar abilities or talents, Cheyenne Little League has been divided into the following divisions (League Age is defined as the current age as specified by the League Age Calendar provided by Little League International):

- A. T-Ball: League Age 4 – 5 years old.
- B. A Division: League Age 5\* – 7 years old (Coach Pitch)
  - \*League age 5-year-olds that have played at least one (1) year of CLL T-Ball may move up to A Division.
- C. AA Division: League Age 7\* – 8 years old (Modified Player Pitch)
  - \*League age 7-year-olds that have played at least one (1) year of CLL Coach Pitch (single A) may move up to AA Division.
- D. AAA Division: League Age 9 – 10 years old (Player Pitch)
  - \*This division is structured with the stipulation that League Age 8-year-olds receive written approval to play AAA at the time of the player's tryout(s) by the League Player Agent and League President.
- E. Majors Division: League Age 10 – 12 years old
- F. Juniors Division: League Age 13 – 14 years old

**Note: Player Agent and President, in agreement, reserve the right to modify as needed in accordance with Little League International rules and regulations.**

## 6. PLAYER REGISTRATION

All Players must register with Cheyenne Little League prior to participation in tryouts, practices or games. Players having previously played for Cheyenne Little League must also register for the current season of play.

- A. Player registration sessions will be held prior to the start of each season.
- B. Parents must complete a Cheyenne Little League Player Registration for each child that will be playing in the league.
- C. Parents must note ALL medical conditions, as well as medications being taken, on the Medical Waiver form provided by Cheyenne Little League.

## 7. PLAYER EVALUATIONS

The purpose of player evaluations is to allow all Managers the opportunity to evaluate each player's skill level and ensure placement in the appropriate division. Evaluations will be held for Juniors, Majors, and AAA Divisions. There will be no evaluations for other divisions.

- A. Player evaluations will be conducted prior to each Spring season. Player evaluations will not be held prior to the Fall season.
- B. Evaluations shall be designed and scheduled for players to demonstrate their skill in batting, fielding, throwing and running.
- C. All players should be encouraged to do their best at evaluations. Any manager or coaches caught encouraging or influencing any player/child to not perform to the best of their abilities will be subject to disciplinary action by the BOD, up to or including, removal of position and/or membership.
- D. Private evaluations are not allowed! Managers or coaches participating in private evaluations shall be removed from their position as Manager/Coach.
- E. Players not attending at least 50% of the evaluations will not be eligible for selection during the Draft. These players will be included at the end of the Draft as "hat picks" during the division's draft by the Player Agent.
- F. Players wishing to play up a division must attend at least 50% of the evaluations. If a player fails to attend at least 50% of the evaluations, they will be placed in their lowest age appropriate division by the Player Agent.

## 8. TEAM SELECTIONS

All registered players in Cheyenne Little League will be placed on teams in the following manner depending upon the guidelines described in Sections 5 (League Age Structure). **Note:** Players are not allowed to “skip” a division within Cheyenne Little League. Example: A player who played T-Ball last season at League Age 5, cannot skip the A Division to play in the AA Division as a League Age 6-year-old. The minimum age for any player within the Majors division is League Age 10 years old.

- A. T-Ball: League Age 4 – 5 years old (This is a NON-COMPETITIVE Division): There are no player evaluations for the T-Ball Division. The Manager can submit a request for four (4) players, including his/her own child/children. The Player Agent will randomly place the remainder of T-Ball Division players onto teams. Requests can be made at the time of registration by a parent/guardian to have their child play for a specific manager or with another child. Cheyenne Little League will do its best to honor such requests but cannot guarantee placement of a child on a particular team. Managers having a child within the T-Ball Division must request their child be placed on their team.
- B. A Division: League Age 5 – 7 years old (Coach Pitch) (This is a NON-COMPETITIVE Division): There are no player evaluations for the A Division. The Manager can submit a request for four (4) players, including his/her own child/children. The Player Agent will randomly place the remainder of the A Division player onto teams. Managers having a child playing within the A Division must request their child be placed on their team.
- C. AA Division: League Age 7 – 8 years old (Modified Player Pitch) (This is a NON-COMPETITIVE Division): There are no player evaluations for the AA Division. The Manager can submit a request for four (4) players, including his/her own child/children. The Player Agent will randomly place the remainder of the AA Division players onto teams. Managers having a child playing within the AA Division must request their child be placed on their team.
- D. AAA Division: League Age 9 – 10 years old (Player Pitch) (THIS IS A COMPETITIVE DIVISION):

### 1. Spring Season Team Selections:

All Players League Age 9 - 10 are eligible to be selected to a AAA Division team provided they have attended at least 50% of the player evaluations. Any player not attending 50% of the player evaluations will be placed as a hat pick in their lowest eligible division. League Age eight (8) year olds may request to play within the AAA division. League age eight (8) year olds must have completed one (1) season of AA Division baseball or its equivalent, and, at time of evaluations, must have the written approval of the League Player Agent and League President to play within the AAA division, if drafted. While a League Age eight (8) year old may be allowed to attend evaluations, this is no guarantee that the player will be drafted onto an AAA Division team. The AAA Division will conduct its Draft in the following manner:

- The Player Agent will conduct a player draft within 10 days after the tryouts have been completed. The Draft is open only to the Managers of the teams within the AAA Division.
- Each Manager will randomly draw a number, which will determine the draft order for their team.
- The Draft will be conducted using the “serpentine” method. The Manager with number 1 will draft first (1st), number 2 will draft second (2nd) and so on. Once the last manager has made his selection, the order will then be reversed from highest number to lowest, ect. until the completion of the draft.
- Only players who attended 50% of the player evaluations will be selected during the draft process.
- At the end of the draft, any player not attending at least 50% of the evaluations will be randomly placed onto teams as a hat pick.
- Sibling Options must be used when selecting players in the AAA Division. If a player is chosen, then the Manager must select the sibling(s) of that player in the next available round. Parents can request, in writing, to opt out of the sibling option prior to evaluations.
- Trades for players can be done after the draft is complete. All trades must be done by the end of the draft with the 2 Managers agreeing on the trade and informing the Board. No trades will be honored if done after the draft has been completed.
- After all teams have drafted the appropriate number of players, as determined by the Player Agent, any players having not been placed onto teams then shall be assigned to the teams within the AA Division. The last drafted 8 year old would be dropped from the AAA team and an undrafted 9 or 10 year old would be chosen by the coach. This process would continue until all 9 and 10 year olds have been drafted. At no point will a player of League age 9 or 10 be placed onto an AA Division team unless approved by the Player Agent and President.

### 2. Fall Season Team Selections:

- The method of team selection for Fall seasons will be left to the discretion of the board of directors, who may choose either of the following:
  - Follow Spring Season team selection methods utilizing player evaluations and drafts
  - Allow returning Managers to select up to 5 players, including his/her own child, to

keep on their team and all remaining player slots on teams are filled via hat draw by the player agent.

E. Majors Division: League Age 10 – 12 years old (THIS IS A COMPETITIVE DIVISION):

**1. Spring Season Team Selections:**

All Players League Age 10-12 are eligible to be selected to a Majors Division team provided they have attended at least 50% of the player evaluations. Any player not attending 50% of the player evaluations will be placed as a hat pick in their lowest eligible division. Players who played Majors Division baseball the previous season do not need to be evaluated and will be placed onto the same team as the prior year. Parents can request a player's release prior to evaluations. The parents must email the board ([info@cllnv.org](mailto:info@cllnv.org)) with reason of wanting to be released and the board will look at the request and vote on approval of requests. If a player is released from a team, they must attend evaluations. No player under the League Age of 10 shall be allowed to play in the Majors Division. Once a player has been played onto a Majors Division team, they are no longer eligible to play within the Minor League System (AAA, AA, A). The Majors Division will conduct its Draft in the following manner:

- The Player Agent will conduct a player draft within 10 days after the tryouts have been completed. The Draft is open only to the Managers of the teams within the Majors Division.
- Each Manager will randomly draw a number, which will determine the draft order for their team.
- The Draft will be conducted using the "serpentine" method. The Manager with number 1 will draft first (1st), number 2 will draft second (2nd) and so on. Once the last manager has made his selection, the order will then be reversed from highest number to lowest, ect. until the completion of the draft.
- Only players who attended 50% of the player evaluations will be selected during the draft process.
- At the end of the draft, any player not attending at least 50% of the evaluations will be randomly placed onto teams as a hat pick.
- Sibling Options must be used when selecting players in the AAA Division. If a player is chosen, then the Manager must select the sibling(s) of that player in the next available round. Parents can request, in writing, to opt out of the sibling option prior to evaluations
- Trades for players can be done after the draft is complete. All trades must be done by the end of the draft with the 2 Managers agreeing on the trade and informing the Board. No trades will be honored if done after the draft has been completed.
- Players requesting a release from a team cannot be redrafted to that team in the same season.

**2. Fall Season Team Selections:**

- The method of team selection for Fall seasons will be let to the discretion of the board of directors, who may choose either of the following:
  - Follow Spring Season team selection methods utilizing player evaluations and drafts
  - Allow returning Managers to select up to 5 players, including his/her own child, to keep on their team and all remaining player slots on teams are filled via hat draw by the player agent.

F. 50/70 Division: League Age 11-13 years old:

All players League Age 11 – 13 are required to attend a player evaluation session. The 50/70 Division will conduct its draft in the following manner:

1. Provided enough players exist for more than one (1) team, the Player Agent will conduct a player draft within ten days after the player evaluations have been completed. This draft is open only to the Managers of teams within the 50/70 Division.
2. Provided enough players exist for more than one (1) team, Cheyenne Little League will use Plan B –Methods for Existing Leagues from the Little League Operating Manual to conduct its draft.
3. Each Manager will randomly draw a number, which will determine the draft order for his/her team.
4. The draft will be conducted using a "serpentine" method. The Manager with number 1 will draft 1st, #2 will draft second, and so on. Once the last manager has made his selection then the order will go from highest number to lowest, etc. until the completion of the draft.
5. Only players who attended 50% of the player evaluations will be selected during this draft process. At the end of the draft, any player not attending at least 50% of the evaluations will be randomly placed onto teams as a hat pick. Hat picks will be bottom loaded to the draft roster.
6. Sibling Options must be used when selecting players in the 50/70 Division. If a player is chosen, then the Manager must select the sibling of that player in the next available round. Parents can request, in writing, to opt out of the sibling option prior to the first try out session.
7. The 50/70 Division will use the POOL play option from the Little League Rule book.

G. Juniors Division: League Age 13 – 14 years old: All players League Age 13 – 14 are required to attend a player evaluation session. The Junior Division will conduct its draft in the following manner:

1. Provided enough players exist for more than one (1) team, the Player Agent will conduct a player draft within ten days after the player evaluations have been completed. This draft is open only to the Managers of teams within the Juniors Division.
2. Provided enough players exist for more than one (1) team, Cheyenne Little League will use Plan B – Methods for Existing Leagues from the Little League Operating Manual to conduct its draft.
3. Each Manager will randomly draw a number, which will determine the draft order for his/her team.
4. The draft will be conducted using a “serpentine” method. The Manager with number 1 will draft 1st, #2 will draft second, and so on. Once the last manager has made his selection then the order will go from highest number to lowest, etc. until the completion of the draft.
5. Only players who attended 50% of the player evaluations will be selected during this draft process. At the end of the draft, any player not attending at least 50% of the evaluations will be randomly placed onto teams as a hat pick. Hat picks will be bottom loaded to the draft roster.
6. Trades for players must be made immediately following the draft. Both managers must agree to the trade and the Board of Directors must deem the trade fair. No trades will be honored after the conclusion of the draft.
7. Sibling Options must be used when selecting players in the Juniors Division. If a player is chosen, then the Manager must select the sibling of that player in the next available round.
8. Parents can request, in writing, to opt out of the sibling option prior to the first try out session.
9. The Juniors Division will use the POOL play option from the Little League Rule book.

## 9. PLAYER AGENT LIST

Prior to player evaluations, the Player Agent shall make a list showing the names and League Age of each candidate eligible. Prior to the player draft and after requirements have been taken into consideration, a final Player Agent list of all players who have qualified as eligible candidates will be prepared before the selection takes place. At the completion of each draft, the Player Agent shall create a list of all eligible players for the next lower division draft.

## 10. PLAYER PROMOTIONS (IN SEASON)

Any player who is the appropriate league age (as specified by the League Age Calendar provided by Little League International) and has either attended 50% of the player evaluations or played in one (1) physical game will be allowed to be called up to the next Division should an opening occur. Once the Manager has informed the Player Agent of an opening, and the Player Agent has verified said opening, the Manager of the selecting team shall review the Player Agent's List. The Manager shall have 48 hours in which to make a player selection. If, after the 48 hour period, the Manager has not made a selection, then the Player Agent shall select for the Manager a qualified player. The call up process will be handled in the following manner:

- A. Call-ups will be handled based upon notification from the manager to the Player Agent of a legal opening on said team. If two (2) such openings should occur on different teams within the same time period, the team who first notified the Player Agent shall select first from the Player Agent List.
- B. The Manager will provide 3 Player names to the Player Agent as requests for promotion in order of preference.
- C. The Player Agent will contact the first player's parent(s) to notify them of the selection.
- D. The player's parents will have 24 hours to either accept or decline the Call-up to the next Division. **NOTE: If the Player refuses the promotion, the Player then shall forfeit his/her eligibility to the higher Division for the remainder of the season, and his/her name will be removed from the Player Agent's List for any future Call-up considerations for that season.** If the player declines, the Player Agent will contact the 2<sup>nd</sup> choice and finally the 3<sup>rd</sup> choice, if needed, following the same structure. If all three selections decline, the Manager will have an additional 24 hours to make a 4<sup>th</sup> selection.
- E. Once a team has had a player called up to the next Division, all remaining players from that team will be removed from the Player Agent's List for any future Call-up considerations for that season.
- F. Replacements from teams are prohibited during the last two (2) weeks of Regular Season play.

## 11. SELECTION OF MANAGERS AND COACHES

Team Managers and Coaches are appointed for the season by the President of Cheyenne Little League and approved by the Board of Directors. Since it is not practical for the President to obtain an intimate knowledge of each Manager or Coach, the President must rely on input from the Board. The Board relies on feedback from the other Managers, Coaches, Players, and Parents to form an opinion of the abilities of Managers and Coaches. Cheyenne Little League welcomes everyone's feedback relating to Managers and Coaches abilities and behavior. Please submit all feedback in

writing to the Board of Directors.

- A. Managers and Coaches must complete a "Volunteer Application" form.
- B. Managers must be a minimum of 18 years of age. Assistant Coaches under the age of 18 years old must file a background check. Assistant Coaches under the age of 18 years old must wear a helmet when on the field.
- C. Each team will consist of one Manager and up to two (2) Board approved Coaches in the AAA, Majors, 50/70, Juniors, and Senior Divisions, and one Manager and up to three (3) Board approved Coaches in the Minor League System (T-Ball, A, and AA Divisions). The President must appoint and the Board must approve the Manager and Coaches. Managers may enlist the assistance of parents as additional coaches for practice, but they must meet the requirements of Cheyenne Little League By-Laws Section 3, League Membership, and have completed a League "Volunteer Application".
- D. Managers will submit to the President the names of the two (2) or the three (3), depending on the Division in which they manage, coaches they wish to be named as their assistants.
- E. Submitting a volunteer application to manage a team does not guarantee that an individual will be appointed by the President as a Manager.
- F. Managers shall be responsible for selection of their team in all divisions except T-Ball, A and AA.
- G. Managers are responsible for ensuring their team meets its League Requirements, including the following listed items:
  1. Ensuring their team plays by and follows Little League rules and regulations and Cheyenne Little League local rules and regulations.
  2. Ensuring their team actions on the playing field and practice fields demonstrate fair play and good sportsmanship.
  3. If necessary, coordinating their team concession stand responsibilities. **Note: A Team Parent(s) may be appointed by the Manager to coordinate these activities, provided the Manager notifies the League of this appointment.**
  4. Obtaining and returning Cheyenne Little League issued equipment. **NOTE: Cheyenne Little League reserves the right to retain a deposit on said equipment.**

Failure of a Manager/Coach to meet their responsibilities as described herein, or violating the Cheyenne Little League Code of Conduct, are subject to disciplinary action, including suspension or dismissal, as well as denial of a Managing/Coaching position in subsequent seasons.

## 12. LOCAL RULES

Cheyenne Little League adheres to and will follow the rules as outlined in the *Official Regulations and Playing Rules* Rule Book of the current year, except where amended by our **LOCAL RULES**. Each Manager/Team should carry a Rule Book/Local Rules with them at all games. Each Manager/Coach is responsible for knowing and following the rules. Copies of the Rules Book are available from the league upon request. Managers and Coaches are encouraged to download the Little League Rule Book App. All Coaches will be supplied with a copy of the Local Rules.

### A. ALL DIVISIONS

1. **BATTING:** Cheyenne Little League has adopted a Continuous Batting Order for all divisions. This means that every player on a team roster is required to be in the batting order for the entire game (Ex: Team A has 12 players present, all 12 players will be in the batting order throughout the game. Team B has 10 players present, all 10 players will be in the batting order throughout the game).
2. **FIELDS:** The "Home Team" will occupy the third base dugout. Pre-game practice will be allowed in the first (1<sup>st</sup>) and third (3<sup>rd</sup>) base foul areas. The home team is responsible for field preparation before the game, but each team should furnish at least one person to prepare the field. Parents with approved Cheyenne Little League volunteer applications will be allowed to assist with field preparation.
3. **CLEANUP:** Managers/Parents of both teams shall be responsible for the cleanliness of the field, dugouts and bleacher area upon completion of games and practices.

### B. T-BALL DIVISION: This is considered a non-competitive division.

1. **MAXIMUM AT BATS:** The inning is over once every batter has batted for the offensive team.
2. **HITTING:** There will be no strikeouts in this division. Each player will be allowed a maximum of six (6) swings. After six (6) swings the batter shall be declared out and the next batter is then up. **NOTE:** A ball shall be called foul if it comes to rest within the 15 foot line. The batter shall not be called out on a foul ball.
3. **OUTS:** Base runners must be removed from the field of play once they have been put out by the defensive Team.
4. **BASE STEALING:** No base stealing is allowed in this division.
5. **FIELDBERS:** Each team plays traditional infield positions (except no catcher) with all additional and/or remaining players behind them in the outfield (outfielders play behind the baseline, infielders

play behind the pitching rubber). **NOTE: Defensive coaches may be positioned in the outfield to coach the players during the game. The coach(s) must stay on the outfield grass at all times.**

6. MANAGERS/COACHES: Each team shall have a maximum of 6 adults in the dugout or on the field.
7. SCORING: No score will be kept in this division
8. TIME LIMITS: Games will consist of four (4) innings or one (1) hour. No new inning will be allowed to start after one (1) hour has elapsed from the official game start time established by both of the Managers at the start of the game.
9. STANDINGS: No standings will be kept in this division.

**C. A DIVISION: This is considered a non-competitive division.**

1. BATTING/OFFENSE: Each team will bat until three batters have been put out, or until every batter has batted for the offensive team, whichever occurs first.
2. BASE STEALING: No base stealing is allowed in this division.
3. HITTING: Each batter will be allowed a maximum of six (6) pitches from a coach. If the batter has not made contact with the ball after six (6) pitches from the Coach, that batter will be put out. **NOTE: A player fouling off the last pitch will be allowed to receive an additional pitch from the coach and continue until the batter strikes out, misses the ball, or puts the ball in play.**
4. PITCHING: Coaches may pitch no closer than 40 feet from the back of home plate (6 feet in front of pitching rubber). A mark may be drawn to indicate the 40' location. The coaches' foot **MUST** be in contact with the 40' location when throwing a pitch.
5. FIELDERS: The defensive team will be allowed ten (10) players on the field, with four (4) outfielders. **NOTE: A defensive coach may be positioned in the outfield to coach the players. The coach must stay on the outfield grass at all times.**
6. MANAGERS/COACHES: Each team shall have a maximum of six (6) adults in the dugout or on the field.
7. TIME LIMITS: No new inning will be allowed to start after one hour and 15 minutes (1:15) has elapsed from the official game start time established by both Managers at the start of the game. A new inning begins once the third out is recorded in the previous inning, not when the batter in the new inning takes their first pitch
8. MINIMUM PLAY TIME: All Players must play at least half (1/2) the game in the field. No player is allowed to sit out more than three (3) consecutive defensive outs (Ex: All Players must be allowed to play at least every other inning). **NOTE: It is the Manager's responsibility to ensure that the Minimum Play requirement is met. Managers failing to complete the Minimum Play requirements will be subject to disciplinary action by the Board of Directors or the League President.**
7. DEAD BALL: Play will stop and runners will no longer be allowed to advance once the pitcher has the ball in his hand/glove and is standing within the pitcher's circle. If a runner has advanced more than halfway (1/2) to the base, the runner will be allowed to continue to that unoccupied base. Runners not halfway (1/2) to the next base must return to the last base touched.
8. INFIELD FLY: There will be no Infield Fly Rule applied within this division.
9. SCORING: No score will be kept in this division. Managers are allowed to keep a score book for purposes of assisting in keeping track of playing time and their batting order. Scores of individual games should not be emphasized by any Manager/Coach or with any player. **NOTE: This is a non-competitive division. Managers/Coaches are to teach the basics of baseball and good sportsmanship.**
10. STANDINGS: No standings will be kept in this division.

**D. AA DIVISION: This is considered a non-competitive division.**

1. BATTING/OFFENSE: Each team will bat until three batters have been put out, or until every batter has batted for the offensive team, whichever occurs first. There is a limit of 5 runs per inning. There is no "run limit" in the 6th inning of a game.
2. TEN RUN RULE: Cheyenne Little League has adopted not to impose the Ten Run Rule for all divisions. However, if a team is losing by ten (10) or more runs, the Manager of the losing team may concede the victory to the opposing team at the Manager's discretion. The Manager of the losing team is the only person who may elect to call the game, unless curfew has elapsed.
3. WALKS: There will be no walks allowed in this division. Once ball four (4) has been called by the umpire, a coach for the batting team will come in to pitch for that batter. The coach will be allowed three (3) pitches to put the ball in play. **NOTE: A player fouling off the last pitch will be allowed to receive an additional pitch from the coach and continue until the batter strikes out, misses the ball or puts the ball in play.**
4. BASE STEALING: One "steal play" per inning is allowed in this division. Ex. 1: The hitting team has a runner at first or second base, once that runner has advanced to the next base, the "steal play" has been utilized and no more runners can advance in that inning. Ex. 2: The hitting team has runners at both first and second place, the base coach may send both runners at the same time to second and

third base during that play, the “steal play” has been utilized and no more runners can advance in that inning. If the only runner able to advance was the runner from second base to third base, the “steal play” has already been utilized, and the runner on first will not be allowed to advance further in that inning. There is no stealing of the home plate allowed. **NOTE: The base runners may not advance unless and until the pitcher has pitched the ball and the ball has reached the batter (Rule 7.13). The defensive team’s catcher does not have to catch the ball in order for the batting team’s runner(s) to advance.**

5. **PITCHING: Refer to Regulation VI-Pitchers in the *Official Regulations and Playing Rules* of the current year for information regarding Pitching restrictions.** The pitcher must pitch from the pitcher’s mound and his/her foot must be touching the rubber/plate. The maximum pitches thrown shall not exceed 50 pitches, regardless of age, or the completion of the at bat when the pitcher reaches 50 pitches. Violations of the Pitch Count rules will result in a mandatory one (1) game Manager suspension for the first offense, (3) game suspension for the second offense, and suspension for the remainder of the season for the third offense.
6. **OFFICIAL PITCH COUNT POLICY:** Cheyenne Little League has designated the scorekeeper of the Home team as the Official in charge of pitch counts for each game. Any disputes regarding a pitcher’s pitch count will be determined by the scorebook of the Home team. **NOTE 1: Pitch counts must be maintained by the Official Pitch Counter (Home team) in an Official scorebook that can be tied back to each pitch thrown. NOTE 2: Each Manager is individually responsible for his/her team. Failure of the Home Pitch Counter to notify the Manager of a player reaching his/her limit does not absolve the Manager of his/her responsibility. The Official Pitch Counter must provide the current pitch count for any player when requested.**
7. **PITCHING REPORTS:** Within 24 hours of the conclusion of each game, the HOME team Manager or a coach must submit a pitching report online that lists the pitchers names and number of pitches pitched by all pitchers during the game. This can be done by finalizing a game score in gamechanger for games played within the league. It is important that the Managers or coaches from both teams meet after the game to verify the number of pitches thrown by players and sign off on the verification. These pitching reports will become the official pitching record for the game and will be reviewed by the Player Agent. **NOTE: Failure to complete and turn in a pitching report will result in a warning for the first offense, one (1) game suspension for the second offense, and suspension for the remainder of the season for the third offense.**
8. **FIELDERS:** The defensive team will be allowed ten (10) players on the field, with four (4) outfielders. **NOTE: A defensive coach may be positioned in the outfield to coach the players. The coach must stay on the outfield grass at all times.**
9. **MANAGERS/COACHES:** Each team shall have a maximum of 4 adults in the dugout or on the field.
10. **MINIMUM PLAY TIME:** All Players must play at least half (1/2) the game in the field. No player is allowed to sit out more than three (3) consecutive defensive outs (Ex: All Players must be allowed to play at least every other inning). **NOTE: It is the Manager’s responsibility to ensure that the Minimum Play requirement is met. Managers failing to complete the Minimum Play requirements will be subject to disciplinary action by the Board of Directors and/or the League President.**
11. **INFIELD FLY:** There will be no Infield Fly Rule applied within this division.
12. **SCORING:** No score will be kept in this division. The score will be reported as a tie and pitch count will be reported for each pitcher online. Pitch count will be kept in this division, however, scores of individual games should not be emphasized by any Manager/Coach or with any player, as the emphasis in this division should be placed on the development of pitchers and catchers. As stated in Rule #6, the Home team shall be the official in charge of pitch count for each game. **NOTE: This is a non-competitive division. Managers/Coaches are to teach the basics of baseball and good sportsmanship.**
13. **STANDINGS:** Standings will not be kept in this division.
14. **TIME LIMITS:** No new inning will be allowed to start after 1 hour 45 minutes (1:45) has elapsed from the official game start time established by both Managers at the start of the game. A new inning begins once the third out is recorded in the previous inning, not when the batter in the new inning takes their first pitch. No play will be allowed after two (2) hours have elapsed from the official game start time (i.e. drop dead will be enforced at 2 hours). **NOTE: As this is a non-competitive division, no game winner is to be declared.**

**E. AAA DIVISION: This is considered a competitive division.**

1. **MANAGERS/COACHES:** Each team shall have a maximum of 3 adults in the dugout or on the field.
2. **PITCHING: Refer to Regulation VI-Pitchers in the *Official Regulations and Playing Rules* of the current year for information regarding Pitching restrictions.** Violations of the pitching rules will result in a one (1) game Manager suspension for the first offense, three (3) game suspension for the second offense, and suspension for the remainder of the season for the third offense.
3. **OFFICIAL PITCH COUNT POLICY:** Cheyenne Little League has designated the scorekeeper of the Home team as the Official in charge of pitch counts for each game. Any disputes regarding a pitcher’s pitch count will be determined by the scorebook of the Home team. **NOTE 1: Pitch counts must be maintained by the Official Scorekeeper (Home team) in an Official scorebook that can be tied back to each pitch thrown. NOTE 2: Each Manager is individually responsible for**

his/her team. **Failure of the Home Scorekeeper to notify the Manager of a player reaching his/her limit does not absolve the Manager of his/her responsibility. The Official Scorekeeper must provide the current pitch count for any player when requested.**

4. PITCHING REPORTS: Within 24 hours of the conclusion of each game, the HOME team Manager or a coach must submit a pitching report online that lists the pitcher's names and number of pitches pitched by all pitchers during the game. This can be done by finalizing a game score in gamechanger for games played within the league. It is important that the Managers or coaches from both teams meet after the game to verify the number of pitches thrown by players and sign off on the verification. These pitching reports will become the official pitching record for the game and will be reviewed by the Player Agent. **NOTE: Failure to complete and turn in a pitching report online will result in a warning for the first offense, one (1) game suspension for the second offense, and suspension for the remainder of the season for the third offense.**
5. MINIMUM PLAY TIME: All Players must play at least half (1/2) the game in the field. No player is allowed to sit out more than three (3) consecutive defensive outs (Ex: All Players must be allowed to play at least every other inning). **NOTE: It is the Manager's responsibility to ensure that the Minimum Play requirement is met. Managers failing to complete the Minimum Play requirements will be subject to disciplinary action by the Board of Directors or the League President.**
6. RUN LIMITS: There is a limit of 5 runs per inning. There is no "run limit" in the 6th inning of a game.
7. SCORING: The Home team shall be the Official Scorekeeper for each regular season game. Pitching changes and player changes must be reported to the Home team Scorekeeper and Home plate umpire.
8. RUN RULE: Cheyenne Little League has adopted the Run Rule in the AAA division. If after 3 innings (2 and one-half innings if the home team is ahead) a team has a lead of 15 runs or more, the manager of the team with the least runs shall concede victory to the opponent. If after 4 innings (3 and one-half innings if the home team is ahead) a team has a lead of 10 runs or more, the manager of the team with the least runs shall concede victory to the opponent. If after 5 innings (4 and one-half innings if the home team is ahead) a team has a lead of 8 runs or more, the manager of the team with the least runs shall concede victory to the opponent. **NOTE: In a run-rule situation, the managers of both teams may agree to end the official score of the game but still continue play in order for all players to develop.**
9. STANDINGS: Standings will be determined by (1) The team with the most wins during the regular season. (2) The team with the highest winning percentage total wins/total games played (3) The team with the fewest total runs allowed during the regular season. (4) The team with the highest runs scored during the regular season. In the case of a tie at that point: (5) The team with the most head to head wins against the team they are tied with. (6) The team with the higher head to head runs scored against the team they are tied with.
10. TIME LIMITS: No new inning will be allowed to start after 1 hour and 45 minutes elapsed from the official game start time established by the umpire(s) and agreed upon by both Managers at the start of the game. A new inning begins once the third out is recorded in the previous inning, not when the batter in the new inning takes their first pitch. **NOTE: There is no time limit (i.e. "drop dead") for ending the game.**
11. TIES: If the score is tied after six (6) complete innings or 1 hour and 45 minutes has elapsed from the official game start time,, the following criteria will be used to determine a winner. (1) If time has not been reached then play should continue until a winner can be determined or the time limit is reached. (2) If the time limit has been reached then one additional inning may be played. If the score remains tied at the end of the additional inning, the score will remain a tie.
12. PLAYER PROMOTIONS ("CALL UPS"): If an AAA player is called up to the Majors Division, the team may not have another player promoted to the higher division. If a player declines to be promoted, he or she will be ineligible for all-stars during that season's all-star session.

#### **F. MAJORS DIVISION: This is considered a competitive division.**

1. MANAGERS//COACHES: Each team shall have a maximum of 3 adults in the dugout or on the field.
2. PITCHING: **Refer to Regulation VI-Pitchers in the *Official Regulations and Playing Rules* of the current year for information regarding Pitching restrictions.** Violations of the pitching rules will result in a one (1) game Manager suspension for the first offense, three (3) game suspensions for the second offense, and suspension for the remainder of the season for the third offense.
3. OFFICIAL PITCH COUNT POLICY: Cheyenne Little League has designated the scorekeeper of the Home team as the Official in charge of pitch counts for each game. Any disputes regarding a pitcher's pitch count will be determined by the scorebook of the Home team. **NOTE 1: Pitch counts must be maintained by the Official Scorekeeper (Home team) in an Official scorebook that can be tied back to each pitch thrown. NOTE 2: Each Manager is individually responsible for his/her team. Failure of the Home Scorekeeper to notify the Manager of a player reaching his/her limit does not absolve the Manager of his/her responsibility. The Official Scorekeeper must provide the current pitch count for any player when requested.**
4. PITCHING REPORTS: Within 24 hours of the conclusion of each game, the winning team Manager or a coach must submit a pitching report online that lists the pitcher's names and number of pitches pitched by all pitchers during the game. This can be done by finalizing a game score in gamechanger

for games played within the league. It is important that the Managers or coaches from both teams meet after the game to verify the number of pitches thrown by players and sign off on the verification. These pitching reports will become the official pitching record for the game and will be reviewed by the Player Agent. **NOTE: Failure to complete and turn in a pitching report will result in a warning for the first offense, one (1) game suspension for the second offense, and suspension for the remainder of the season for the third offense.**

5. **MINIMUM PLAY TIME:** All Players must play at least half (1/2) the game in the field. No player is allowed to sit out more than three (3) consecutive defensive outs (Ex: All Players must be allowed to play at least every other inning). **NOTE: It is the Manager's responsibility to ensure that the Minimum Play requirement is met. Managers failing to complete the Minimum Play requirements will be subject to disciplinary action by the Board of Directors or the League President.**
6. **SCORING:** The Home team shall be the Official Scorekeeper for each regular season game. Pitching changes and player changes must be reported to the Home team Scorekeeper and Home plate umpire.
7. **STANDINGS:** Standings will be determined by (1) The team with the most wins during the regular season. (2) The team with the highest winning percentage total wins/total games played (3) The team with the fewest total runs allowed during the regular season. (4) The team with the highest runs scored during the regular season. In the case of a tie at that point: (5) The team with the most head to head wins against the team they are tied with. (6) The team with the higher head to head runs scored against the team they are tied with.
8. **TIME LIMITS:** No new inning will be allowed to start after 1:50 minutes elapsed from the official game start time established by the umpire(s) and agreed upon by both Managers at the start of the game. A new inning begins once the third out is recorded in the previous inning, not when the batter in the new inning takes their first pitch. **NOTE: There is no time limit (i.e. "drop dead") for ending the game.**
9. **RUN RULE:** Cheyenne Little League has adopted the Run Rule in the AAA division. If after 3 innings (2 and one-half innings if the home team is ahead) a team has a lead of 15 runs or more, the manager of the team with the least runs shall concede victory to the opponent. If after 4 innings (3 and one-half innings if the home team is ahead) a team has a lead of 10 runs or more, the manager of the team with the least runs shall concede victory to the opponent. If after 5 innings (4 and one-half innings if the home team is ahead) a team has a lead of 8 runs or more, the manager of the team with the least runs shall concede victory to the opponent. **NOTE: In a run-rule situation, the managers of both teams may agree to end the official score of the game but still continue play in order for all players to develop.**
10. **TIES:** If the score is tied after six (6) complete innings or if 1 hour and 50 minutes have elapsed from the official game start time, the following criteria will be used to determine a winner: (1) If time has not elapsed then play should continue until a winner can be determined or time has ended. (2) If time has elapsed, additional innings will be played utilizing international tie breaker rules until a winner is determined.

#### **G. JUNIORS DIVISION: This is considered a competitive division.**

1. **MANAGERS/COACHES:** Each team shall have a maximum of 3 adults in the dugout or on the field.
2. **PITCHING:** Refer to Regulation VI-Pitchers in the *Official Regulations and Playing Rules of the current year for information regarding Pitching restrictions*. Violations of the pitching rules will result in a one (1) game Manager suspension for the first offense, three (3) game suspensions for the second offense, and suspension for the remainder of the season for the third offense.
3. **OFFICIAL PITCH COUNT POLICY:** Cheyenne Little League has designated the scorekeeper of the Home team as the Official in charge of pitch counts for each game. Any disputes regarding a pitcher's pitch count will be determined by the scorebook of the Home team. **NOTE 1: Pitch counts must be maintained by the Official Scorekeeper (Home team) in an Official scorebook that can be tied back to each pitch thrown. NOTE 2: Each Manager is individually responsible for his/her team. Failure of the Home Scorekeeper to notify the Manager of a player reaching his/her limit does not absolve the Manager of his/her responsibility. The Official Scorekeeper must provide the current pitch count for any player when requested.**
4. **PITCHING REPORTS:** Within 24 hours of the conclusion of each game, the winning team Manager or a coach must submit a pitching report that lists the pitchers names and number of pitches pitched by all pitchers during the game. This can be completed by finalizing a game scored in Gamechanger for the league. It is important that the Managers or coaches from both teams meet after the game to verify the number of pitches thrown by players and sign off on the verification. These pitching reports will become the official pitching record for the game and will be reviewed by the Player Agent. **NOTE: Failure to complete and turn in a pitching report will result in a warning for the first offense, one (1) game suspension for the second offense, and suspension for the remainder of the season for the third offense.**
5. **MINIMUM PLAY TIME:** All Players must play at least half (1/2) the game in the field. No player is allowed to sit out more than three (3) consecutive defensive outs (Ex: All Players must be allowed to play at least every other inning). **NOTE: It is the Manager's responsibility to ensure that the**

**Minimum Play requirement is met. Managers failing to complete the Minimum Play requirements will be subject to disciplinary action by the Board of Directors or the League President.**

6. **SCORING:** The Home team shall be the Official Scorekeeper for each regular season game. Pitching changes and player changes must be reported to the Home team Scorekeeper and Home plate umpire.
7. **STANDINGS:** Standings will be determined by (1) The team with the most wins during the regular season. (2) The team with the highest winning percentage total wins/total games played (3) The team with the fewest total runs allowed during the regular season. (4) The team with the highest runs scored during the regular season. In the case of a tie at that point: (5) The team with the most head to head wins against the team they are tied with. (6) The team with the higher head to head runs scored against the team they are tied with.
8. **TIME LIMITS:** No new inning will be allowed to start after 2 hours elapsed from the official game start time established by the umpire(s) and agreed upon by both Managers at the start of the game. A new inning begins once the third out is recorded in the previous inning, not when the batter in the new inning takes their first pitch. **NOTE: There is no time limit (i.e. "drop dead") for ending the game.**
9. **TIES:** If the score is tied after six (7) complete innings or Curfew has been reached, the following criteria will be used to determine a winner. (1) If Curfew has not been reached then play should continue until a winner can be determined or Curfew is reached. (2) If Curfew has been reached then the game shall revert to the last completed inning. If the score was tied at the end of the last complete inning, the score remains a tie.
10. **POOL PLAY:** Cheyenne Little League has elected to carry out pool play. All pool play must be run through the player agent. Any managers who pool players on their own shall result in forfeit of game where "event" took place and a one game suspension for the 1<sup>st</sup> offense, 3 game suspension for 2<sup>nd</sup> offense and on the third offense removal for the remainder of the season.
11. **INTER-LEAGUE:** Cheyenne Little League may choose to interleague in the Juniors Division. If this is the case, the Juniors Division will follow all rules as outlined by the Inter-League agreement.

### **13. ALL-STAR PLAYER, MANAGER, AND COACH SELECTIONS**

**Minimum Play Eligibility:** In order for a player to be deemed eligible to be considered for an All Star team, the player **MUST** have participated in a minimum for 80% of the regular season games. Players who do not participate in a minimum of 80% of the regular season games will be deemed ineligible to be selected for the All Star Try outs for all divisions. **Exception:** If **ALL** non-participated games are a result of a **proven** long time (more than 2 weeks) injury or sickness (I.E. broken bone, surgery), then the Little League minimum of 60% will apply. Combinations of non-participated in regular season games and a long time injury that result in the 80% participation requirement not being met, the long time injury shall constitute 1 non-participated game shall go before the BOD for consideration of eligibility keeping in mind that the 60% minimum Little League rule still applies.

**Minimum All Star Rosters:** The Board of Directors for Cheyenne Little League has voted to have each team in the 8/9/10, 9/10/11, Major, and Junior Divisions carry a minimum of 12 players on the All Star roster. Exceptions to this policy can only be granted by majority vote of the Board of Directors and only after receiving, in writing, from the All Star Manager a reason why 12 players should not be carried. In the event a player must be dropped from an All Star Roster it will be up to the Cheyenne Little League Board of Directors to decide if a replacement will be mandated to bring the roster up to 12 players.

**A. 8/9/10 Year Old Division:** A tryout method will be employed to select the best players possible.

1. All League Age eight (8) year olds playing in the AAA division during the regular spring season will be eligible to attend the tryouts over a 1-2 day period.
2. All League Age nine (9) and ten (10) year olds will be eligible to attend the tryouts over a 1-2 day period.
3. Tryouts will be conducted over a 1-2 day period by the All Star Manager and Assistant Coaches.
4. The All Star Manager/Coaches will select the roster for the 8/9/10 Year Old All Star team from those attending the tryouts. Tryouts will be by invite only. Additional players may be selected to the team utilizing season stats and performance as season-long evaluation.
5. The All Star Team will consist of up to a maximum of 14 players.
5. The Board of Directors reserves the right to refuse participation to any player, regardless of the above process if they feel the player does not represent the best values of Cheyenne Little League. Any player who is refused participation will be provided to meet with the Board of Directors and appeal the decision.

**B. 9/10/11 Year Old Division:** A tryout method will be employed to select the best players possible.

1. All League Age nine (9) year olds will be eligible to attend the tryouts over a 1-2 day period, except those already placed onto the 8/9/10 All Star team.
2. All League Age ten (10) year olds will be eligible to attend the tryouts over a 1-2 day period, except those already placed onto the 8/9/10 All Star team.
3. All League Age eleven (11) year olds will be eligible to attend the tryouts over a 1-2 day period.
4. Tryouts will be conducted over a 1-2 day period by the All Star Manager and Assistant Coaches.
5. The All Star Manager/Coaches will select the roster for the 9/10/11 Year Old All Star team from those attending the tryouts. Tryouts will be by invite only. Additional players may be selected to the team utilizing season stats and performance as season-long evaluation.
6. The All Star team will consist of up to a maximum of 14 players.
7. The Board of Directors reserves the right to refuse participation to any player, regardless of the above process if they feel the player does not represent the best values of Cheyenne Little League. Any player who is refused participation will be provided to meet with the Board of Directors and appeal the decision.

**C. Majors Division:** A tryout method will be employed to select the best players possible.

1. All League Age eleven (11) year olds will be eligible to attend the tryouts over a 1-2 day period, except those already placed on the 9/10/11 All Star Team.
2. All League Age twelve (12) year olds will be eligible to attend the tryouts over a 1-2 day period.
3. Tryouts will be conducted over a 1-2 day period by the All Star Manager and Assistant Coaches.
4. The All Star Manager/Coaches will select the roster for the Majors All Star team from those attending the tryouts. Tryouts will be by invite only. Additional players may be selected to the team utilizing season stats and performance as season-long evaluation.
5. The All Star team will consist of up to a maximum of 14 players.
6. The Board of Directors reserves the right to refuse participation to any player, regardless of the above process if they feel the players does not represent the best values of Cheyenne Little League. Any player who is refused participation will be provided to meet with the Board of Directors and appeal the decision.

**D. Junior Division:** A tryout method will be employed to select the best players possible.

1. All League Age 13 and 14 year olds will be eligible to attend the tryouts over a 1-2 day period.
2. Tryouts will be conducted over a 1-2 day period by the All Star Manager and Assistant Coaches.
3. The All Star Manager/Coaches will select the roster for the Junior All Star team from those attending the tryouts. Tryouts will be by invite only. Additional players may be selected to the team utilizing season stats and performance as season-long evaluation.
4. The All Star team will consist of a maximum of 14 players.
5. The Board of Directors reserves the right to refuse participation to any player, regardless of the above process if they feel the player does not represent the best values of Cheyenne Little League. Any player who is refused participation will be provided to meet with the Board of Directors and appeal the decision.

**E. All Star Managers and Coaches:** All Star Managers will be selected by the same method employed during the regular season. The President of the League will nominate the manager(s) and the Board of Directors will ratify with a yes or no majority vote. All Coaches will be decided by a majority vote of the Board of Directors.

1. Each Manager/Coach interested in becoming an All Star Manager shall submit, in writing to the President or Coaches Agent, a list of the division(s) he/she wishes to manage in.
2. Managers/Coaches may list more than one division. (IE: Majors, 10/11 Year Old, etc.)
3. The President and Board will review submissions for coaching skills, game knowledge, disciplinary problems, rule violations and parent/spectator complaints.
4. The League will contact the selected Manager. The Manager will be allowed to select two (2) assistant coaches from eligible managers & named assistant coaches within that division. **Exception: The All Star Manager for the 8/9/10 division may select a manager/named assistant coach from the Majors division if they so desire.** Only two Assistant Coaches will be allowed in the dugout with the All Star Manager during games. Other coaches with approved Cheyenne Little League volunteer applications and Board of Director approval can be used to assist with practices and fill in at games.

The Board of Directors must approve assistant Coaches (see above).

5. The All Star Manager must make selections of Assistant Coaches prior to the announcement of All Star Rosters. At no time will the Board of Directors accept the commitment of the All Star Manager or Assistant Coaches on the condition of who is selected to the All Star Player Team.

**Commitments:** Players, Managers, and Assistant Coaches selected to All Star teams must be willing to commit the necessary time to practice and play for the duration of the Tournament. This may extend into late August if the team does well.

#### **14. SPONSORSHIPS**

Sponsors play a very important role in helping the League bring baseball to the youth of our community. Without sponsor contributions, the League would not be able to provide uniforms, equipment, lights, umpires, etc. Everyone associated with the League is encouraged to get involved and find sponsors for the League.

- A. The Board of Directors must approve all League sponsors prior to any printing of sponsor's name on team shirts, League printed materials, League web page, or fence barriers.
- B. Businesses or organizations that promote the use of alcohol or tobacco products may not be allowed to become a sponsor. There cannot be the appearance of the League promoting these activities as per our Little League Charter.
- C. Sponsorship contributions and general donations are tax deductible. Businesses or individuals making contributions or donations to the League will be provided with the League's Federal Tax ID number after the contribution or donation is received.
- D. All sponsorship contributions must go into the League's general fund to benefit the entire League.

#### **15. FINANCIAL AND ACCOUNTING**

- A. All monies received and all disbursements shall be made from and to a Cheyenne Little League account at any FDIC insured financial institution, as approved by the Cheyenne Little League Board of Directors.
- B. All disbursements will require a minimum of one (1) signature. It is preferred that there be at least three (3) authorized signers from the Board of Directors on the account.
- C. Representatives of the Board of Directors may obtain the League debit card to make purchases from the League Secretary with prior approval from the League President on purchases that do not exceed \$500. Prior approval from the Board of Directors is needed for purchases exceeding \$500.00. A receipt is required to be given to the League Treasurer on all transactions.
- D. The Board of Directors MUST approve expenditures over \$500.00 prior to orders being placed or purchases being made unless the items are already contained within the approved Fiscal Budget for that year. These expenditures must be reported at the next regular Board meeting following the purchase(s).
- E. All requests for reimbursement for out of pocket expenses will require a receipt prior to the reimbursement and approval of the treasurer and or president before a check will be issued.
- F. The League Treasurer will prepare, on a monthly basis, an up to date Financial Report and make it available to the Board of Directors for review.
- G. The Cheyenne Little League refund policy can be found on the league website. The refund dates are set as: Spring Season: the first Saturday before the first tryout of the Spring Season  
Fall Season: the first Saturday after the last sign up of the Fall Season  
Refunds are not given after these dates and, when given, are only given for valid reasons listed on refund policy. NO refunds will be given for team selection or division placement.

#### **16. TOURNAMENT PLAY Double A**

- a. Normal season rules for games apply to all tournament games INCLUDING the Championship game.
- b. The tournament will be a single elimination tournament for Spring and Fall seasons.
- c. Minimum play time for all players is still in effect during all games including the Championship game.
- d. Team seed selection will be determined by a random card draw at the end of regular season games.
- e. All tournament games will be held with no new inning beginning after 1 hour and 45 minutes with NO drop dead time. If the game is tied at the completion of the inning, additional innings will be played until a winner can be determined.
- f. All games must complete a minimum of 3 innings to be considered a complete game.
- g. Little League Green Book mercy rules are in effect during all tournament games.

#### **17. TOURNAMENT PLAY Triple A & Majors**

- a. Normal season rules for games apply to all tournament games except for the Championship game.
- b. The tournament will be a single elimination tournament for Spring and Fall seasons.
- c. Minimum play time for all players is still in effect during all games including the Championship game.

- d. Team seed selections will be determined by the season-end standings.
- e. All games (except the championship game) will be played with no new innings started after 1 hour and 50 minutes. If the game is tied at that time, play will continue until a winner can be determined.
- f. All games must complete a minimum of 4 innings to be considered a complete game.
- g. The championship game will be played for a complete six (6) innings. No time limit for this game.
- h. Little League Green Book mercy rules are in effect during all tournament games.

**President's Name** Phillip Sears

**President's Signature:** Phillip Sears

**Date:** October 14, 2024

**Little League ID No:** 428 02 09

**Federal ID No:** 88-0331314

**State ID No: (if available)** RC-001-046