

Little Chenango Valley League Official League Rules



The Little Chenango Valley League shall operate under the “Official Regulations and Playing Rules” established by Little League Baseball Incorporated as amended annually by the Little Chenango Valley League, and the following additional regulations.

Organization

1. **Organizational Meetings.** Organizational Meeting is any meeting of the league board. A minimum of one per year (Annual Meeting) is required.
2. **League Board.** Board members are defined as civic president and/or civic baseball commissioner for each civic, LCVL Director and LCVL Assistant Director.
3. **Notice of Meeting.** Notice of each meeting shall be delivered personally, electronically or by mail to each board member at the last recorded address at least fourteen (14) days in advance of the meeting, setting forth the place, time and purpose of the meeting.
4. **Voting.** Only league board members shall be entitled to make motions and vote at general meetings. However, the League Board (as defined above) may invite, admit and recognize guests for presentations or comments during general meetings.
5. **Annual Meeting of League Board.** The Annual Meeting of the League Board shall be held the first week of March prior to the beginning of the season. The purpose of the meeting is to set dates, determine number of teams, team fees and for the transaction of such business as may properly come before the meeting.
 - The condition of the LCVL presented by the Director with a general summary of funds received and expended for the previous year, the amount of funds currently in possession of the LCVL, and the name of the financial institution in which such funds are maintained. (currently Visions Federal Credit Union)
6. **Special General Meetings.** Special General Meetings of the League Board may be called if there is a *quorum*(more than half the League Board) that agrees to call a special meeting. Any League Board member shall call a Special General Meeting to consider the subject specified in the request. No business other than that specified in the notice of the meeting shall be transacted at any Special General Meeting. Such Special General Meetings shall be scheduled to take place not less than seven (7) days after request is received by the League Director or Assistant League Director.
 - Number of League Board members is determined at the annual meeting. Each board member is determined by each civic. Example: CF = 1 board member, PD = 1 board member, Hillcrest = 1 board member, PC = 1 board member, ST = 1 board member, Nimmonsburg = 1 board member, Castle Creek = 1 board member, Wyoming Conference = 1 board member, CB = 1 board member. (so, there would be nine League Board members)
 - *Quorum would require that at least five board members would need to agree to have a Special General Meeting. Any board member not able to attend would get an absentee vote on anything voted on.

7. When voting on amendments to the league rules, each organization has one vote regardless to how many teams an organization may have in the league. (i.e., Chenango Forks may have three teams in the league but only one vote.)

8. **Executive Committee.** In the event of a protest or a league issue, a committee of four (4) members will be appointed from different communities with the League Director having a vote. In the event that the League Director feels that the protest or league issue would be a conflict of interest for him, his vote would be then handed to the League Assistant Director.

9. Each team will be assessed fees annually payable prior to opening day. The amount will be determined by the League Director to pay for all expenses incurred. The total fee for each team will be prorated per civic in the event that multiple civics are represented on one team. The percentage is determined by how many kids per civic divided by the total number of kids on the roster. (Example – Port Crane has three kids on a twelve man roster then $3 \div 12 = 25\%$. 25% of the total fee of \$650 would be \$162.50. Port Crane would pay \$162.50)

Games

1. Regularly scheduled games may be rescheduled for community purposes (example – school concert or school play). If this situation arises, the coach must call the League Director for approval. The League Director has the authority to approve the change or deny it. If approved, the coach must then call the opposing coach to inform him of the change. The coach must call the League Director to reschedule the umpire(s).

2. Game time for games on weeknights will be at 6:15. Game times on weekends will be determined. A team must have 8 players to start a game. Fifteen minutes after game time is a forfeit.

3. The home team coach is responsible for notifying the League Director an hour before regular scheduled start time of a game to be canceled due to poor field conditions or weather. This is to ensure that the League Director has enough time to cancel umpires.

4. The home team coach is responsible for notifying the League Director of the rescheduled date for a canceled game or the moving of a game to a different field in order to make the change with the umpires. Failure to do so will result in a forfeit for the home team.

5. It is the home team's responsibility to notify the League Secretary of the results of their home games as well as report the pitchers used and pitch count for each pitcher used.

6. The home team shall furnish two (2) new game balls.

7. The home team will be responsible for lining the foul lines and the batter's box in accordance with Little League rules 3 feet x 6 feet.

8. The field shall be turned over to the visiting team no later than fifteen (15) minutes before game time unless prevented by poor field conditions.

9. It is the goal of the league to finish the regular season on time, to get the playoffs completed on time, and the travel teams to get ready for tournaments. In order to accomplish these goals the League Director may be forced to move teams off their home fields to play a game elsewhere. The League Director has the power to do so. The Director will make every effort to be as fair as possible for all parties involved.

10. If a game is called on account of rain, a game will be deemed complete after four (4) completed innings if the visiting team is winning, and 3 1/2 innings if the home team is winning. Little League rules apply after this point.

11. There is a ten (10) run rule observed during LCVL regular season League play. If the home team is ahead by ten or more runs after 3 1/2 innings then the game is over. If the visiting team is ahead by ten or more runs after four (4) complete innings then the game is over. There isn't a ten run rule observed during the LCVL playoffs.

12. Slap-bunting is **NOT** allowed during LCVL League play.

Games (Cont.)

13. **NO** dropped third strike rule during LCVL League play.

14. Stealing is allowed during LCVL League play once the pitch reaches home plate. The ball is live and players may steal or lead off until the pitcher is back on the pitching rubber. Players must be on their base when pitcher is on pitching rubber.

- Umpire will determine if a player leaves early in which case the player will go back to original base.

15. **NO** leading off or stealing while pitcher is on the pitching rubber.

16. Player must slide or make an attempt to move out of the way on a close play at any base. Any player not doing so and play is deemed a close play by the umpire will be called out.

Pitching Rules

1. Any player on a regular season team may pitch. There is no limit to the number of pitchers a team may use in a game.

2. The coach must remove the pitcher when said pitcher reaches the limit, but the pitcher may remain in the game at another position: **90 Pitches**

3. If a pitcher reaches the limit imposed in Rule 2 of this section while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out. Calendar Days Example: If a pitcher throws 70 pitches in a game on Saturday morning, that pitcher cannot pitch again until Wednesday.

- If a player pitches 65 or more pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 52 – 64 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 31 – 51 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 – 30 pitches in a day, no (0) calendar day of rest must be observed.

4. Both the visiting and home teams shall record the pitch count but the home scorekeeper will be designated as the official recorder of the pitch count.

5. The visiting and home teams will reconcile pitch count after each inning to determine and agree on the correct pitch count.

6. The pitch count recorder must provide the current pitch count for any pitcher when requested by either coach or any umpire. However, the coach is responsible for knowing when his/her pitcher must be removed.

7. The official pitch count recorder should inform the umpire when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Rule 2 of this section. The umpire will inform the pitcher's coach that the pitcher must be removed in accordance with Rule 2 of this section. However, the failure by the pitch count recorder to notify the umpire, and/or failure of the umpire to notify the coach, does not relieve the coach of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

8. Violation of any section of this regulation can result in protest of the game in which it occurs.

9. A player is not allowed to pitch in more than one game in a day regardless of pitch count.

10. Warm ups between innings are not calculated towards a pitcher's pitch count.

11. Pitch count does not reset when a new calendar week begins.

12. There is **NO** limit on how many 12 year olds can be used in a week.

13. A pitcher removed from pitching during the game cannot pitch in that game again.

14. **NO** balks and intentional walks are waived on.

15. A pitcher who delivers one or more pitches in a game **CAN** also catch in the LCVL.

Rosters

1. Each team will turn in a roster consisting of not less than ten (10) players and not more than fifteen (15) players. Each team can roster no more than eight 12 year olds with 12 players, seven with 10 or 11 players. A player is eligible to play if he is not 13 years old before May 1st. If a player is 12 years old on April 30th, he is eligible to play. If he is 13 on May 1st he is eligible to play.

2. Players can be added to a roster previous to completing 6 games. After that, they are not eligible for playoff without approval of League Director.

3. Each roster will have the player's name, birthday, and age.

4. **NO** player on Modified Baseball roster is eligible to play in the Little Chenango Valley League.

Re-Entry Rule

1. Starters must play a minimum of six (6) consecutive defensive outs in order to be eligible to re-enter.

2. A starter that was removed from the game may re-enter anywhere in the batting lineup only after he has sat out a minimum of six (6) defensive outs.

3. Only a starter may re-enter.

4. Every player on your roster present at the start of a game will participate in each game for a minimum of six (6) defensive outs **AND** bat at least one (1) time. For the purpose of this rule, "six (6) defensive outs" is defined as: A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies such position while six outs are made; "bat at least one (1) time" is defined as: A player enters the batter's box with no count and completes that time at bat by being put out, called out by an umpire or by reaching base safely.

5. At the coach's option, an extra hitter may be added to the lineup. The extra hitter may be inserted into the game defensively and the player replaced by the extra hitter becomes the extra hitter. This does **NOT** change the batting order. One (1) switch is allowed per game. If the extra hitter is injured and no eligible sub is available, his spot will be skipped and no out will be counted. If the extra hitter is ejected for any reason, his spot is counted as an out when his spot comes to bat.

Equipment

1. The bat must be a baseball bat which meets Little League specifications and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or of material and color tested and proved acceptable to Little League standards.

- Bat shall not be more than thirty-three (33) inches in length nor more than two and one-quarter (2 ¼) inches in diameter. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.15 or less.

2. An illegal bat is a bat that has been altered or a bat that is not approved for play because it does not meet specifications with regard to length, weight, barrel diameter, labeling or performance standard for the division in which it is used.

- This defines an illegal bat for the purpose of removing from play. As a result, a bat that is, for instance, cracked or damaged because of normal use, would not be considered "illegal" and could not result in the batter being called out for using it, but it still must be removed from play.

3. A batter is out for illegal action when –

- Batter enters the batter's box with one or both feet entirely on the ground with an illegal bat or is discovered having used an illegal bat prior to the next player entering the batter's box.

1. NOTE: if infraction is discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal bat:
 - a. The manager of the defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such election shall be made immediately at the end of the play.
 - b. For the first violation, the offensive team will lose one eligible adult base coach for the duration of the game.
 - c. For the second violation, the manager of the team will be ejected from the game. Any subsequent violation will result in the newly designated manager being ejected.

Playoffs

Playoff format is a double elimination tournament; all teams make the playoffs and are seeded according to the standings of the regular season; home field will be determined by the better seed, but may be changed due to field conflicts. (Example: 8 team league 1 v. 8, 2 v. 7, 3 v. 6 and 4 v. 5 with seeds 1, 2, 3 and 4 hosting games)

Ties for home field will be determined by:

1. Head to Head
2. Runs Allowed
3. Coin Flip

Boundaries

Although this has not been a problem as of late, the League established boundaries for each association in the late 1950's. These have been followed throughout the League's 50 plus year history. In the event that someone wants to play in another association, they must apply for a waiver from their association and then obtain approval from the League and new association.

Residence Eligibility Requirements – residence shall be established and supported by current documents (i.e. current driver's license) if questioned. Eligibility is determined by current LCVL boundaries.

Code of Conduct

The Little Chenango Valley League has implemented a Sport Parent Code of Conduct that must be signed by every parent, coach or players prior to the beginning of the LCVL season. This code of conduct will cover coaches, parents, kids and any guests at any game or practice. As stated in the code, any parent guilty of improper conduct at any game or practice will be asked to leave the sports facility and be suspended from the following game. Repeat violations may cause a multiple game suspension, or the season forfeiture of the privilege of attending all games. Violators may face action from the League Board if improper conduct continues and is considered detrimental to the LCVL.

General

Coaches for civic teams are selected solely based on civic decisions. The LCVL has **NO** say in how coaches are selected.

LCVL Director, if necessary, has the responsibility of moving kids to other civics in order to form teams. However, it is entirely up to the civics involved on how those kids are separated into teams. The LCVL Director has **NO** control over splitting teams up after being combined. This is strictly a civic decision.

Players must be 9 – 12 years old in order to participate in Farm or Little League (unless otherwise approved by the League Board)

Players must be 7 – 8 years old in order to participate in Coach Pitch (unless otherwise approved by the League Board)

The LCVL Assistant Director shall be nominated by and voted in by the League Board.

All-Stars and Competitions for LCVL All-Star games (Little League and Farm)

- All-Stars and competition participants are selected solely on criteria set forth by each civic. LCVL does **NOT** select All-Stars or competition participants.
- There will be three (3) and **ONLY** three All-Stars from each team. **NO** exceptions.
- All-Star competitions can have up to three (3) and **ONLY** three participants per each competition and one participant may compete in all three competitions (throwing, running and hitting). (Judgment and discretion should be used when naming participants for the hitting competition. This competition takes the longest and we also do not want to embarrass anyone that cannot hit the ball very well)
 - You could have three All-Stars and three participants per competition.
 - You could involve up to twelve (12) players for All-Star day if so desired.
 - **ONLY** three players will play in the All-Star game.
 - Players in the All-Star game may participate in the competitions if so desired but they will also count towards the three chosen to participate in the competitions.
- Trophies are awarded to the three (3) All-Stars selected for Little League and Farm.
- Trophies are awarded to 1st, 2nd and 3rd place for each competition (throwing, running and hitting) in both Little League and Farm.

FARM LEAGUE RULES

- All pitchers must pitch with foot in contact with the pitching rubber (unless otherwise discussed with the opposing coach prior to the game). If decided to pitch in front of the rubber, it should be no more than a couple of feet in front of the pitching rubber.
- All players must bat in a continuous batting order in order to make sure that every player gets an at bat. This does **NOT** mean that each team bats through the batting order every inning.
- **ONLY** ten (10) players in the field at any one time. The extra player must play in the outfield. You do **NOT** have to play with ten players in the field. You can play with nine (9) players in the field if you so choose.
- Coaches should **NOT** be on the field with the players. An exception to this rule may be used if coach deems it necessary to be behind the catcher in order to assist the catcher in getting passed balls back to the pitcher. This may be done to speed up the game.
- Inning ends at three (3) outs or five (5) runs, whichever comes first.
- Last inning (6th inning or designated inning by coaches before 8 P.M.) can score any amount of runs prior to three (3) outs.
 - In the last inning, the visitors can score as many runs while batting through the batting order once or until there are three (3) outs, whichever comes first.
 - If the home team is behind, they can bat as many batters as they need to in order to tie or win the game or until there are three (3) outs, whichever comes first.
- **NO** bunting is allowed in Farm.
- **NO** stealing is allowed in Farm.
- The home team shall provide a volunteer umpire to call balls and strikes and make out and safe calls for the game. Umpire will call the game from behind the pitcher.
 - Coaches should agree on and discuss the strike zone with the volunteer umpire prior to the game. An expanded strike zone (as agreed to by the coaches) is encouraged in order to encourage kids to swing and to speed up the game.

COACH PITCH RULES

- All players will play the field each inning.
- All players will bat each inning.
- Inning ends after the last batter.
- A maximum of seven (7) pitches per player (equivalent to four balls and three strikes) then player will hit off the tee.
- If player is put out by a play in the field then the player is out and must be removed from the field.
- On hit ball, player can proceed as many bases until play is made, then they can proceed only one additional base.

CHENANGO VALLEY SUMMER BALL SEASON

1. Any coach or assistant coach from the current season wishing to coach any CV summer ball team shall submit a letter (e-mail) to the LCVL Director prior to June 1st of the current season. Little League coaches are given preference over Farm League Coaches.
2. All CV participating League Board members will then vote on all candidates by ballot for all head coaching positions. (One vote per League Board member)
3. The LCVL supports three CV summer ball teams. (12U B, 12U C and 10U)
4. After selection of the head coaches, the appointed head coach may then select their assistant coaches for the current season. (Two assistants and usually a book keeper)
5. Each CV team will bring forward names of players wanting to play summer baseball. The top ten (10) vote getters from the League Board will be selected to the team automatically.
6. The head coach for each team will then select at least one player of their choice up to the maximum of 12 players (unless otherwise approved by the League Board).
7. Teams will be reviewed on an annual basis to determine if enough players exist to form competitive teams.