



GENERAL INFORMATION:

This document expires annually at the end of the fiscal year and must be renewed annually. It includes the local board's procedures for selection of Tournament Teams (All Stars) and specific ground rules for various divisions.

Because each local Little League Board of Directors should have authority to change these types of procedures, they require only the Board of Directors consent, without general membership approval. No part of the by-laws, local rules or ground rules can conflict with or supersede any Little League rule, regulation or policy.

The by-laws, local rules or ground rules are to be distinguished from the Little League Constitution. The Constitution spells out the duties and responsibilities of the officers of the Board, definition of membership, election procedures meeting requirements such as a quorum, etc.

The various items in these documents contain information that is pertinent to the Managers, Coaches and Players. It is the Manager's responsibility to make sure his/her Players and Coaches are aware of the By-Laws.

Executive Board Officers

1. President – Chance Bacon
2. Vice President – Rodney Sauls
3. Secretary – Chandri Pastran
4. Treasurer – Rachel Reinhard/CTXA

BOARD POSITIONS

1. Information Officer –
2. Safety Officer –
3. Player Agent Baseball – Chance Bacon
4. Player Agent Softball –
5. Director of Baseball – Rodney Sauls
6. Director of Softball- Chance Bacon
7. Director of T-Ball –
8. Sponsorship –
9. Concessions –
10. Grounds/Field Maintenance – George Deleon
11. Equipment – George Deleon
12. Fundraising –
13. Uniforms – Chandir
14. Scheduling – Chance/local affiliates
15. Academy Rep –
16. Temple Rep --
17. Belton Rep --
18. Heights Rep --
19. Rogers Rep --
20. Cameron Rep -

SPORTSMANSHIP

1. Players should be taught to maintain the will to win; however, they must be taught to accept losses graciously.
2. Unsportsmanlike comments or actions will not be tolerated by anyone. No vulgar or profane language will be used by any coach, manager, player, parent, or spectator at any Centex Little League game or function.
3. Win or lose, the players will congratulate their opponents for a good effort following each game.

4. All managers, coaches, parents, spectators, volunteers and players will display and maintain a positive atmosphere at all Centex Little League games and functions.
5. All Board Members, Managers, Coaches, Parents and Volunteers will receive a code of conduct at registration.

RULE OF PLAY

The Official Regulations and Playing Rules for Little League Baseball and Softball (A.K.A. Little League Rulebook), as established by Little League, Inc. of Williamsport, PA, will be followed by each league except as modified, where permitted, in this document. *some local game play rules are subject to revisions based on league needs

REGISTRATION & RESIDENCY REQUIREMENTS

1. In order to be registered, Players must meet Residence Eligibility Requirements as set forth in the Little League Official Regulations and Playing Rules for Little League.
2. Registration dates:
3. Registration Location –
4. Registration Fee is _____
5. Birth Certificates. No youngster shall be accepted for registration unless he or she presents, or has previously presented (as shown in the league's player database), a valid certified copy of his or her birth certificate. A hospital certificate is not acceptable.
6. No refunds will be returned once drafted to a team.
7. A late sign-up fee of _____ may be assessed to any player joining after the uniform order has been placed.
8. The league will adhere to the age chart instituted by Little League Baseball and Softball.
9. Prior to drafts, registration fees will be refunded (less a \$15 processing fee) for any child who chooses not to play Little League ball.
10. No registration will be input into the data system until payment is received. If payment is not received by try outs, the child will not be eligible to play.
11. Hardship cases will be decided on an individual basis by the President.

MANAGERS, COACHES, AND UMPIRES

1. All Managers, Coaches and Umpires are official representatives of the League.
2. Use of any alcohol or illegal drugs, tobacco (including smokeless) by managers, coaches or umpires on or around the playing field, dugouts, or practices is strictly prohibited. Abuse will result in suspension.
3. Use of profanity or foul abusive language is prohibited at any game or practice.

MANAGERS AND COACHES:

1. Managers and Coaches of all Centex LL teams shall be annually reviewed, selected and approved by the Board at a duly constituted meeting.
2. Election of coaches for T-Ball, baseball and softball shall be based not only on knowledge of the game but on leadership, character, communication skills and sportsmanship.
3. Only those persons who are approved volunteers of the local little league in good standing shall be eligible for appointments to a manager or coach's position.
4. At least one coach/manager from each team, will be required to attend a mandatory league-sponsored training session yearly.
5. Each manager and coach have a moral obligation to help prevent protests and work together for the success of the League. It is the responsibility of all adults coaching during a game to eliminate a possible protest. Remember, the Umpires may make honest judgment errors during the season.
6. Managers and coaches must sign a contract each year, which will describe duties and responsibilities.

APPOINTMENT OF MANAGERS:

1. Those requesting to manage must attend the manager/coach's meeting, turn in a completed volunteer form, consent to a background check and sign Coach's Contract.
2. The President, with Board present, will question/interview applicants during the Managers meeting.
3. Once applicants are dismissed, the Board will remain to discuss and vote on applicants.

4. Final approval for managing a team is contingent upon completion of mandatory training session and a clear background check and or a background check with cases that do not involve an offense against a child or other serious offense.

MANAGERS:

1. It is the Manager's responsibility to make sure his/her Players, Coaches and Parents are aware of the By-Laws and Code of Conduct.
2. All Managers are required to attend a Managers Meeting prior to the start of the season. This will be a brief meeting to go over local rules. As well, on this date the game, concession, umpiring and picture schedules will be distributed.
3. Managers shall carry all Medical Release forms at all times when their Team is practicing or playing.
4. Managers must contact parents within 48 hours of draft.
5. Centex LL suggests managers have a team meeting prior to or at first practice to talk with parents.
6. Managers of teams shall be responsible for the selection and training of their teams and for the actions of the players, parents, and coaches during all games.

APPOINTMENT OF COACHES:

1. Only those persons who are regular members of the local little league in good standing shall be eligible for appointments to a coach's position.
2. Managers, following completion of the draft process for that division, will select coaches and submit their names to the division Director for Board approval.

TRYOUTS

1. Dates and Times for each division are listed in the Appendix A.
2. The Director of each division is primarily responsible for the overall management and fairness of try-outs.
3. Players in all divisions except T-BALL must attend tryouts.
4. Any child missing tryouts will have their name placed in a blind draft to be held at end of the draft order.

DRAFTS

1. Dates and Times for each division are listed on Appendix A.
2. The Director of each division is primarily responsible for the overall management and fairness of the draft.
3. The draft method for all divisions is listed in detail on Appendix B.

TEAM ASSIGNMENTS (LATE PLAYERS)

1. Late sign-ups may be accepted into the League, on or after the draft.
2. Assignments to teams will be made:
 - a. To maintain balance of rosters and then
 - b. Continuing order of draft

DIVISION ALIGNMENT

A. T-BALL: League Age 4 & 5

1. Games will be 3 full innings in length or 55 minutes, whichever comes first.
2. No score or standings will be kept.
3. Continuous batting order will be used.
4. The defense will be made of the entire team. Normal infield positions and the rest in the outfield.
5. Catchers must wear batting helmet.
6. Defensive team may record outs however totals will not be kept.
7. Offensive team will bat through entire lineup to constitute 1/2 inning of play.
8. Runners can be put out if a successful play is made on them (runners must then leave the playing field.)

9. Play stops when ball is in the possession and control of any infielder. This will include the last defensive play of that 1/2 inning.
10. One approved offensive coach will be allowed to assist offensive players at the plate. They will also make sure that the defensive catcher is in a safe area before the ball is placed on the tee for the next swing of the bat.
11. Two approved defensive coaches will be allowed on the field to assist defensive players. There must be an approved adult volunteer in the dugout at all times.
12. Managers will be responsible for their individual conduct and the conduct of their coaches, their team members, and the parents and fans of their players. No unsportsman-like conduct will be tolerated (this includes yelling "swing" at an opposing batter or taunting a pitcher.)

B. COACH PITCH BASEBALL: League Age 6 & 7

1. A complete game consists of five (5) innings or one (1) hour and thirty (30) minutes, whichever comes first. No inning may start after the time limit has been reached or after 10:00 PM. A game is THEN considered an official game after three (3) innings, two and one-half (2 ½) if home team is ahead, are played. Tie games, weather-delayed games or non-official games will be rescheduled/resumed at the discretion of the Board.
2. Continuous batting order will be used.
3. Five run rule per half inning.
4. The Ten-Run Rule is in effect. If after four (4) complete innings, three and one-half (3 ½) if the HOME team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least number of runs shall concede the victory to the team in the lead.
5. Catchers must wear necessary equipment. Catcher must have a "dangling throat protector" attached to mask. A cup is a must for the catcher and is highly recommended for all players.
6. Ten players on the field for defense. Normal infield and 4 in the outfield.
7. The coach pitcher must deliver the ball with both feet starting inside the front of the circle and can be anywhere from that point all the way to the pitcher's plate to throw the pitch to the batter.
8. The coach pitcher may not "coach" the batter or runner at ANY time
9. After a batter hits the ball, the coach pitcher shall make an attempt to evade a batted ball and crouch inside the circle away from the play. Once the coach pitcher is out of the way, he/she may go move the bat away from a play at the plate.
10. A batted ball that unintentionally hits the coach pitcher shall be ruled a dead ball no pitch. If in the umpire's judgment, a coach interferes intentionally with the batted ball or the pitcher's ability to field a ball, the ball will be called dead, all runners return to their bases and the batter will be out.
11. The player pitcher, at the start of the pitch, shall be in the pitcher's position on either side of the pitcher with at least one (1) foot in the pitching circle. The pitcher must stand with at least one foot on the chalk line even with the pitching rubber until the ball is pitched. The pitcher cannot leave their position until the ball is thrown.
12. Both the child playing the pitcher position, as well as the adult pitcher must have at least one foot inside the pitcher's circle while the ball is being pitched.
13. The batter will receive five (5) pitches or three (3) swinging strikes, whichever occurs first. Each pitch will count as one of the five (5) pitches even if the batter does not swing. If the fifth pitch is hit foul the batter will remain at bat as long as they continue to foul off pitches.
14. Batters hit by a pitch will not be awarded 1st base.
15. There shall be no Base on Balls (walks) awarded.
16. Bunting is not allowed.
17. Slashing is not allowed
18. A batter cannot square to bunt, pull back, and then either hit or bunt the ball. If the batter does this, he will be called out. No runners advance.
19. The infield fly rule is not in effect.
20. Two approved defensive coaches will be allowed in the outfield area to help the defensive players.
21. The umpire is responsible for getting passed balls back to the pitcher. If umpire is not behind home plate, then a coach from the defensive team can help to retrieve the balls. This coach is not allowed to "coach" the defense.
22. The overthrow rule is not in effect. All balls are live play until the umpire has called time, runners can continue to run until this time.

23. A runner may not lead off a base until the ball crosses home plate. Penalty for leaving early: runner will be called out; no pitch is called and any other runners on base will have to return to the base they were at prior to that pitch.
24. Runners can only score on a batted ball.
25. On a batted ball, runners can advance unlimited bases until the pitcher has full control of the ball in the circle and the lead runner has stopped running forward; or the lead runner's progress has been stopped by another fielder. Once the umpire has called time, trailing runners not more than halfway in the umpire's judgment will be sent back. Once the pitcher has the ball secured in the circle and the lead runner's progress has stopped moving forward in between bases, time will be called and the runner sent back. There will be no constant rundowns between the pitcher and runners who stop in the middle of the baselines to entice the pitcher. A runner walking toward the next base is considered to be in a stopped position and will be sent back.
26. A runner cannot steal or be picked off by the catcher.
27. Managers will be responsible for their individual conduct and the conduct of their coaches, their team members, and the parents and fans of their players. No unsportsman-like conduct will be tolerated (this includes yelling "swing" at an opposing batter or taunting a pitcher.)

C. COACH PITCH SOFTBALL: League Age 6 & 7

1. A complete game consists of five (5) innings or one (1) hour and thirty (30) minutes, whichever comes first. No inning may start after the time limit has been reached or after 10:00 PM. A game is THEN considered an official game after four (4) innings, three and one-half (3 ½) if home team is ahead, are played. Tie games, weather-delayed games or non-official games will be rescheduled/resumed at the discretion of the Board.
2. Continuous batting order will be used.
3. Five run rule per half inning.
4. The Ten-Run Rule is in effect. If after four (4) complete innings, three and one-half (3 ½) if the HOME team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least number of runs shall concede the victory to the team in the lead.
5. Catchers must wear necessary equipment. Catcher must have a "dangling throat protector" attached to mask.
6. Ten players on the field for defense. Normal infield and 4 in the outfield.
7. The coach pitcher must deliver the ball with both feet starting inside the front of the circle and can be anywhere from that point all the way to the pitcher's plate to throw the pitch to the batter.
8. The coach pitcher may not "coach" the batter or runner at ANY time.
9. After a batter hits the ball, the coach pitcher shall make an attempt to evade a batted ball and crouch inside the circle away from the play. Once the coach pitcher is out of the way, he/she may go move the bat away from a play at the plate.
10. A batted ball that unintentionally hits the coach pitcher shall be ruled a dead ball no pitch. If in the umpire's judgment, a coach interferes intentionally with the batted ball or the pitcher's ability to field a ball, the ball will be called dead, all runners return to their bases and the batter will be out.
11. The player pitcher, at the start of the pitch, shall be in the pitcher's position on either side of the pitcher with at least one (1) foot in the pitching circle. The pitcher must stand with at least one foot on the chalk line even with the pitching rubber until the ball is pitched. The pitcher cannot leave their position until the ball is thrown.
12. Both the child playing the pitcher position, as well as the adult pitcher must have at least one foot inside the pitcher's circle while the ball is being pitched.
13. The batter will receive five (5) pitches or three (3) swinging strikes, whichever occurs first. Each pitch will count as one of the five (5) pitches even if the batter does not swing. If the fifth pitch is hit foul the batter will remain at bat as long as they continue to foul off pitches.
14. Batters hit by a pitch will not be awarded 1st base.
15. There shall be no Base on Balls (walks) awarded.
16. Bunting is not allowed.
17. Slashing is not allowed.
18. A batter cannot square to bunt, pull back, and then either hit or bunt the ball. If the batter does this, she will be called out. No runners advance.
19. The infield fly rule is not in effect.
20. Two approved defensive coaches will be allowed in the outfield area to help the defensive players.

21. The umpire is responsible for getting passed balls back to the pitcher. If umpire is not behind home plate, then a coach from the defensive team can help to retrieve the balls. This coach is not allowed to "coach" the defense.
22. The overthrow rule is not in effect. All balls are live play until the umpire has called time, runners can continue to run until this time.
23. A runner may not lead off a base until the ball crosses home plate. Penalty for leaving early: runner will be called out; no pitch is called and any other runners on base will have to return to the base they were at prior to that pitch.
24. Runners can only score on a batted ball.
25. On a batted ball, runners can advance unlimited bases until the pitcher has full control of the ball in the circle and the lead runner has stopped running forward; or the lead runner's progress has been stopped by another fielder. Once the umpire has called time, trailing runners not more than halfway in the umpire's judgment will be sent back. Once the pitcher has the ball secured in the circle and the lead runner's progress has stopped moving forward in between bases, time will be called and the runner sent back. There will be no constant rundowns between the pitcher and runners who stop in the middle of the baselines to entice the pitcher. A runner walking toward the next base is considered to be in a stopped position and will be sent back.
26. A runner cannot steal or be picked off by the catcher.
27. Managers will be responsible for their individual conduct and the conduct of their coaches, their team members, and the parents and fans of their players. No unsportsman-like conduct will be tolerated (this includes yelling "swing" at an opposing batter or taunting a pitcher.)

D. PEE WEE BASEBALL: League Age 8 & 9

1. A complete game consists of six (6) innings or one (1) hour and forty-five (45) minutes, whichever comes first. No inning may start after the time limit has been reached or after 10:00 PM. A game is THEN considered an official game after four (4) innings, three and one-half (3 ½) if home team is ahead, are played. Tie games, weather-delayed games or non-official games will be rescheduled/resumed at the discretion of the Board.
2. Continuous batting order will be used.
3. Five run rule (continuous) per half inning. The play will continue after the fifth run has scored until three outs are made, runners stop advancing, or no runners remain on base. There is the potential to score up to 8 runs per half inning.
4. The Ten-Run Rule is in effect. If after four (4) complete innings, three and one-half (3 ½) if the HOME team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least number of runs shall concede the victory to the team in the lead.
5. Little League Pitch count rules for baseball must be followed.
6. Catcher must have a "dangling throat protector" attached to mask.
7. A batter cannot square to bunt, pull back, and then either hit or bunt the ball. If the batter does this, he will be called out. No runners advance.
8. Managers will be responsible for their individual conduct and the conduct of their coaches, their team members, and the parents and fans of their players. No unsportsman-like conduct will be tolerated (this includes yelling "swing" at an opposing batter or taunting a pitcher.)

E. PEE WEE SOFTBALL: League Age 8, 9 & 10

1. A complete game consists of six (6) innings or one (1) hour and forty-five (45) minutes, whichever comes first. No inning may start after the time limit has been reached or after 10:00 PM. A game is THEN considered an official game after four (4) innings, three and one-half (3 ½) if home team is ahead, are played. Tie games, weather-delayed games or non-official games will be rescheduled/resumed at the discretion of the Board.
2. Continuous batting order will be used.
3. Five run rule (continuous) per half inning. The play will continue after the fifth run has scored until three outs are made, runners stop advancing, or no runners remain on base. There is the potential to score up to 8 runs per half inning.
4. The Ten-Run Rule is in effect. If after four (4) complete innings, three and one-half (3 ½) if the HOME team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least number of runs shall concede the victory to the team in the lead.

5. A batter cannot square to bunt, pull back, and then either hit or bunt the ball. If the batter does this, she will be called out. No runners advance.
6. Runners may advance as many bases as they can on an overthrow of a BATTED ball. There can be multiple overthrows resulting in runners advancing more bases.
7. Stealing of bases is allowed but only second and third bases. A runner may advance ONE additional base on a steal of (second and third), if there is an overthrow from the catcher/pitcher to the fielder. (Example: The runner steals second and the ball is thrown to the centerfield fence, the runner may take third base, at risk, on the overthrow.)
8. A runner may advance to home only on:
 - a. A batted ball
 - b. A bases loaded walk
 - c. An overthrow resulting from a steal of third base
 - d. An overthrow from the catcher to the pitcher
 - e. A throw from the catcher to another infielder (pick off at first or steal of second or third)
 - f. If a catcher chooses to place the runner from third in a run down by running toward the runner or throwing the ball to third, then the ball is live and the runner may score from third. (If a catcher who throws the ball directly back to the pitcher whether or not the pitcher is in the circle and the pitcher returns directly to the circle, the runner cannot go home.)
9. A runner cannot advance to home on a passed ball.
10. There will be 9 position players in the field. The outfielders must have both feet on grass when the ball is thrown.
11. Managers will be responsible for their individual conduct and the conduct of their coaches, their team members, and the parents and fans of their players. Un-sportsman-like conduct will be tolerated (this includes yelling "swing" at an opposing batter or taunting a pitcher.)

F. MINOR BASEBALL: League Age 10 & 11

1. A complete game consists of six (6) innings or one (1) hour and forty-five (45) minutes, whichever comes first. No inning may start after the time limit has been reached or after 10:00 PM. A game is THEN considered an official game after four (4) innings, three and one-half (3 ½) if home team is ahead, are played. Tie games, weather-delayed games or non-official games will be rescheduled/resumed at the discretion of the Board.
2. Continuous batting order will be used.
3. Five run rule (continuous) per half inning. The play will continue after the fifth run has scored until three outs are made, runners stop advancing, or no runners remain on base. There is the potential to score up to 8 runs per half inning.
4. The Ten-Run Rule is in effect. If after four (4) complete innings, three and one-half (3 ½) if the HOME team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least number of runs shall concede the victory to the team in the lead.
5. Little League Pitch count rules for baseball MUST BE FOLLOWED.
6. Dropped third strike is in effect.
7. Managers will be responsible for their individual conduct and the conduct of their coaches, their team members, and the parents and fans of their players. No unsportsman-like conduct will be tolerated (this includes yelling "swing" at an opposing batter or taunting a pitcher.)

G. MAJOR BASEBALL: League Age 11 & 12

1. A complete game consists of six (6) innings or one (1) hour and forty-five (45) minutes, whichever comes first. No inning may start after the time limit has been reached or after 10:00 PM. A game is THEN considered an official game after four (4) innings, three and one-half (3 ½) if home team is ahead, are played. Tie games, weather-delayed games or non-official games will be rescheduled/resumed at the discretion of the Board.
2. The Little League Pitch Count Rules for baseball MUST BE FOLLOWED
3. Dropped third strike rule is in effect
4. The Ten-Run Rule is in effect. If after four (4) complete innings, three and one-half (3 ½) if the HOME team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least number of runs shall concede the victory to the team in the lead.

- Managers will be responsible for their individual conduct and the conduct of their coaches, their team members, and the parents and fans of their players. No unsportsman-like conduct will be tolerated (this includes yelling "swing" at an opposing batter or taunting a pitcher.)

H. MAJOR SOFTBALL: League Age 10, 11 & 12

- A complete game consists of six (6) innings or one (1) hour and forty-five (45) minutes, whichever comes first. No inning may start after the time limit has been reached or after 10:00 PM. A game is THEN considered an official game after four (4) innings, three and one-half (3 ½) if home team is ahead, are played. Tie games, weather-delayed games or non-official games will be rescheduled/resumed at the discretion of the Board.
- The Ten-Run Rule is in effect. If after four (4) complete innings, three and one-half (3 ½) if the HOME team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least number of runs shall concede the victory to the team in the lead.
- Managers will be responsible for their individual conduct and the conduct of their coaches, their team members, and the parents and fans of their players. No unsportsman-like conduct will be tolerated (this includes yelling "swing" at an opposing batter or taunting a pitcher.)

I. JUNIOR BASEBALL: League Age 12, 13 & 14

- A complete game consists of seven (7) innings or one (1) hour and forty-five (45) minutes, whichever comes first. No inning may start after the time limit has been reached or after 10:00 PM. A game is THEN considered an official game after four (4) innings, three and one-half (3 ½) if home team is ahead, are played. Tie games, weather-delayed games or non-official games will be rescheduled/resumed at the discretion of the Board.
- The Little League Pitch Count Rules for baseball must be followed.
- The Ten-Run Rule is in effect. If after four (4) complete innings, three and one-half (3 ½) if the HOME team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least number of runs shall concede the victory to the team in the lead.
- Managers will be responsible for their individual conduct and the conduct of their coaches, their team members, and the parents and fans of their players. No unsportsman-like conduct will be tolerated (this includes yelling "swing" at an opposing batter or taunting a pitcher.)

J. JUNIOR SOFTBALL: League Age 12, 13 & 14

- A complete game consists of seven (7) innings or one (1) hour and forty-five (45) minutes, whichever comes first. No inning may start after the time limit has been reached or after 10:00 PM. A game is THEN considered an official game after four (4) innings, three and one-half (3 ½) if home team is ahead, are played. Tie games, weather-delayed games or non-official games will be rescheduled/resumed at the discretion of the Board.
- The Ten-Run Rule is in effect. If after four (4) complete innings, three and one-half (3 ½) if the HOME team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least number of runs shall concede the victory to the team in the lead.
- Managers will be responsible for their individual conduct and the conduct of their coaches, their team members, and the parents and fans of their players. No unsportsman-like conduct will be tolerated (this includes yelling "swing" at an opposing batter or taunting a pitcher.)

DISCIPLINE OF TEAM PERSONNEL

- If the Umpire removes a manager, coach or player from the game for disciplinary action, he/she must leave the field. The manager or adult coach must not sit on the bench or in the stands and must leave the premises for the duration of the game. If a player is removed from the game, the team manager is responsible for ensuring that the matter is handled appropriately. If a manager, coach, or player is removed from a game they must sit out the following game.
- Problems/Grievance Resolution: All problems and concerns should be resolved at the lowest level possible and follow a simple order of progression.
 - Discuss the Situation with the offending parties and seek friendly resolution before the team's next regularly scheduled game. If it still remains unresolved...
 - Approach and discuss with the team manager (and coaches). If it still remains unresolved...

- c. The manager now takes the issue to the division director. The division director takes a written statement from both parties and has 24 hours to review and resolve the issue. If it still remains unresolved....
- d. The division director takes the issue (including written statements) to the President. The President will determine if the issue can wait until next scheduled meeting or if an emergency meeting needs to be held to resolve the issue.
- e. A written explanation of the resolution will be provided to the complainant/offended party within two days of Board resolution.

SPECTATORS RULES AND REGULATION

All parents and spectators shall:

1. Become well acquainted with the objectives of Centex Little League and Little League Baseball, Inc.
2. Recognize that these are children, not professional players and each child needs ample encouragement, not destructive criticism.
3. Applaud good play of all participants, award great effort, initiative and hustle, congratulate the winning team, encourage the losing team and enjoy the game for what it is.
4. Constructively offer any criticism of the program to League Officials and at the same time be willing to volunteer their services to improve the League.
5. Uphold the Centex Little League Code of Conduct or face removal from the premises by an umpire or any member of the Board of Directors.

SCHEDULED GAMES AND PRACTICES

1. All teams should practice a minimum of one time per week during the regular season, weather permitting.
2. The league schedule will be posted on the Centex LL's website.

RAINOUTS AND MAKE UP GAMES

1. Only the Scheduler will reschedule rained out games.
2. Make up games will be rescheduled upon availability of fields, with the possibility of a game being scheduled on a Wednesday or Sunday.
3. Teams that fail to play a rescheduled game shall be subject to receiving a forfeit.

LEAGUE EQUIPMENT AND UNIFORMS

1. Care must be taken to prevent misuse of League equipment by players.
2. League provided uniforms must be worn on all game days. No special request or upgrades allowed.
3. Broken equipment should be returned for replacement so that we can keep track of it in our inventory.
4. Equipment will be distributed on designated dates and signed for by the Manager or Coach.
5. Equipment must be returned on designated equipment dates. The manager agrees to this when signing for equipment.

TEAM RESPONSIBILITIES

1. The home team is responsible for preparing (rake, water & mark) fields for play.
2. The home team is responsible for keeping the official scorebook. Must be signed by umpire upon completion of play.
3. The home team is responsible for setting up the scoreboard controller.
4. PA system is provided to announce batters as they come to the plate. Either team may announce.
5. The visiting team is responsible for keeping the official pitch count. (Baseball PeeWee Division and above only)
6. The visiting team is responsible for removing bases and placing plugs in the base location. (Last game of day)
7. The visiting team is responsible for putting scoreboard controller back in storage building. (Last game of day)
8. Both teams are responsible for ensuring that all trash in the dugouts and under the bleachers is picked up after every game and, trash cans must be emptied into the dumpsters if full.

PITCH COUNT (Baseball PeeWee (10U) and above only)

1. The official pitch count for each pitcher will be kept by the visiting team. It is recommended that managers check the pitch counts between each inning.
2. Each game a Pitch Count sheet must be kept and attached to scoresheet after each game, the sheet must be signed by the scorekeeper and umpire at the end of every game.

BASE COACHES

1. Teams are allowed two adult base coaches on the field, one on first base and one on third base, as long as there is another adult coach in the dugout. An approved volunteer may be used if a third coach is not available.

BASEBALL & SOFTBALL AWARDS

1. All players will receive an appropriated award for their effort at the end of the season.

CITY TOURNAMENT

1. 1st and 2nd place teams in Coach Pitch Baseball & Softball, Pee Wee Baseball & Softball & Minor Baseball are eligible for City Tournament play.
2. Rules and Dates will be provided when each has been finalized.

ALL-STARS

1. Minor Divisions and above for baseball and softball are eligible for all-stars.
2. Rules for selection of all-star players will be finalized and given to all Managers in divisions with all-star teams.
3. There will be a \$25 uniform fee per player to play all-stars.

LEAGUE COACH EXPECTATIONS

(Development-Focused)

League play exists to teach the game, build confidence, and develop players.

League coaches are expected to:

- Emphasize **player development** over winning
- Teach fundamentals correctly and consistently
- Treat all players fairly and provide opportunities to grow
- Communicate positively with players and parents
- Model sportsmanship and respect for the game
- Follow league rules, policies, and leadership direction
- Create a safe, encouraging, and inclusive environment

League coaching success is measured by **growth, effort, and learning.**

ALL-STAR COACH EXPECTATIONS

(Representation & Leadership-Focused)

All-Star coaching is a **privilege**, not an automatic role.

All-Star teams represent our **league, community, and families** beyond local play. Because of this, higher standards apply.

All-Star coaches are evaluated on:

- **Integrity** – Doing the right thing at all times
- **Composure** – Remaining calm and controlled when things do not go your way
- **Emotional Control** – Never allowing frustration to affect players
- **Respect** – For umpires, opponents, officials, and the game
- **Class & Sportsmanship** – Win or lose, no exceptions
- **Leadership Under Pressure** – Being steady during adversity
- **Accountability** – Taking responsibility instead of assigning blame
- **Professional Conduct** – Addressing disagreements through proper channels

All-Star coaches must represent the league with **respect and class at all times**.

IMPORTANT NOTES

- All-Star coaching positions are **earned**, not guaranteed
- Selection is based on **consistent behavior throughout the season**
- Wins, records, and experience alone **do not determine selection**
- Behavior during adversity carries **significant weight**

APPENDIX A – Tryout Schedule & Draft Schedule

Returning teams in the same division to get stay with returning coach.

3 protects > Manager, Coach 1, Coach 2

APPENDIX B – DRAFT Method

Centex Little League
Important Dates

Manager/Coaches Meeting

Coaches Training

Tryouts

Draft Day

Opening Ceremony

Centex Little League Draft Procedures

Managers will draw numbers to determine order in the selection process.

Odd-numbered rounds will be conducted in the order of number drawn; even-numbered rounds will be conducted in reverse-order. For example, if there are five teams, the first two rounds of the draft will go 1-2-3-4-5-5-4-3-2-1, and so forth.

Rounds:

1st — Manager's child pick

2nd — Coach's child pick or open pick

3rd — Sponsor pick and/or sponsor's child pick (MUST pick sponsor-child combo **IF** sponsor is tied to a Manager.)

- Sponsor/Child combos NOT tied to a Manager do NOT have to be picked this round.
- If a sponsor is NOT assigned to a specific player, the manager can use their 3rd round sponsor pick for any player that is not a hat-pick.
- Sponsor/Child combo must be selected on or before last pick of draft but before hat-picks start.
- Once a Sponsor or Sponsor/Child combo is selected. Manager shall NOT select another Sponsor/Child combo.

Remaining Rounds – Pick from players that attended tryouts

- Players will be selected until all players that attended tryouts are assigned to a team.

Hat-picks will begin after all players that attended tryouts are selected. The selection order will continue in same order without starting over.

Trades will be permitted on day of draft prior to leaving building.

Uniform color selection will be made by the managers in reverse draft order. Sponsor requests must be followed if color is available.