

CHERRY HILL ATLANTIC LITTLE LEAGUE

“MAJOR LEAGUE DIVISION”

LOCAL RULES

(Revised February 4, 2004)
(Revised March 8, 2007)
(Revised January 31, 2008)

All divisions of C.H.A.L.L. shall play in accordance with the *Official Regulations and Playing Rules of Little League Baseball, Inc.* as outlined in the current “Rule Book” and “Operating Manual.” In addition, the following are “Local Rules” that have been approved by the C.H.A.L.L. Board of Directors.

PLAYER REGISTRATION AND ELIGIBILITY

1. To be Major League Division eligible:

- (a) All 11-year-olds and 12-year-olds that do not pose a safety hazard to themselves or to other players as determined by the tryouts, register prior to the draft, and indicate on their registration a desire to play at the Major League Division shall be drafted into the Major League Division. **[Revised 03-08-2007]**
- (b) A 10, 11 or 12-year-old that is not injured to the extent that his/her participation in a tryout is precluded, or is not a returning Major League Division player, must participate in the player evaluation. **[Revised 03-08-2005]**
- (c) If a 12-year-old registers with C.H.A.L.L. boundaries subsequent to the Major League Division draft, and is not a returning player already assigned to a Major League team, said player may be signed up within the Major League Division. This player will be placed on a Major League roster by the following method; **[Revised 03-08-2007]**
 1. If all teams do not have an equal number of players, all teams not at the equal level will be entered in a lottery drawing for this player.
 2. If all teams have an equal number of players, each team will be entered into a lottery and the player will join the team selected from the lottery drawing.
 3. This process will be repeated for any additional 12-year-old registrations. **[Revised 03-08-2007]**
- (d) A 10-year-old player who does not pose a safety hazard to themselves or to other players as determined by the evaluations, has registered prior to the draft, and has indicated on their registration a desire to play at the Major League Division will only be available for the draft on a space available basis. The number of players on the roster of Major League teams will be determined by the Board of Directors. The 10-year-old siblings of Major League players will be placed on the rosters prior to any other 10-year-old player. If there are still available roster positions other 10-year-old players will be eligible for the draft. **[Revised 03-08-2007]**
- (e) Prior to the Major League draft the number of registered players in each age level will be determined by the Player Agent. The Board of Directors will establish a minimum and maximum number of players at each age (12, 11 and 10) level for each Major League team. Teams that are not at the minimum number of players at a given age must select the appropriate number of age specific players to bring the team roster up to the minimum number established by the Board. **[Revised 03-08-2007]**

2. Returning Major League Division player:

- (a) All returning Major League Division players will be assigned to the roster of the team from the prior year. **[Revised 03-08-2007]**

3. Non-returning Major League Division player:

- (b) For a 10 or 11 or 12-year-old player who is not a returning Major League Division player, the last date for registration in order to be Major League Division eligible is the second indoor tryout. All 10 and 11 year old players that register after the Major League draft will be assigned to a AAA team. **[Revised 03-08-2007]**

4. After the scheduled mid-point of the season, no new sign-ups will be permitted.

5. A manager and/or coach shall notify the player agent within 48 hours of learning that a player has quit or will miss greater than two games due to injury. The player agent will then validate with the parents of the player that the player has quit, or in the case of injury, the extent of the injury. In cases where the player is under a physicians care, release from the physician must be supplied to the player agent and approved before the player will be allowed to play. If any of these situations occur (player quits, will be unable to play due to injury, or does not return for the remainder of the season due to injury), the following rules will apply:

- (a) The team will play the remainder of the season, including any post-season games, with the remaining players.
- (b) The manager will be permitted a temporary call-up player from the AAA Division as needed, to bring the roster to nine players, and as long as the AAA player is not scheduled to play in his/her regularly scheduled AAA game. However, no more than one player will be permitted on a Major League team for any given game. This will be at the manager's discretion with no requirement to do so.
- (c) Forfeit rules still apply if team does not field nine players for a game (see #8). For example, if a team can field only eight players as a result of a school function, the manager has the option of calling up a ninth player from the AAA Division or requesting to reschedule the game. If a AAA Division player is called up to the Majors as the ninth player and shows up to play, he/she must play at least the minimum requirement, but no more than three defensive innings (nine outs). If the manager wishes to reschedule the game, he/she must notify the Division coordinator as soon as this is known so that the game can be rescheduled. If a team can field only seven players due to a school function, the game will automatically be rescheduled. The manager must notify the Division coordinator as soon as this is known so that the game can be rescheduled.

6. Major League Division temporary call-up player eligibility is as follows:

- (a) Any AAA Division League player (played at least one game in the AAA Division) is eligible as a temporary call-up player as described in #5, as long as the AAA player is not scheduled to play his/her regularly scheduled AAA game.

GENERAL RULES

7. No team shall be permitted to begin a game with less than nine players. However, a team can finish a game with eight players.
8. A game is forfeited fifteen minutes after the scheduled starting time. In the event this occurs, the umpire is required to rule that a forfeit has occurred. A written request to allow the game to be rescheduled and played, and the reason(s) thereof, can be submitted by the managers of the affected teams to the Board for consideration. In its discretion, the Board will not excuse forfeits that occur due to a player's unavailability as a result of vacations, participation in other sports, or attendance at social functions such as birthday parties, First Holy Communion parties, or Bar/Bat Mitzvah's. Player shortages that result from attendance at mandatory school or mandatory religious functions, illness or injury shall be excusable as determined by the Board. Only the players directly affected are excusable. The Board shall also have the authority to declare a forfeit subsequent to the rescheduling of a game, where facts demonstrate bad faith or misrepresentation by the team(s) involved.

9. Players may participate in other leagues, such as AAU and school teams, during the C.H.A.L.L. season, which includes playoffs and tournaments. However, managers and coaches should be considerate to players who pitch in other leagues, so as not to risk injury to such players.
10. Both teams scheduled for a game are responsible for preparing the field for play (rake as needed, line foul lines and batters box), no later than 15 minutes before game time. Teams will be provided an ample supply of game balls prior to the start of the season. Each team will provide one game ball to the umpire-in-chief prior to the start of the game. Repeated failure to carry out these responsibilities will result in penalties and/or assignments as determined by the league division coordinator, which can include field, clean up and snack stand duty. [Revised 03-08-2007]
11. The winning teams responsibilities include:
 - (a) Calling or emailing game result and score into the league coordinator within 24 hours of completion of the game. Email is the preferred method of communicating game results to the coordinator. **[Revised 03-08-2007]**
12. After the game, both teams must perform the activities listed below. Repeated failure to carry out these responsibilities will result in penalties and/or assignments as determined by the league division coordinator, which can include field, clean up and snack stand duty.
 - (a) Clean all trash and articles from their respective dugout areas and stands.
 - (b) Rake all base areas and pitching mound and fill all holes.
 - (c) If it is the last game played in the day, all bases and field equipment must be returned to the storage area.
 - (d) Empty the trash cans located beside the field outside their respective dugout. New trash can liners will be available in the equipment shed. For the weekend schedule, the trash cans should be emptied when the can is close to being full and at the end of the last game of the day.
13. Only the manager, coaches, and players are allowed in the dugout.
14. A coach may warm up the pitcher between innings if the catcher is not ready.
15. Catchers must wear a cup.
16. Batting donuts are not permitted at any time.
17. Intentional walks are not allowed.
18. A pinch runner for the catcher is permitted with two outs only, but is not mandatory. The pinch runner must be the player who made the last out.
19. A manager/coach must notify the opposing team manager/coach of a substitution. Repetitive failure to comply with this requirement will result in disciplinary action by the Board.
20. Runners must slide or veer to avoid contact with a fielder who has the ball and is waiting to make a tag. A runner who fails to slide or veer and makes contact will be called out, and is subject to ejection if the umpire believes there was intent to injure or interfere with the throw.
21. No head first slide are permitted, except if going back to a base. A head first slide will result in the runner being called out.
22. All MAJOR League Division teams are required to "bat around" their entire roster during both regular season and playoff games. In other words, every player present at the time of a game will be included in the batting order. If a player arrives after the start of the game, the player will be placed at the end of the batting order. If a player in

the batting order has to leave the game the player's turn in the batting order will be skipped without penalty to the team. Regular rules for substitution in the field apply. **[Revised 03-08-2007]**

23. No players should sit the bench more than one consecutive defensive inning. Players may be substituted in the field without limitation (pitcher exception) and may enter and leave the defensive lineup freely. All players must play the field during one half of the innings played in the game. In a game that is limited to four innings all players must have been in the field for two innings, in a five inning game the players must play in two innings, in a six inning game all players must have played in the field for three innings. **[Revised 03-08-2007]**
24. If a manager or coach is selected to manage or coach in a subsequent year, they cannot drop down from a position previously held in order to free up a spot to select a more talented player, i.e. from manager to third coach, or from second to third coach. If a manager or coach does step down, the manager/coach position previously held will not be filled until after the draft, and then by the parent of a player on the team. The exception would be if a manager/coach position were vacated due to the player no longer playing on the team.
25. All substitutes must enter the game no later than the second inning and must play in the field every other inning, or ½ of the innings played. Any player not meeting this requirement must start the next scheduled game, play the previous requirement not completed, and then play the requirement for the current game before being removed. Failure of a manager or coach to comply with this rule in the first instance will result in a one game suspension. The second violation will be referred to the Board for additional disciplinary action. In the event the violation occurs in the final game of the season or in any playoff game, that game shall be forfeit. **[Revised 03-08-2007]**
26. A non-starting player, who enters the game as a substitute, fulfills the minimum playing requirement and is then substituted for, can re-enter the game at any time for any other player who has fulfilled the minimum playing requirement. If a player shows up anytime after the start of the game, including after the fourth inning, said player will be considered a non-starting player and must fulfill the requirements of a substitute as stated in #23 for the remainder of the game. **[Revised 03-08-2007]**
27. Two adult base coaches are permitted. **[Revised 03-08-2007]**
28. The 10-run surrender rule is OPTIONAL to the losing team [See Rule Book Section 4.10(e)].
29. Curfew is 10:00 PM for any Major League Division game that is played under the lights. If an inning is started prior to 10:00 PM and continues after, the inning can be completed and then the game ends.
30. Weekend (Saturday/Sunday) or double-header time limits are as follows:
 - (a) No inning shall be started after two hours past the start of the game.
 - (b) Any inning started within the two-hour limit, shall be played to completion. An inning is considered to have started when the third out is made in the previous inning, not when the first pitch is made of the new inning.
 - (c) There are no reversion rules for weekend or double-header games played pursuant to this #29.
31. There are no time limits for weekday games unless the weekday game being played is a re-scheduled or make-up weekend or double-header game. In that event, weekend or double-header time limit rules apply.
32. No game may be rescheduled without the approval of the league coordinator. Games will be rescheduled as stated below and in the same order that they were originally scheduled.
 - (a) If the entire Saturday schedule is rained-out, all games will be played at the same times on the next day (Sunday). The exception is when games are regularly scheduled for that Sunday.
 - (b) If the early games on Saturday cannot be played due to inclement weather but later games are played that day, the early games will be played, if possible, after the later games have concluded. If this is not possible, games will be re-scheduled in accordance with subparagraph (d) below. The same will apply if earlier games are played but later games

cannot be played.

- (c) If weather conditions prevent all games from being played on Saturday and from being made up on the next day, all of these games shall be made up on the following Sunday.
- (d) Weekday rainouts or suspended games will be made up or continued on the first available day as dictated by field availability and not by managers, coaches, or player's convenience. A forfeit will occur if a manager is unable to field a team for other than excusable reasons as outlined in #8 above.
- (e) Any game suspended due to rain or darkness in which four full innings **have not** been completed (or 3½ innings if the home team is leading), shall be resumed at the exact point of suspension and will be played until the game is completed or becomes an official game if further suspension is required. This also includes games that are suspended in the first inning. Normal pitching and rest rules apply.
- (f) Any game suspended due to rain or darkness in which four full innings **have** been completed (or 3½ innings if the home team is leading), shall be considered an official game. If the game is suspended in the middle of an inning after a game is considered official, the score at the end of the last complete inning will be considered the final score for determining a winner. If the score is tied, then the game will be resumed in accordance with subparagraph (e).
- (g) If a game is rained out or suspended and made up or continued on the next available day that falls in a new week (Saturday to Sunday), the pitchers' innings pitched during the continuation game will count toward the new week. Similar rule applies if a make-up or continuation game occurs in the same week, innings pitched count toward that weeks pitching allowance. Normal pitching and rest rules apply.

33. No game is to be cancelled due to inclement weather unless done so by the league coordinator. If field conditions are questionable, the decision to play lies with:

- (a) The director of fields, or, in his /her absence;
- (b) The board member on field duty that night if not involved in the game, or, in his/her absence;
- (c) Any other board member available.

PITCHING RULES

34. Pitching rules for regular season and playoffs are as follows:

For the 2007 season, Little League has made significant changes to pitching rules, moving from a limitation on the number of innings pitched to a number of pitches thrown. See section VI on page 33 of the official little league rule book.

- Any player on a regular season team may pitch. There is no limit on the number of pitchers a team may use in a game.
- The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, the pitcher may remain in the game at another position:
 - o League Age 11-12 85 pitches per day
 - o League Age 9-10 75 pitches per day
 - o League Age 7-8 50 pitches per day **[Revised 01-31-2008]**
- Exception: If a pitcher reaches the limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.
- **Intentional Walks are not permitted in CHALL. [Revised 03-08-2007]**

For the 2008 season, Little League has made the following pitching rule changes:

- A pitcher who delivers one or more pitches in a game cannot play the position of catcher for the remainder of that day.
- Pitchers must adhere to the following rest requirements
 - o If a player pitches 61 or more pitches in a day, three (3) calendar days of rest, and a game must be observed (see below regarding consecutive games).
 - o If a player pitches 41 – 60 pitches in a day, two (2) calendar days of rest, and a game must be observed (see below regarding consecutive games).
 - o If a pitcher pitches 21 – 40 pitches in a day, one (1) calendar days of rest must be observed.
 - o If a player pitches 1 – 20 pitches in a day, no calendar day of rest is required.
- A player may not pitch in consecutive games, unless 40 or less pitches were delivered in the previous game. **[Revised 01-31-2008]**

- (a) If an umpire feels that a pitcher is excessively hitting batters (three or more) during any one inning, the pitcher shall be removed from the mound.

35. Balks will not be called. The umpire will notify the player (pitcher or catcher) of such violations and has the discretion to remove any player who commits repeated violations with the intent to deceive batters and runners.

36. An illegal pitch shall be called a ball. [See Rule Book Section 8.05 – An Illegal Pitch]

MANAGERS AND COACHES

37. Managers and coaches are selected by vote of the Board of Directors after review of all candidates who have completed an application form during player registration. An approved manager or coach who desires to manage or coach in a succeeding year must receive Board approval each year. Without exception, managers and coaches are not guaranteed a team. Remember, no one has a “right” to manage or coach. Also, a coach does not inherit a team once a manager leaves the league. The criteria used by the Board in making manager and coach selections include, but are not limited to:

- (a) Coaching experience prior to joining C.H.A.L.L.
- (b) C.H.A.L.L. coaching experience and the quality thereof, including holding regular practices, game attendance, and relationships with players and parents.
- (c) Overall character and temperament.
- (d) Cooperation with league administrators during rainouts, game re-scheduling, attendance at league meetings, participation in league activities, handling fundraisers, and conduct with umpires, parents, and league staff.
- (e) Effort off the field with contributing time during league workdays, field preparation and maintenance, and rendering assistance to the league on other projects.
- (f) Promotion of C.H.A.L.L.’s ideas and accomplishment of little league goals and objectives.
- (g) Compatibility with other coaching candidates.

38. If a manager does not have a returning coach (2nd person), he/she must wait until after the draft is completed and select a coach from the parents of the players on his/her team. If a 3rd coach is desired, the same process will be followed. All selections must be approved by the Board and must meet the certification requirements (See Rule #47). **[Revised 01-31-2008]**

39. C.H.A.L.L. managers and coaches must be certified pursuant to State law. If approved as a manager or coach by the Board, attendance at a coach’s certification program is mandatory.

40. Managers and coaches are expected to display good sportsmanship and set a good example for the players. Managers and coaches not meeting these expectations, or involved in any physical altercation, are subject to disciplinary action by the Board. Also note that inappropriate post-game conduct will also result in disciplinary

action to be determined by the Board. The following shall govern in the event of the ejection of a manager or coach from a game:

- (a) The ejecting umpire is required to file a written report with the president of the league for any ejected manager or coach. Umpires should attempt to consult with each other before ejecting a manager or coach. If there is no consultation between umpires prior to the ejection of a manager and/or coach, the absence of consultation and reason(s) will be a factor to be considered in any appeal taken by an ejected manager and/or coach.
- (b) If a manager, coach, or player is ejected from a game, he/she shall leave the field immediately and take no further part in that game. He/she may not sit in the stands and may not be recalled.
- (c) The ejection of a manager or coach from a game shall result in disciplinary action consisting of a suspension for at least one game. The suspension will take effect on the second scheduled game subsequent to the ejection. The manager or coach shall have the right to request an appeal to a five-member committee that shall consist of the president or vice-president, the league coordinator, the player agent, the head umpire, and a non-Board member designated by the other four members of this committee and who is a manager or coach in another division (i.e. a AAA League Division manager or coach in the case of a suspended Major League Division manager or coach and vice-versa). The committee, prior to the suspended manager or coach's second scheduled game subsequent to the ejection, shall hear the appeal. In the event that the manager or coach is dissatisfied with the five-member committee's decision, it can be appealed to the entire Board. The majority vote of the committee or the Board, as the case may be, is required to set aside the suspension. In addition to upholding a suspension, the committee and/or the Board shall be permitted to impose additional sanctions, including a longer suspension, against the manager or coach.
- (d) In the event of a second or subsequent ejection in the same season, there will be an automatic three game suspension and a more severe penalty may be imposed by the above noted committee and/or Board, which may include suspension for the rest of the season or expulsion from the league. In the event of a second or subsequent ejection, the manager or coach's suspension will take effect on the second scheduled game subsequent to the ejection. The manager or coach shall have the right to request an appeal in this case also. If the appeal is upheld, the designated committee or Board shall determine the length of the suspension prior to the second scheduled game.
- (e) In the event the ejection of a manager or coach takes place during a playoff game, the suspension will take effect at the next scheduled game. If an appeal is requested pursuant to this #37, the designated committee prior to the suspended manager or coach's next scheduled game shall hear the appeal.
- (f) The presiding member of the designated committee shall report to the Board of Directors at the next scheduled meeting the circumstances surrounding the ejection, the resulting investigation, the disciplinary action taken, and if an appeal was heard, the results of the appeal to the designated committee.

UMPIRING ASSIGNMENTS

41. Each team will be responsible to fulfill umpiring assignments throughout the little league season. Major League Division managers and coaches will be required to umpire games at the Major League Division. A schedule of umpiring assignments will be provided to managers and coaches prior to the start of the regular season.
[Revised 03-08-2007]
42. If a team is unable to fulfill any umpiring assignment consisting of at least one umpire per game, it is the responsibility of the manager and coach to find a replacement and not the responsibility of the Umpire Coordinator. If the manager or coach cannot find a replacement, they should contact the Umpire Coordinator no later than 24 hours prior to the game.

43. A team shall lose one-half point in the standings for each failure to fulfill its umpiring responsibility. The Board has the discretion to waive this penalty due to extenuating circumstances, such as where sudden illness, emergency, or other excusable reasons preclude the manager or coach from notifying the umpire coordinator in sufficient time to obtain a replacement.
44. The base umpire will be responsible for counting the number of pitches during each inning. Both teams will also be responsible for counting the number of pitches thrown in each inning. At the end of the inning, or when a pitcher is being removed, the base umpire will get the pitch count from both benches and if they agree will log the players pitch count. In the event the two teams pitch count do not agree the umpire's pitch count will be used to determine the players pitch count. There will be a log in the umpire's room for recording the number of pitches in each half inning. It is the umpire's responsibility to communicate the "official" pitch count to both benches. Once a pitcher is removed from the game the total pitches thrown by an individual player will be recorded. This is the "official" pitch count of record for that player. At the conclusion of the game each team's manager will sign off the pitch count log acknowledging the official pitch count for the pitchers in the game. **[Revised 03-08-2007]**

THE DRAFT

45. The draft order will be determined by the reverse order of the previous year's regular season standings.
46. The minimum and maximum number of players for each age group (10, 11, and 12-year-olds) that each Major League Division team shall draft will be determined by the number of teams and eligible players and will be stated the night of the draft. **[Revised 03-08-2007]**
47. Only one manager/coach will be allowed at the Draft, and no more than two representatives (manager/coach) will be allowed at the evaluations. **[Revised 01-31-2008]**
48. Second and Third coaches must be selected and provided to the player agent no later than 7 days before the first game of the season and must be approved by the Board. If a manager fails to designate a third coach during this timeframe, a third coach will not be permitted. **[Revised 01-31-2008]**
49. ~~Returning third coaches from the previous year will be permitted to attend the tryouts and draft at the manager's option.~~ **[Revised 01-31-2008]**
50. If a returning team has two or more fewer returning players than any other returning team, such team will receive one supplemental pick at the end of the third round.
51. If there are expansion teams added to the league in any year, the following will apply:
- (a) The expansion team will have the first player selection in the draft.
 - (b) If there is more than one expansion team, the first slot in the draft will be decided by a coin toss with the winning manager getting the first slot in the draft and the losing manager getting the second.
 - (c) The expansion team(s) will receive supplemental picks at the end of the first and fifth rounds. The winning manager of the coin toss will select first and the losing manager second.
 - (d) Coaches' kids of the expansion team(s) will be slotted in the last rounds of the draft. If only one coach is approved at the time of the draft, that coaches' child will be slotted in the last round. If two coaches are approved, the coaches' kids will be slotted in the last two rounds.
 - (e) There will be no trades by the expansion team(s) of their first round pick.
 - (f) Any pick in a subsequent round by the expansion team(s) can be traded as allowed under trading rules stated in #52.
52. If there is a reduction in the number of teams in one year from the previous year, the following will apply:
- (a) The lowest seeded team without a returning manager and coach, and with the least

number of returning players will be eliminated. If there is no such team, then the lowest seeded team will be eliminated.

- (b) All players on the eliminated team will be allowed to re-enter the draft and must attend a tryout.

53. Any manager's or coach's **[Revised 01-31-2008]** child that is new to a team will become the teams third round pick, ~~a second such player will be the fourth round pick, a third such player will be the fifth round pick, etc.,~~ **[Revised 01-31-2008]** except as noted for an expansion team as stated in #51. A sibling(s) of a player already on the team will be slotted in the same manner and after a managers or coach's child, if any.
54. The number of 12-year-olds who must be chosen will determine the maximum number of 12-year-olds per team. The same will apply to 11-year-olds. The maximum number of players allowed on a team by age will be determined by taking the number of major eligible players in an age group and dividing by the number of teams. For example, if there are 40 major league eligible 12-year-olds and eight teams in the majors, a maximum of five 12-year-olds will be allowed on any team. The same will apply to 11-year-olds. This includes returning players. An exception to this rule will be if a player joins the team under the sibling rule. In this case, a team will be allowed over the maximum for that age group. All 12-year-olds and 11-year-olds who do not pose a safety hazard to themselves or to other players as determined by the tryouts, shall be drafted into the Major League Division. **[Revised 03-08-2007]**
55. Major League Division teams must either through the draft or by returning players, have a designated minimum and maximum number of 11 and 12-year-olds on each team so that all 11 and 12-year-olds whom are Major League Division eligible are drafted as evenly as possible among all teams. However, Major League Division eligible 10-year olds will not be eligible for the draft if there are enough 11-year olds to fill the designated number of players for each team. Once the number of players in each age group is determined, any child can be drafted at any time, regardless of age. Major League eligible 10-year-old players will only be draft eligible if there are not enough 11 and 12-year-old player to fill the team rosters. If there are available positions for 10-year-olds any sibling of existing Major League players will be given priority over other 10-year-old players wishing to advance to the Major Leagues. **[Revised 03-08-2007]**
56. After choosing a player who has an eligible sibling, a team is not required to draft the sibling, but does have the option to do so on the next pick. The drafting team must state that they are exercising this option when drafting the first sibling. However, parents may also request that siblings be placed on the same team. If this should happen, the sibling must be chosen by the same team on their next pick, assuming the sibling is qualified for Major League Division play as determined at player tryouts. The player agent will advise managers and coaches participating in the draft if this happens.
57. Following the draft, managers may trade newly drafted players only and must be player for player only and must be the same age. Players for draft choices are not permitted. Trades must be completed prior to the conclusion of the draft and are subject to the approval of the player agent.

PLAYOFFS

58. All teams in the MAJOR League Division will make the playoffs to determine the MAJOR League Champion. League standings will determine the playoff seeding. The standings are determined by points. Points are defined as two points for each win and one point for each tie. In the event there is a tie in the standings, the tiebreaker rules are as follows: **[Revised 03-08-2007]**
- (a) First tiebreaker - The team with the better head to head record.
- (b) Second tiebreaker - The team with the most wins.
- (c) Third tiebreaker - The team with the highest number of power points. Power Points are defined as two points for each win and one point for each tie against all qualifying playoff teams, excluding the teams that are tied. There are no points for a loss.
- (d) Fourth tiebreaker - A coin toss between the teams that are tied, unless the tie involves the last playoff spot. In the event of a tie for the last playoff spot, the teams who are tied shall play

a playoff game to determine the winner. Normal pitching and rest rules apply, including innings pitched during the week of the tiebreaker game.

59. The MAJOR League Playoffs will be a single elimination format until two teams remain. The remaining two teams will play a best of three Championship Series to determine the MAJOR League Division Champion. The playoff schedule will be established by the MAJOR League Coordinator with approval of the Board of Directors **[Revised 03-08-2007]**
60. There will be no byes in the elimination round of the playoffs. The #1 seed team will play the #8 seed team, the #2 seed team will play the #7 seed team, the #3 seed team will play the #6 seed and the #4 seed team will play the #5 seed team in the first round. The second round of the playoffs will be the highest remaining seeded team against the lowest remaining seeded team. The two teams remaining at the end of the second round will play in the Championship round of three games. **[Revised 03-08-2007]**
61. During the elimination round of the Major League Playoffs the team with the higher seeding will be the home team. During the Championship round the higher seeded team will be the home team for games #1 and #3 (if necessary) and the lower seeded team will be the home team for game #2.
62. The winner of the Championship series plays for the Mayor's Trophy.
63. Normal pitching and rest rules apply (see #34).

12-YEAR-OLD TOURNAMENT PLAY

64. In selecting managers and coaches for tournament play, the Board will consider the following:
 - a. Whether or not any disciplinary action has ever been taken by the Board against the all-star manager or coach candidate.
 - b. If a designated all-star manager or coach after being selected is ejected from a game that results in suspension prior to the conclusion of the C.H.A.L.L. regular season and playoffs, then the manager or coach all-star position will be subject to additional review by the Board.
 - c. If an all-star manager or coach is ejected from an all-star game, said ejection will be taken into consideration upon the all-star manager or coach seeking further appointment and/or candidacy.
65. The managers of the Major League Division teams will submit a list of interested players from their team to the Major League Division coordinator. Each manager will also submit a players qualified positions and season statistics. The deadline for submitting this information will be determined by the Board during the regular season.
66. The manager selected by the Board of Directors for the 12-year-old tournament team, shall select the tournament players based on their knowledge of the skills of the 12-year-olds, and the information provided by the Major League Division managers.
67. No more than \$300 each baseball season will be allotted to any all-star team for tournament play.
68. All-star uniforms shall be authorized and approved by the Executive Board, and purchased by the C.H.A.L.L. equipment/uniform manager.