



GROUND RULES

DIVISION	LEAGUE AGE
Tee Ball	4 - 6 Years Old
Rookie Baseball & Softball	7 - 8 Years Old
Minor Baseball & Softball	9 - 10 Years Old
Major Baseball & Softball	11 - 12 Years Old
Junior Baseball	13 - 14 Years Old
Senior Baseball	15 - 16 Years Old
Junior / Senior Softball	13 - 16 Years Old

* Division alignment is based on the league age as determined by 2026 Little League Age Chart *

1. All players that are of league age 4 - 6, will play Tee Ball. Exception: Any 6 years old who played Tee Ball the previous season may be moved up to the Rookie Division.
2. Based on the skill assessments, players approved by the Player Agent may move up to one (1) league age division.
 - a. Example: A player who is league age 7, cannot move up to the Minors Division (9 - 10), but a player who is league age 8 can.
3. Managers who fail to attend mandatory meetings / in-house clinics, OR do not fulfill their umpire and/or concession responsibilities without PRIOR approval from the CCLL President, will be:
 - a. Disqualified as an All-Star Manager / Coach
 - b. Subject to disciplinary action
 - c. Practices will not be assigned
 - d. Not considered for the next season
4. For In-House games (CC vs CC)
 - a. The Home Team will be responsible for keeping the official book, pitch count and score board.
 - b. Visiting Team will be responsible for lining the field, covering the pitcher's mound, putting away the L screens, and any other equipment.

5. During Inter-League games held at the CCLL fields (CC vs Another League) the CCLL team will be responsible for:
 - a. The Home Team (CC) is responsible for the official Book, pitch count, score board, lining the field, covering the pitcher's mound, putting away the L screens, and any other equipment.
6. All teams are responsible for cleaning out their dugouts.
7. Skill Assessments are mandatory. Any player who fails to attend at least 50% of the tryout sessions shall lose the status as a candidate unless that player provides a written excuse and is accepted by the majority of CCLL Board of Directors.
8. Players wanting to play in a higher division, will be required to assess in both divisions, their league age division, and the higher division they wish to play in.
9. There is NO DRAFT in Tee Ball.
10. A written request may be provided by a parent, if they choose to have their child be placed back into the draft.
11. Baseball and Softball Divisions for Rookie, Minor, and Major will use the Draft Option B, as outlined in the 2026 Little League Baseball & Softball Rulebook.
12. Intermediate (50/70), Junior, and Senior Baseball and Softball Divisions, will use an alternate Draft Option B as outlined in the 2026 Little League Baseball & Softball Rulebook, with sons / daughters / siblings as per Draft Options 1 through 5.
13. Siblings in a draft must be drafted in consecutive rounds and to the same team.
14. All trades will be made **upon leaving the draft meeting**.
 - a. Players shall **NOT** be contacted or announced until **24 hours after the draft meeting** to allow the Player Agents to have time to conduct the necessary actions.
15. Registration will be closed on January 17, 2026, or until all divisions are full. It will be at the discretion of the CCLL Board of Directors to accept new players (Juniors to have up to 14). If all the required documents are not provided, the child will lose their status as a candidate (three eligible proofs of residency, a copy of the birth certificate, and the registration paperwork or the Little League School Enrollment Form).
 - a. A Late Registration Fee will be applied after registration is closed.
 - b. No refunds will be given once uniforms are ordered.
16. All Managers will be announced before the draft begins, as well as the number of players needed to draft onto their team.
 - a. At any point during the season if a Manager decides to resign, it will be at the discretion of the CCLL Board of Directors to take an immediate vote.
17. Divisions using Draft Method B, if there is an odd number of players per the number of teams, the names of the last round of players will go into a hat along with blank slips to equal the number players. The team having an extra player will be random.
 - a. Divisions using Draft Method B, will follow the draft as outlined in the 2026 Baseball & Softball Little League Rulebook.

18. The Manager of the Top Team will not automatically be appointed for All-Stars, unless there has been an issue leading to a disciplinary hearing. Coaches will be selected by the Manager and should be solicited from other Managers and Coaches of the same division. Coaches must be approved by the CCLL Board of Directors. In order to be considered as an All-Star Manager, they must umpire five (5) games or three (3) games as an All-Star Coach during the regular season.
19. All-Star players will be selected by all regular season Managers and Coaches from all eligible players within their division. Players receiving a majority vote will be placed on the team.
 - a. The All-Star Manager will be able to select his / her team if the other Manager / Coach cannot make a full team with his / her picks. Must have 12 picks.
 - b. Any player brought before the disciplinary committee for actions considered detrimental to the league MAY be deemed ineligible for All-Star selection.
 - c. Any player who has an outstanding balance will be ineligible for All-Stars.
20. For all Baseball and Softball Divisions, except for Tee Ball, the "Top Team" is the team with the best in-house record for the entire season.
 - a. In the event of two (2) teams having the same in-house record, there will be one (1) playoff game to determine the "Top Team".
21. Any Manager, Coach, Player, Parent, or Volunteer ejected from the game must immediately leave the CCLL premises.
 - a. If a player's parent / guardian is not present, the player must remain in the dugout until their parent / guardian arrives.
 - b. The premises is described as any area inside the park from the parking lot.
22. Managers from the Rookie Division and above will be required to umpire between 3 - 5 games based on the needs of the home game schedule.

Failure to umpire the assigned games will result in:

 - a. **1st Offense - 1 Game Suspension.**
 - b. **2nd Offense - 2 Game Suspension.**
 - c. **3rd Offense - Removal as a Manager**
 - d. **Not be considered as a Manager for the next season**

**** If suspended, Managers will be ineligible to manage Top Team and/or All-Stars.**
23. At the request of a Manager, pool players will be assigned by the Player Agent, if:
 - a. A team of 8 players are in need, then up to 3 pool players will be assigned.
 - b. A team of 9 players are in need, then up to 2 pool players will be assigned.
 - c. A team with 10 players in need, then 1 pool player will be assigned.
 - d. A team of 11 or more, no pool players will be assigned.

**** Managers that do not follow the chain of command and/or bypassing the Player Agent without approval of the CCLL Board of Directors, will result in a two (2) game suspension. ****
24. For all Baseball and Softball Divisions, team practices are applied to be mandatory. In any case a player(s) cannot / does not attend practices:
 - a. Managers and parents must convey open communication at all times.
 - b. A written document must be provided after several consecutive practices have been missed.
 - c. If a Manager, Coach, or Parent(s) / Guardian(s) approaches the CCLL Board with their concern about missed practices, the Player Agent will conduct an investigation.

25. During unforeseen weather conditions, when the lightning strike alarm is activated (within 10 miles away), everyone must vacate the fields and relocate to the parking lot.
 - a. One (1) signal alert means to evacuate the fields.
 - b. Three (3) signal alerts mean it is clear to continue play.

26. In an effort to get more help with concession, there will be a "Concession Deposit Program" as an alternative to being obligated to work the concession.
 - a. The Concession Deposit is \$50.00 per participant registered in the CCLL Programs.
 - b. CCLL request each family to pay this deposit during registration. During the season, a parent /guardian / family member is obligated to work concession. The full concession shift MUST be completed before the end of the season, or the deposit will be forfeit. Once the concession obligation is completed, the deposit will be returned.
 - c. The \$50.00 deposit will be returned after your family fulfills all assigned concession shifts.
 - d. The person who pays for the concession deposit will receive the reimbursement.
 - e. In the case of a rain out on the shift that is scheduled to be worked, the parent / guardian / family member is accountable to work on the rescheduled makeup day, or they must sign up for a different day.
 - f. The parent / guardian / family member is responsible to complete a full concession shift for each CCLL registered participant, whether they are on the same team or in different divisions, they are obligated to work additional concession shifts. (IE.: If there are three (3) CCLL registered participants, then three 3 full concession shifts must be completed. .
 - g. Forfeit Option: In the case a parent / guardian does not wish to work concession, you can simply forfeit your deposit. CCLL will use the funds to help keep the concession stand open, even if it means compensating others to work, and for other CCLL program expenses.
 - h. Concession deposit must be accompanied by a completed and signed Concession Deposit Form.
 - i. In the event when no volunteers show up for their team's scheduled concession, another date will be appointed and scheduled on a game day for that team.

27. New CCLL Board Members
 - a. Any adult person actively interested in furthering the objectives of CCLL, must be active in good standing.
 - b. Those that are in good standing status, can only submit a Letter of Intent to the Board of Directors and upon the General Membership Meeting.
 - c. All newly elected or appointed official members shall have no voting rights up to 6 months.



TEE BALL

1. Each game will have a time limit of one (1) hour. No inning shall start after 60 minutes of play, but the inning will be completed if started. A new inning begins with the last out of the previous inning.
2. Home Team shall occupy 1st base dugout and visiting team will occupy 3rd base dugout.
3. In each inning, both teams will bat their entire lineup. During the half point of the season, it will be implemented that at any time during the inning (if three (3) outs are reached before the entire lineup has batted, the bases will be cleared, and the batting will continue until the entire lineup has batted).
4. Any batter / runner who is "out" shall leave the playing field and return to the dugout.
5. Three defensive Coaches may position themselves in the field.
6. Every player will have a turn at bat and the batting order remains the same throughout the game.
7. All players on the team will be allowed on the field for defense. However, there will be a limit of 4 standard infield players, in addition to the pitcher and catcher (optional). The remaining players must be positioned in the outfield grass.
8. In each inning, the defensive players must play a different position than the previously played in that game.
9. Every offensive player must wear a helmet when batting or running the bases. The defensive catcher (optional) must wear catcher gear. Helmets must also be worn during practices.
10. The Little League pledge will be said prior to the start of every game with the Players, Managers, and Coaches lined up on the 1st and 3rd base lines. The home team will lead the pledge.
11. Runners cannot advance when the ball is in the possession of the designated pitcher (for that inning) and said pitcher is on the pitcher's mound, the exception being a forced play.
12. Coaches are responsible for the tee adjustment of individual batters.
13. The tee must be removed when a runner is coming into home plate.
14. Home team furnishes the tee.
15. A batter is allowed a maximum of five (5) swings to put the ball into fair play. After five (5) swings, the batter is out.



7/8 ROOKIE BASEBALL AND SOFTBALL

1. Baseball will use a pitching machine and softball will use coach pitch.
2. Coaches will pitch or feed ball into the machine to their own teams and must stand within the pitching circle.
3. A batter will be allowed five (5) pitches from the coach until the batter hits the ball in fair territory or strikes out.
4. The pitching coach may not at any time coach the runners or interfere with the play in the field.
5. A player will be positioned to the side of the mound to perform defensive duties only. When the ball is returned to the pitcher, the play is considered over once said pitcher is in possession of the ball and has one (1) physical foot within the pitching circle.
6. The coach who is pitching, may not at any time touch a fair ball or interfere with the play. While the ball is in play, the coach will try to get to the sidelines and remain out of the fielder's sight line.
7. If the coach or pitching machine is hit by a live ball it is considered to be a dead ball and the batter will be awarded 1st base with all runners, who are in a forced base running position advancing safely to one (1) base.
 - a. Examples: There's a runner on 3rd base, no one on 2nd base, and a runner on 1st base. A batted ball hits the pitching machine, the ball is dead. The runner on 1st base advances to 2nd base, the batter advances to 1st base and the runner on 3rd base remains on 3rd base, as the player was not in a force play position.
8. Teams will change to offensive or defensive positions once three (3) outs are made or five (5) runs are scored or the entire lineup bats. Once the fifth run scores, the play stops.
 - a. In the fourth inning, the offensive team may score as many runs as they can until the defensive teams makes three (3) outs.
9. Managers may substitute players freely at the beginning of each inning.
10. Continuous batting is used and should be varied throughout each game.
11. Time limit: No inning shall start after 1 hour 30 minutes.
12. There may be 10 defensive players on the field.
13. Only four (4) adults may be on the field with each team (with the approval of the CCLL Board).

11. There will be some Inter-League games in both Baseball and Softball.
12. One (1) base will be allowed per over-throw. The play will stop once the pitcher has the ball and one (1) physical foot within the pitching circle.
 - a. There is no automatic free base for overthrown balls that are playable inside the fenced field. If a runner chooses to advance to the next base after a ball is overthrown to a base or home plate, he / she shall only be allowed to take one (1) base at their own risk. Compound overthrows to any base shall not occur. Overthrows to the defensive pitcher are considered to be compound.
 - b. Example: If there are overthrows to any base, runners may take one (1) extra base if they choose to. If the ball is not overthrown and the pitcher has possession of the ball with having at least one (1) physical foot within the pitching circle, no additional advancements will be allowed.
13. When the fields are lined for games, halfway points will be marked on the fields.
14. Scores will be recorded in a score book.
15. Scoreboards will be used during the game.
16. Tied games will end in a tie. A tie breaker game will be scheduled if needed.



9/10 MINOR LEAGUE BASEBALL AND SOFTBALL

1. Throughout the season, there will be a five (5) run rule per inning for the first three (3) innings. When the fifth run is scored, the inning is over (the only way more runs are allowed is if the ball is hit over the fence).
 - a. In the fourth inning, there can be as many runs as possible until three (3) outs are reached.
2. A ten (10) run mercy rule will be in effect after three and a half (3 ½) innings.
 - a. If the home team is ahead by ten (10) or more runs, the bottom half of the fourth inning is not played.
 - b. If the visiting team is ahead by (ten) 10 or more runs in the bottom of the fourth inning, the home team must complete their turn at bat.
3. Time Limit: No inning shall start after 2 hours.
4. During all Baseball and Softball games, the home team will be responsible for the pitch count, official score book, and score board.
 - a. Each Baseball and Softball team are responsible for keeping their own team pitching log.
5. Continuous batting will be used.
6. When playing Inter-League games, all teams must follow Inter-League rules.
7. Only three (3) adults may be on the field or in the dugout for each team (with the approval of the CCLL Board).



11/12 MAJOR LEAGUE BASEBALL AND SOFTBALL

INTERMEDIATE LEAGUE BASEBALL

13/14 JUNIOR LEAGUE BASEBALL AND SOFTBALL

16U SENIOR LEAGUE BASEBALL AND SOFTBALL

1. During all Baseball and Softball games, the home team will be responsible for the pitch count, official score book, and score board.
 - a. Each Baseball and Softball team are responsible for keeping their own team pitching log.
2. When playing Inter-League games, all teams must follow Inter-League rules.
3. In house games will be played according to the 2026 Little League Rule Book.
4. Only three (3) adults may be on the field or in the dugout for each team (with the approval of the CCLL Board).
5. 11/12 Major teams will not start another inning past 9:00PM Monday - Thursday.
(If the game is called before it becomes an official game, the game would resume on the next available day).
6. Game Time Limits
 - a. Major (11/12) Division: 2 hour time limit
 - b. Intermediate (50/70) Division: 2 hour time limit
 - c. Junior Division: 2 hour and 15 minute time limit

All games will have a time limit starting from the official game start time. No new inning may begin after the time limit has been reached unless otherwise stated by Little League rules or tournament play.