

2026 Laramie Youth Baseball Bylaws & Local League Rules

These bylaws and ground rules are an addendum to the Constitution and may be amended, repealed, or altered in whole or in part by a majority vote of the Board of Directors at any duly organized meeting provided notice of the proposed change is included in the agenda of such meeting.

The organization shall be known as Laramie Youth Baseball.

Article 1 - General League Policy

1. Fiscal and Operational Year: October 1 - September 30

2. Registration Process and Season Schedule

Registration will open no later than mid-February and occur online via the Laramie Youth Baseball website. Anyone wishing to pay via cash or check may do so during walk-in registration. A late fee will apply for registrations received after the division close date.

The season officially opens after the draft. No team will be allowed to formally practice before that time. The season concludes as the qualifying teams competing in All Stars finish their last games.

3. League Finance Responsibilities

Laramie Youth Baseball shall be responsible for managing league finances, including budgeting, accounting, and financial reporting to ensure transparency, fiscal responsibility, and alignment with the league's mission and operational needs.

Laramie Youth Baseball shall oversee all marketing, sponsorship, and fundraising efforts to support its operations, ensuring that all activities align with the mission, maintain financial transparency, and comply with federal regulations and agreements.

4. Playing Equipment and Uniforms

Purchase of equipment will be secured through the Laramie Youth Baseball Equipment Manager, President or designated board member. Equipment will be assigned to each team manager and tracked by the Equipment Manager. Any lost or broken equipment must be discussed with the Equipment Manager regarding replacement. All equipment and uniforms will be turned in to the Equipment Manager following the last regulation game. Any missing equipment will be the responsibility of the team manager.

Laramie Youth Baseball-issued uniforms are to be worn by all players. This includes a hat and shirt. Players are to provide their own baseball pants (gray is the recommended color). Managers and coaches should wear uniforms as provided by Laramie Youth Baseball.

Current season uniforms will be worn only to Little League Baseball games or specific functions governed by or endorsed by Laramie Youth Baseball.

5. Field Usage

Laramie Youth Baseball works closely with the City of Laramie to procure access to the fields used for all leagues. The league pays the City of Laramie to provide for the maintenance of the fields used for all leagues, acquiring necessary insurance for the league.

6. Board Membership

Board members are elected annually at the Annual Meeting and serve until successors are elected. Members of the board are expected to participate in regular monthly board meetings throughout the year and special issue-specific meetings as necessary. The entire board of directors should work together to foster open communication and teamwork, and each member should be fully engaged in management of season activities, board-approved activities (e.g., tournaments and special events), problem solving, issue management and general board discussions. Each board member serves a vital role throughout the season, and lack of participation is grounds for dismissal and replacement.

Board Suspension and Termination

Board membership may be terminated by resignation or action of the Board of Directors. The Board of Directors, by a two-thirds vote of those present at any duly constituted meeting, shall have the authority to discipline or terminate the membership of any Member of any class when the conduct of such person is considered detrimental to the interests of the Local League and/or Little League Baseball, Incorporated. The Member involved shall be notified of the meeting, informed of the general nature of the charges, and given the opportunity to appear at the meeting to answer such charges.

7. Team Managers and Coaches

The procedures for appointing managers and coaches must be understood and accepted by all concerned. The policies are:

- There is no seniority or tenure in serving as a manager or coach.
- All appointments expire annually.
- The power to appoint managers and coaches has been granted solely to the Laramie Youth Baseball President from the inception of the program.
- The President will appoint coaches/managers. Subsequently, the Board of Directors will hold discussion for the right to approve or disapprove any appointment made by the President.
- This is an administrative matter and is not subject to intervention by the membership.
- All managers and coaches are directly responsible to the President.
- The President is responsible to the Board of Directors for the actions of all managers and coaches.
- There is no appeal process for reconsideration.
- Selection of managers, coaches, and umpires is under the jurisdiction of Laramie Youth Baseball and is not subject to intervention by the District or Region.
- All manager candidates may go through an interview process. The interview will consist of the same questions being asked to each candidate.

Qualifications: To ensure that the Local League has the best possible leadership, managers and coaches should live within the Local League Boundaries and should have the following qualifications:

- Junior League — Managers selected should have managed at either the Junior or Major League level, and coaches should have coached in the Juniors or Majors. Coaches recommended by the managers must be appointed by the President and

- approved by the Board of Directors.
- Major League — Managers selected should have managed or coached in the Junior or Major League or managed in the Minor League. Coaches recommended by the managers must be appointed by the President and approved by the Board of Directors.
 - Minor League — Managers selected should have managed or coached previously or display sufficient knowledge of baseball to perform successfully at this level.
 - Pitching Machine — Managers selected should have managed or coached previously or display sufficient knowledge of baseball to perform successfully at this level.
 - Tee Ball — Managers selected should have managed or coached previously or display sufficient knowledge of baseball to perform successfully at this level.

Managers shall be assigned to a team by the Local League President after consultation with the Division Coordinator (Coaching Coordinator/Player Agent), subject to the approval of the Board.

In order to manage or coach in the Local League, individuals involved are required to attend an orientation meeting to learn or review the rules and ideals of the Local League.

All managers and coaches must consent to and clear voluntary background checks for criminal history.

Manager & Coach Suspension and Termination

In the case of a manager or coach, suspension or termination of membership shall also suspend or terminate his/her duties as a manager or coach.

Any Manager, Coach, or Volunteer may be removed, suspended, or expelled by a two thirds (super majority) vote of the board. This action may be taken by the board for any action, situation, or issue deemed worthy by the board. A Manager, Coach or Volunteer may appeal any such action to the board and have an opportunity to state their case to the board.

If a manager, coach, or player is ejected from a game, that manager, coach or player is suspended from managing, coaching, or playing a minimum of one (1) game, administered as the next game played, up to permanent termination, at the discretion of the Board. For example, if the next game is rained out, the suspension is carried out for the next game that is played, not on the make-up game for the rain out. Failure to abide by this rule is grounds for permanent termination.

8. Volunteers

As part of Little League's [Child Protection Program](#), Laramie Youth Baseball conducts background checks on all volunteers and contractors who provide regular service to the league and/or have repetitive access to, or contact with, players or teams.

All managers, coaches, and umpires are appointed for one (1) season only, and incumbents must be reappointed on a yearly basis if they are interested in continuing. At the conclusion of each season, the Board shall review the performance of the managers and coaches as they make note of successes and improvement recommendations for the season as a whole. The Board members shall determine the ability of the managers and coaches to handle a team and players of that age group within the concepts and purposes of Little League Baseball.

Individuals interested in managing a team shall contact a Board member or the Coaching Coordinator/Player Agent.

9. Player Registration

Laramie Youth Baseball follows the guidelines as established through Little League® Baseball residency requirements; or school enrollment, along with proof of age (birth certificate, or other accepted government-issued form). A parent or guardian must be present to sign up a player candidate, and they must have satisfactory verification of birth date and residence within the Local League Boundaries.

10. Laramie Youth Baseball Participant Code of Conduct

In order to promote the principles of good sportsmanship and teamwork that Laramie Youth Baseball is dedicated to ensure: Any Board member, coach, umpire, parent, spectator, or player whose behavior, either verbal (including profanity) or physical, causes the disruption of these principles, shall be brought before the Board of Directors for the following consequences:

- 1st offense – Verbal or written warning.
- 2nd offense – Suspension for the remainder of the season for the named person following the process detailed below.

Serious violations may escalate this penalty directly to suspension or expulsion at any time based on a two thirds board vote.

All games must be left on the playing field. Any argument brought outside the field will mean suspension or termination of the person or persons involved. This means managers, coaches, players, umpires, fans, or Board members.

If there is a problem after a game, the umpire, Board member, manager or coach must file a complaint to the Board within twenty-four (24) hours for proper consideration. Complaints regarding post-game issues that are filed outside of the twenty-four (24) hour time frame will not be considered.

Good sportsmanship will be shown at all times. The following behavior is not allowed and is grounds for an umpire to enforce the ejection of a person engaging in these behaviors.

- Razzing or distracting opposing team players is prohibited.
- Throwing of bats, helmets, and other items in anger, disgust, or to show disagreement with a call by any team member will not be tolerated.
- Fans are to refrain from grandstanding, managing, and unsportsmanlike conduct.
- The use of profanity

Tobacco products are not allowed on the field. Drinking alcohol or intoxication is not tolerated on premises where games are being held.

Article 2 - Player Management

1. Player Selection

Junior, Major and Minor Leagues will use the guidance as outlined in the Little League Operating Manual. The method will be determined by the board prior to the draft. The draft will be conducted by the Division Coordinator(Player Agent)and attended by the President and Vice-President or other designated Board member(s). The primary goal of the draft is to create the most balanced competition possible.

Majors Division Note: All candidates who are league age twelve (12) years old must be drafted to a Major League Division team per Regulation V of the Official Little League Regulations and Playing Rules. However, unless decided beforehand by the board, twelve (12)-year-olds are not necessarily to be drafted before any players who are league age

eleven (11) or ten (10) years old. During the draft, an evaluation of the number of remaining roster spots will be conducted prior to each round to ensure that each twelve (12)-year-old can be placed on a team.

Terms of the Draft: If a player is drafted to a team in any division, the player must play in that division unless exempted by the Player Agent and President specifically for reasons dealing with safety hazards associated with playing ability.

Pitching Machine

The Player Agent, in consultation with the Board of Directors, will be responsible for the player selection process for the Pitching Machine Division.

Tee Ball Division

The Player Agent, in consultation with the Board of Directors, will be responsible for the player selection process for the T-Ball Division.

Notifications for Team Selection

Players for all leagues will be notified individually by the Manager or by formal communications from Laramie Youth Baseball of the team that they have been selected for. At which point, team communications about practice and game schedules will be provided.

2. Loss of a Player

If a manager loses a player during the season due to injury, change of residence, etc., he/she must fill the vacancy created within two (2) weeks from the applicable Division or from a player on the waitlist, if necessary. No team will be permitted to carry more or less than the designated team player count applicable to that division unless the total number of players available to that division would make it physically impossible to comply.

However, if a player is lost with two (2) weeks or less remaining on the schedule, no change will be allowed unless needed to bring the roster to nine (9). Otherwise, the team losing the player will complete the season with the reduced roster.

Any player who is a first-year pick for the Major League or Junior League and is injured before the regular season commences may be replaced, and the new player shall become a regular member of the team. The injured player, if replaced, will be placed on the waiting list upon return to eligibility as deemed by a physician.

A manager may request that a 12-year-old player lost to a prolonged injury (two (2) [or more] weeks) and replaced by calling up another player as outlined above, be allowed to return to the regular season team upon physician's release. Both players will remain on the team, the replacement player and the returning player. The Board of Directors must approve this roster deviation by majority vote. In such a case, this team must still comply with minimum play requirements with the expanded roster, and the returning player must meet the 8 game requirement or request, and be granted, an appropriate waiver by Laramie Youth Baseball and Little League International to be considered for all-star candidacy.

3. Pool Players

The intent of the Pool Player option is to eliminate forfeits and/or game cancellations and NOT to supplement a team's roster. Teams may request Pool Players if they expect a shortage of their normal rostered players that would place the team at eight (8) or fewer expected players.

Pool Player Regulations:

- Pool Players must be identified by team managers after consultation with players and parents. Each team should provide three (3) or four (4) Pool Players.

- Pool Players will wear their own team's regular uniform.
- Pool Players must be identified on the line-up card by a "PP".
- Coaches should notify the Player Agent forty-eight (48) hours in advance in order to arrange for a Pool Player to be present for their game.
- Pool Players are NOT allowed to pitch under any circumstances.
- Pool Players MUST bat last in the line-up.
- The league's player agent will create and run the pool. The league's player agent will use the pool to assign players to teams that are short of players on a rotating basis.
- Managers and/or coaches will not have the right to selectively choose players from the pool.
- Pool players that are called and show up at the game site must play at least nine (9) consecutive defensive outs and bat once.
- Pool Players, who are skipped, due to sufficient reasoning, will be placed at the top of the list for the next game.
- Individual Pool Players can be used only a maximum of three (3) times each season. Upon playing a third time, the Player's name will be crossed off of the list. This will be immediately reported to the Board, and another player from that Pool Player's team may be provided.

4. Age Requirements and Eligibility

All four (4)-, five (5)-, and six (6)-year-olds are restricted to the T-Ball Division only, unless a written request for placement in the Pitching Machine Division is presented by the parents of the player to the Board, and a Board representative evaluates the player's skill and determines that the player's ability is such that the player's placement on a Pitching Machine Division team is in the player's best interest. The child must have played at least one (1) year in the T-Ball Division and be six (6) years old to be eligible to move up a division.

All seven (7)- and eight (8)-year-olds are restricted to the Pitching Machine Division only, unless a written request for placement in the Minor League Division is presented by the parents of the player to the Board, and a Board representative evaluates the player's skill and determines that the player's ability is such that the player's placement on a Minor League team is in the player's best interest. The child must have played at least one (1) year in the Pitching Machine Division and be eight (8) years old to be eligible to move up a division.

All nine (9)-, ten (10)-, and eleven (11)-year-olds are eligible to be drafted into the Minor League Division. The parents of a nine (9)-year-old may present a written request for placement of that player in the Major League Division to the Board, and a board representative must then evaluate the player's skill and determine that the player's ability is such that the player's placement on a Major League team is in the player's best interest. The child must have played at least one (1) year in the Minor League Division to be eligible to move up a division.

All ten (10)-, eleven (11)-, and twelve (12)-year-olds are eligible for the Major League Division draft, with the directive:

All twelve (12)-year-olds will play in the Major League Division. Twelve (12)-year-olds who request to play in the Minor League Division will be voted on by the Board, and approval must be obtained by Little League Baseball, International. Any twelve (12)-year-olds who request and play in the minor league division are NOT eligible to pitch.

All thirteen (13)-, Fourteen (14)-, and fifteen (15)-year olds are eligible for the "Junior League" Division draft. The parents of a Twelve (12)- or Sixteen (16)-year-old may present a written request for placement of that player in the Junior League Division to the Board, and a board representative must then evaluate the player's skill and determine that the

player's ability is such that the player's placement on a Junior League team is in the player's best interest.

5. Player Conduct

To promote gestures of good sportsmanship, it will be required that both teams shake hands after each game. This includes all players, managers, and coaches. If anyone refuses to do this, they will be subject to suspension for their next scheduled game.

For league-specific conduct rules, please reference the guidelines portion of this document.

If a manager or coach chooses to inflict disciplinary action which will impact a player's ability to participate in the game as required by Little League rules, the parents of the said player or players should be notified, along with the Board. The action must be noted on the roster going to the scorekeeper and the opposing manager and will be noted in the official scorebook. If the disciplinary action occurs during a game, the manager/coach must notify the official scorekeeping, opposing manager, and umpire immediately for notation in the official scorebook and lineup card. Disciplinary action must be justified. The team manager or coach must notify the parents of the player or players and the board immediately following the game.

6. League Guidelines

Details related to mandatory play, pitch count and discipline vary across the leagues. Reference league guidelines for these details.

Article 3 - Board Members

Laramie Youth Baseball commits to having the following positions on their board. Roles and Responsibilities of board members can be referenced by visiting the Little League [website](#) outlining these roles. A single Board member may serve in more than one role when appropriate but retains only one vote.

- President
- Vice President
- Secretary
- Treasurer
- Division Coordinator(s) (player agent/coaching coordinator)
- Safety Officer
- Umpire in Chief
- Equipment Manager
- Events/Marketing Coordinator
- Other officers as voted on by the membership or board

Article 4 - Awards

Laramie Youth Baseball recognizes player and volunteer participation in the following ways.

- Players
 - First and Second place medals for all competitive divisions (awarded during tournament weeks for Pitching Machine, Minors, Majors and Juniors))
 - Announcement of All-Star Teams for Juniors, Majors, and Minors will occur at the discretion of the board.

Article 5 - Tournament Team Protocol (All Stars)

1. Player Eligibility

All-star players are selected in the following league age-based divisions in Laramie Youth Baseball. A player is eligible for selection based on "League Age" regardless of regular season division of play. The number of teams formed per division shall be voted on and decided by the board.

- Minors eight (8), nine (9)- and ten (10)-year-olds
- Majors ten (10), eleven (11)- and twelve (12)-year-olds
- Junior League thirteen (13)- and fourteen (14)-year-olds, (and Fifteen (15)- Year olds if voted to roster as a Senior Team).

It is the policy of the Laramie Youth Baseball Board that all-star team rosters are to be made up of the best players from their respective leagues as voted by the managers. Players of the appropriate age and eligibility may be selected from any team in any the Majors or Minors Division. Players must have played eight (8) games in the regular season to be eligible. Selection should be based on eligibility, availability, and playing ability. Such intangibles as attitude, sportsmanship, and teamwork shall also be factored in. It is not required that players be selected for the position they occupied during the regular season. The roster should include sufficient pitching strength to meet tournament schedules.

The Laramie Youth Baseball President and/or Vice-President, shall call a meeting approximately two-thirds of the way through the season for the purpose of team selection. It is mandatory that all managers attend this meeting. The President, Vice-President, and one additional Board Member, generally the Player Agent shall also be in attendance.

2. Player Nominations and Selection

- **Junior/Senior League and 10-11-12 Year Old "Little League" Division (Majors) Teams**

1. Player Nomination

- a. Each player in the Majors Division may vote for up to twelve (12) eligible players from any Majors roster they feel are worthy of nomination.
 1. Players who receive votes from at least fifty percent (50%) of their peers submitting ballots will be presented as official nominees at the draft.
- b. Each Manager in the Majors Division may nominate up to twelve (12) eligible players from any Majors roster.

2.

3. Tournament Team Selection Meeting

- a. Each Manager in the Majors Division is considered a voting member.
 1. If a Manager is unable to attend the meeting they may appoint one of their coaches as a proxy, but no more than one representative per team may be present.
- b. Each Manager should be prepared to support and discuss players from their roster and nomination list.
 1. Support information should include but is NOT limited to

- a. Stats and information from league play
 - b. Past information and stats from play both in and out of league play
 - c. Examples of a player's strengths and weakness
 - d. Any other relevant information on a player's eligibility, availability, personal situation.
- c. All nominated player names will be provided at the selection meeting for consideration.
 - 1. The path of nomination will be provided for each player
 - a. Peer, Manager or Both
- d. The initial anonymous vote by Managers will consist of 10 players from the nomination list.
 - 1. Any player who receives unanimous votes will be placed on the Tournament Team roster.
- e. The room will then be opened to discussion of the remaining nominated players.
 - 1. Any attendee that has a familial relationship to a player being discussed will be asked to leave the room after providing their perspective on said player. This will be done in each case whether it is a Manager or Board Member present.
 - 2. In the following rounds, each Manager will anonymously vote for the number of remaining roster spots to reach 10 players.
 - a. Example: 4 roster spots filled via initial unanimous vote, then each Manager would vote for 6 players.
 - b. Any player who receives unanimous votes will be placed on the roster.
 - c. If no unanimous votes occur during a round, then in the next round any player receiving a majority vote (greater than $\frac{1}{2}$) will be placed on the roster
 - 3. Discussion and voting will continue until 10 roster spots are filled.
 - 4. If no majority can be reached, the Laramie Youth Baseball Board Members present will discuss/vote for the remaining vacant roster spots up to 10.
- f. The Tournament Team Manager shall have the authority to appoint the remaining rostered players from those on the nomination list.
 - 1. This will be a minimum of 2 but could be up to 4 at their discretion.

- **8-9-10 Year Old Tournament Team (Minors)**

1. Player Nomination

- a. Each Manager in the Majors and Minors Divisions may nominate up to twelve (12) eligible players from any Majors or Minors roster.
 1. Any League Age 10 Year old nominated for the "Little League" Division team shall be automatically considered nominated for the 8-9-10 Year old team.
- b. Assessment Session
 1. An assessment session should be held for all players nominated for the 8-9-10 year old team.
 2. Managers from both the Majors and Minors should attend
 - a. If a manager is unable to attend the assessment, they may appoint one of their coaches to assess in their place, but only one representative per team may be present.
 3. The assessment session is subject to league schedule, weather, and field availability. If these can not be accommodated the assessment may not occur.
- c.

2. Tournament Team Selection Meeting

- a. Each Manager in the Majors and Minors Divisions is considered a voting member.
 1. If a Manager is unable to attend the meeting, they may appoint one of their coaches as a proxy, but no more than one representative per team may be present.
- b. Each Manager should be prepared to support and discuss players from their roster and nomination list.
 1. Support information should include, but is NOT limited to:
 - a. Stats and information from league play
 - b. Past information and stats from play both in and out of league play
 - c. Examples of a player's strengths and weakness
 - d. Any other relevant information on a player's eligibility, availability, personal situation.
- c. All nominated player names will be provided at the selection meeting for consideration.
- d. The initial anonymous vote by Managers will consist of 10 players from the nomination list.
 1. Any player who receives unanimous votes will be placed on the Tournament Team roster.

- e. The room will then be opened to discussion of the remaining nominated players.
 1. Any attendee that has a familial relationship to a player being discussed will be asked to leave the room after providing their perspective on said player. This will be done in each case whether it is a Manager or Board Member present.
 2. In the following rounds, each Manager will anonymously vote for the number of remaining roster spots to reach 10 players.
 - a. Example: 4 roster spots filled via initial unanimous vote, then each Manager would vote for 6 players.
 - b. Any player who receives unanimous votes will be placed on the roster.
 - c. If no unanimous votes occur during a round, then in the next round any player receiving a majority vote (greater than $\frac{1}{2}$) will be placed on the roster
 3. Discussion and voting will continue until 10 roster spots are filled.
 4. If no majority can be reached, the Laramie Youth Baseball Board Members present will discuss/vote for the remaining vacant roster spots up to 10.
- f. The Tournament Team Manager shall then have the authority to appoint the remaining rostered players from those on the nomination list.
 1. This will be a minimum of 2 but could be up to 4 at their discretion.

3. Tournament Team Manager Selections

The Manager for All-Star teams will be appointed by the Local League President, subject to Board approval. Managers for the Juniors(13-14 Year Old) and Majors (10-11-12 year old) teams will be selected from eligible managers and/or coaches in their respective divisions. The Manager of the Minors (8-9-10 year old) team can be selected from eligible managers or coaches in the Majors or Minors divisions. . The manager may select coaches from available managers and/or coaches with the same eligibility requirements. All coaching selections are subject to approval by the President and subject to consent of the Board approval.

The following should be considered by the Board when selecting an all-star manager but are not determinative.

- The number of years as a manager.
- The manager's current standings in the division at the time of appointment.
- The manager's final standings in the division from previous years.
- The manager's willingness and ability to put in the time for practice and the tournament.
- The manager's letter of interest.
- Endorsements/Concerns from other Managers, Coaches, Umpires and Volunteers in the division.

League Guidelines, Rules, and Regulations

(To be used in conjunction with the [Official Little League Rule Book](#))

Juniors, Majors, Minors

1. General Rules & Responsibilities

- a. All official Little League rules except those amended herein shall be in effect.
- b. Managers:
 - i. Study and become familiar with the official Little League rules.
 - ii. Managers from both teams will approve the official scorebook or approved electronic scoring application and pitch count at the conclusion of the game. If needed, official offline (non-electronic) score books are kept in the umpire room.
 - iii. Both home and away managers are responsible for posting pitch counts and pitcher eligibility in the Umpire Room following each game. This information should be posted in the binder for the respective division. The official pitch count tally sheet or scorebook will be used to confirm the information provided after each game, if necessary.
- c. Home Team:
 - i. Official Scorekeeping: This volunteer must be present twenty (20) minutes prior to the game's scheduled start time to note all official information.
 - ii. Manager: Responsible for getting the score of the game to the Coaching Coordinator/Player Agent immediately following the game.
- d. Visiting Team:
 - i. Scoreboard
 - ii. Pitch Count (for both teams): To be recorded on the official pitch count tally sheet, which is turned in with the official scorebook/approved electronic scoring application at the end of the game.
- e. Umpire Coordinator:
 - i. Provides the plate and base umpire for each game. In the event the Umpire Coordinator is unable to provide umpire(s) for a game, the coaches for the game will secure an umpire as outlined below.
 - ii. Umpire selection: if an umpire cannot be secured for the game or does not show, the coaches for the game must agree on an umpire or forfeit the game. In this case, both teams will record a loss. Options for locating a substitute umpire if an official trained umpire from the umpire pool cannot be found, include: 1. An experienced parent volunteer; 2. coach from another team in the stands; 3. Legion players
- f. Division Coordinator: Reschedules all make-up games and will notify team managers of the time and place of rescheduled games. Do not call the City for this information.
- g. Official Scorebook:
 - i. The official scorebook/approved electronic scoring application is not the team scorebook.

2. Pre-Game Requirements

- a. Teams and coaches should be at the field at least thirty (30) minutes prior to game time
- b. Home team will occupy the third-base dugout.
- c. Line-up sheets must be given to the opposing manager, official scorekeeper and Umpire. Line-up sheets must include the starting defensive lineup and eligible hitters. Uniform numbers must be listed on the line-up sheet
- d. Each team is allowed ten (10) minutes of infield practice before the game, providing that the team shows up early enough. The visiting team will take infield first and should begin at least twenty (20) minutes prior to game time. The home team should be ready for their infield as soon as the visiting team is done. Order can be reversed if the visiting team is late. Infield warmups may be negated due to field schedules.

3. Game Play Rules

- a. Game Start & Timing: All games will start promptly at the time listed, unless the start is delayed for good reason— such as ground conditions or a late finish of a prior game on the same field.
- b. Mandatory Play Requirements
 - i. Batting Order: Continuous batting order will be used. All rostered and uniform players present at the start of a game will be listed in the batting lineup and considered starters for the purpose of defensive substitution.
 - ii. Defensive play requirements
 1. Players will play at least six (6) defensive outs, one at bat of every game unless the player's play time is adjusted due to disciplinary action or they are absent. The manager must inform the umpire, opposing coach, and official scorekeeper in writing before play begins.
 2. **Five-Run Rule Implications (Minors)**: if a half-inning ends because of the imposition of the five-run limit, and a player on defense has played for the entire half-inning, that player will be considered to have participated in three (3) defensive outs.
- c. Player and Coach Conduct:
 - i. Only the team manager, two (2) coaches, and uniformed players are allowed in the dugout, and they must remain there until the end of the game unless assigned positions or responsibilities on the field. All gear must be kept in the dugout.
 - ii. Everyone except base coaches must remain behind the screen in the dugout when not participating in the game. Coaches are allowed on the "steps" of their respective dugouts but may not disrupt the play or coaching of the opposing team.
 1. **Junior League: An on deck hitter is allowable**
 2. **Majors and Minors: There is no on deck hitter**
 - iii. A manager or coach cannot leave the dugout to talk with an umpire or player until he/she has asked for, and is granted, a time-out from the umpire.
 - iv. A manager or coach will be allowed to be one of the base coaches; however, he/she must remain in the coach's box at all times unless he/she is avoiding interference or receives a time out from the umpire.

There must be a base coach installed at first and third bases, and there must be one (1) adult in the dugout at all times. A player may serve as a base coach but must wear a protective helmet

- d. Sportsmanship and Prohibited Behavior
 - i. Good sportsmanship WILL be shown at all times by the players, managers, coaches, and fans
 - ii. Razzing or distracting opposing team players is strictly prohibited. Such actions can be ruled as interference/obstruction or unsportsmanlike conduct if judged so in an umpires opinion
 - iii. Throwing of bats, helmets, and other items in anger, disgust, or to show disagreement with a call by any team member ~~by~~ any team member will not be tolerated. The umpire may discipline or eject the offending team member if this rule is infracted.
 - iv. Reference Little League Rule 9.01(d) for what actions or activities could result in a player or coach being disqualified and/or removed from a game, and subsequent actions
 - v. Players, coaches and managers may be warned, restricted to dugout, or ejected for any violation deemed so worthy by an umpire. In the case of "unruly spectators" the umpire may restrict both teams to their dugouts until the manager or board member has had a fan removed from the playing facility.

4. Game Duration & Time Limits:

- a. Game Duration:
 - i. **Junior League** game times shall run two (2) hours, not to exceed past the start time of the following game. No new innings start after two (2) hours; however, the inning currently being played at the expiration of this time will be completed unless a hard stop is necessary as outlined herein. In the event of a tie, the score will revert back to the last inning when one team was ahead.
 - ii. **Majors and Minors:** Game times shall run one (1) hour forty-five and (45) minutes, not to exceed the start time of any following game on the same field. No new innings start after one (1) hour and forty-five (45) minutes; however, the inning currently being played at the expiration of this time will be completed unless a hard stop is necessary as outlined herein. An inning has been started when the 3rd out of the previous home half inning has been recorded. In the event of a tie, the score will revert back to the last inning when one team was ahead.
 - iii. **Minors:** If the "5 run rule" would prevent either team from winning the game and a game is scheduled on the same field following, the game may be hard stopped at two (2) hours.
- b. Hard Stop:
 - i. **Junior League:** If another game is scheduled on the same field following the currently played game, there will be a hard stop at the time of the next scheduled game. Furthermore, a hard stop is required at **10:30** p.m. when school is in session.
 - ii. **Majors and Minors:** If another game is scheduled on the same field following the currently played game, there will be a hard stop at the time of the next scheduled game. Furthermore, a hard stop is required at 10:00 p.m. when school is in session.
 - iii. Any game ending due to a game time limit shall be considered a

complete game regardless of number of innings played. Games called because of the time limit will be considered regulation games, regardless of the number of innings played.

- c. Delays in the game not associated with the normal progression of the game shall not count as game time— these delays include those for weather, injury time, light failure, and other delays as determined by the umpire-in-chief.

5. Scoring & Run Rules

a. Run Rules

- i. **Junior League:** If after four (4) innings, three and one-half (3 ½) innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after five (5) innings, three and one-half innings 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 runs shall concede the victory to the opponent. If after six (6) innings, four and one-half innings, if the home team is ahead, one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

- 1. NOTE: (1) If the visiting team has a lead of fifteen (15), ten (10) or eight (8) runs or more respectively, the home team must bat in its half of the inning. (2) The local league may adopt the option of not utilizing this rule. A game determined by the 15-run rule, 10-run rule, or 8-run rule, shall be considered a regulation game.

- ii. **Majors and Minors:** If after three (3) innings, two and one-half (2 ½) innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after four (4) innings, three and one-half (3 ½) innings 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 runs shall concede the victory to the opponent. If after five (5) innings, four and one-half (4 ½) innings, if the home team is ahead, one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

- 1. NOTE: (1) If the visiting team has a lead of fifteen (15), ten (10) or eight (8) runs or more respectively, the home team must bat in its half of the inning. (2) The local league may adopt the option of not utilizing this rule. A game determined by the 15-run rule, 10-run rule, or 8-run rule, shall be considered a regulation game.

b. Regulation Game:

- i. **Junior League:** A regulation game consists of seven (7) innings, played to time limits, or shortened as circumstances described in Little League rules or within this document.
- ii. **Majors and Minors:** A regulation game consists of six (6) innings, played to time limits, or shortened as circumstances described in Little League rules or within this document.

6. Equipment and Safety

- a. The Laramie Youth Baseball uniform is to be worn by all players. This includes a hat (provided), shirt (provided), and baseball pants (gray is the recommended color). Managers and coaches should wear team gear as provided by Laramie Youth Baseball.

- b. Catcher's Mask and Throat Protector – A throat protector is considered part of the catcher's mask and is required by Little League rules.
- c. Warming up of a Pitcher - Any player warming up a pitcher at home plate or any other location shall wear a mask, groin protection and a catcher's glove. During the regular season, including local tournaments, a manager or coach is permitted to warm up a pitcher at home plate or elsewhere at any time.
- d. Contact Rule – If a runner attempting to reach a base or home plate intentionally and maliciously runs into a defensive player in the area of a base or home plate, he will be called out on the play and is subject to being ejected from the game. The objective of this is to penalize the offensive team for deliberate, unwarranted, and unsportsmanlike action by the runner for the obvious purpose of colliding with the defensive player, rather than trying to reach home plate. Obviously, this is an umpire's judgment call. There is no "must slide rule". Rule (7.08(a)3: A runner is out when they do not slide or attempt to get around a fielder who has the ball and is waiting to make a tag.
- e. Rain Out – Prior to a game, the call for a postponement due to rain or other weather events is the responsibility of the Board President or another available Board Member. Once umpires have taken the field, the playability of the field, with the exception of lightning, is up to the umpire's discretion. Should a weather delay take place, all parties should consult on the best course of action

7. Pitching Regulations

- a. Pitching Rules: Reference Little League Baseball [Pitch Count Rules](#) and days of rest required.
- b. Maximum pitch counts vary by age, regardless of the division a player is playing in, and are as follows:
 - i. League age Six(6), Seven(7), and Eight(8)-year-olds - 50 Pitches per day
 - ii. League age Nine(9) and Ten(10)-year-olds - 75 pitches per day
 - iii. League Age Eleven(11) and Twelve(12)-year-olds - 85 pitches per day
 - iv. League age Thirteen(13) to Sixteen(16)-year-olds - 95 pitches per day
- c. Pitch Count Recording: A Player's pitch count shall be recorded and considered final no later than prior to the first pitch of their next game. If there is a question regarding how many pitches a player has pitched in a given six(6) day period, this record will be used as reference. If no record has been entered, and the official scorebook indicates the individual has pitched during the previous six(6) days, it will be assumed that the player has pitched the maximum number of pitches on that date and must observe appropriate days rest. The first time this happens, the manager will be provided a reminder of the requirements of this rule and allowed to update the pitching record, allowing the pitcher to pitch if eligible. At any subsequent offense, the pitcher in violation shall be ineligible to pitch for the maximum number of days rest required.
- d. Under no circumstance may a player pitch three (3) consecutive days.
- e. Pitching Error – If a pitching error occurs (e.g., ineligible pitcher), the team shall forfeit the game in which the error occurred. If an ineligible pitcher is discovered while warming up they may be replaced without penalty. All Managers, Coaches, Umpires and Scorekeepers should make every effort to negate a forfeit in this instance.
- f. Illegal Pitch – Reference Little League Rules
- g. No league age 12-year-old can pitch in the **Minor League** Division
- h. Balking:
 - i. **Junior League:** Balks are enforced
 - 1. During the regular season each pitcher in a game will be given one warning on a balk and then the appropriate penalty will be

enforced. Said balks do not necessarily need to be of the same violation, only one warning per pitcher will be allowed.

- ii. **Majors and Minors:** Balks are not enforced . If there is a pitching infraction, the umpire should stop the game and instruct the pitcher— if the infraction results in an “illegal pitch” the result is a ball to the batter.
- i. Trips to the Mound - See Little League Rules:
 - i. **Juniors and Majors:**
 1. Rule 8.06 (a), a manager or coach may come out once in one inning to visit with the pitcher, but the second time out, the player must be removed as a pitcher.
 2. Rule 8.06 (b) A manager or coach may come out twice in one game to visit with the pitcher, but the third timeout, the player must be removed as a pitcher.
 3. Rule 8.06 (d) outlines that a manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher. Therefore, the umpire correctly explained to the manager that the pitcher must be replaced.
 - ii. **Minors:**
 1. Rule 8.06 (a), a manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher.
 2. Rule 8.06 (b) A manager or coach may come out three times in one game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher.
 3. Rule 8.06 (d) outlines that a manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher. Therefore, the umpire correctly explained to the manager that the pitcher must be replaced.

8. Game Forfeitures and Penalties

- a. Forfeited Game – A game shall be forfeited to the opposing team when a team is unable or refuses to place eight (8) players on the field or for other reasons stated herein. If a team plays with eight (8) players, the ninth (9th) spot in the batting lineup will be an out each time that batting position is up. After the start of the game, if the ninth (9th) player shows up, they may be inserted into the game and the team will no longer need to take an out for the ninth (9th) batting position.

9. Tournament and Postseason Play

- a. Tournament brackets will be determined by regular season records. Tournament time limits and restrictions will be determined by the board prior to the start of play. Game time limits will take into consideration regular season rules, tournament schedule, field availability, and stakeholders impute. Championship games may have different time limits set.

Pitching Machine

1. General Rules & Responsibilities

- a. All official Little League rules except those amended herein shall be in effect.
- b. Managers:
 - i. Study and become familiar with the official Little League rules.
- c. Home Team:
 - i. Responsible for providing the official scorekeeper.
 - ii. Setting up and putting away the pitching machine.
 - iii. Providing a new game ball.
 - iv. Reporting the score following the game to the Coaching Coordinator/Player Agent
- d. Visiting Team:
 - i. Providing a second ball, if needed.
- e. Division Coordinator: Reschedules all make-up games and will notify team managers of the time and place of rescheduled games. Do not call the City for this information.
- f. Official Scorebook:
 - i. The official scorebook used to record the score is the home team scorebook.

2. Game Play Rules

- a. A half inning will consist of three outs or one time through the batting order. In the case where only eight (8) players are on the field, a half inning will consist of three (3) outs or eight (8) batters. The ninth batter is not an automatic out.
- b. At Bat:
 - i. The batting team is responsible for providing an umpire and someone to feed the ball into the pitching machine.
 - ii. The batter is out after three (3) swing strikes, and there are no walks. Each batter will see six (6) pitches. If the batter has not hit a pitch after the sixth pitch, he/she shall be declared out. A sixth (6th) pitch that results in a "dirt ball" in the coach's opinion or a foul ball, may be re-delivered to the batter.
 - iii. When a team bats through their lineup – the half inning will be over.
 - iv. There will be a maximum of nine (9) players on the field including the pitcher's position. The pitcher can play either side next to the pitching machine. If a batted ball hits the machine, the ball is considered a "fair ball" and in play.
 - v. The batter is called out if he/she throws the bat.
 - vi. Overthrow rule pertains to all base runners and is as follows: Base runners may advance a maximum of one (1) additional base on any single overthrow in the infield. Runners take this base at their own risk. If the ball is thrown out of play, the runner is awarded that base..
 - vii. The home team will be responsible for providing the official scorekeeper.
 - viii. Batting Order: All players on the game roster will be in the batting order.
 - ix. Bunting is legal, but the batted or bunted ball must go outside the fifteen (15)-foot marked circle. Teams may bunt a maximum of two (2) times per inning. An individual player may only bunt one time in a game during the regular season play. A full swing that results in a "swinging bunt" is not considered a bunt. Fake bunts ("slash bunt" or "Butcher Boy Bunt") shall be prohibited. A batter that "shows" bunt is committed to an attempt to bunt or take the pitch.
 - x. Players are not permitted to lead off or steal bases.
- c. In the Field:

- i. The fielding team is responsible for making calls at first and second base
 - ii. Players are not permitted to lead off or steal bases.
 - iii. There is no "infield fly" rule.
 - iv. On a ball hit to the outfield, play is dead when the ball is controlled in the infield. Players between bases can advance to the next base at their own risk
 - v. Managers must rotate their players so that each player plays a different defensive position for each inning of the game in which he/she plays—players should not play the same position twice in a game.
- d. Player and Coach Conduct:
- i. There may be an adult coach in the first-base coach's box and in the third-base coach's box, but an adult must also be in the dugout.
 - ii. The batter is called out if he/she throws the bat.*
- e. Required Player Time
- i. Each player must play at least three (3) full innings unless injured or sick.
 - ii. Each player must play at least one inning in the infield. Managers should take into account each player's individual ability for safety reasons when assigning positions. Failure to do so may result in forfeiture of the game
- f. Sportsmanship and Prohibited Behavior
- i. Good sportsmanship WILL be shown at all times by the players, managers, coaches, and fans
 - ii. Razzing or distracting opposing team players is strictly prohibited. Such actions can be ruled as interference/obstruction or unsportsmanlike conduct if judged in an umpire's opinion
 - iii. Throwing of bats, helmets, and other items by any team member will not be tolerated. The Manager will eject the offending team member if this rule is infringed.

3. Game Duration & Time Limits:

- a. Game Duration: Games will be ninety (90) minutes long, with no new inning starting after eighty (80) minutes of play. If a regular season game ends in a tie, it will revert to the last inning where one team was ahead.
- b. Hard Stop: after ninety (90) minutes.
- c. Any game ending due to a game time limit shall be considered a complete game regardless of number of innings played.
- d. Games called because of the time limit will be considered regulation games, regardless of the number of innings played.
- e. Delays in the game not associated with the normal progression of the game shall not count as game time— these delays include those for weather, injury time, light failure, and other delays as determined by the [insert entity in charge of making this decision].

4. Scoring & Run Rules

- a. Run Rules: There is no run rule in the pitching machine division.
- b. Regulation Games are six (6) innings. Four (4) innings constitute a complete game in case of rain, or three and one-half (3 1/2) innings if the home team is ahead.
- c. There are no ties. If the game is tied at the end of six (6) innings or after being called for rain, the score reverts to the last completed inning in which a team was ahead, and this constitutes a regulation game.

5. Equipment and Safety

- a. The Laramie Youth Baseball uniform is to be worn by all players. This includes a hat (provided), shirt (provided), and baseball pants (gray is the recommended color). Managers and coaches should wear team gear as provided by Laramie Youth Baseball.
- b. The batter is called out if he/she throws the bat.**
- c. Catcher's Mask and Throat Protector – Managers or coaches acting as an umpire behind the plate shall wear a mask. A throat protector is considered part of the catcher's mask.
- d. Rain Out – Prior to a game, the call for a postponement due to rain or other weather events is the responsibility of the Board President or another available Board Member. Once players have taken the field, the playability of the field, with the exception of lightning, is up to the discretion of the managers on the field. Should a weather delay take place, all parties should consult on the best course of action. Games not played due to rain outs will be rescheduled if time and field availability permit.

6. Game Forfeitures and Penalties

- a. Teams must have at least eight (8) players to start and finish a game. A team without at least eight (8) players and a manager or coach on the field within the 10-minute time limit shall forfeit the game. These games will not be rescheduled. In this situation, the two teams may use the field for their allotted time (eighty (80) minutes) to have a scrimmage or practice game so the kids can gain game experience.

7. Tournament and Postseason Play

- a. Tournament brackets will be determined by regular season records. Tournament time limits and restrictions will be determined by the board prior to the start of play.
- b. Game time limits will take into consideration regular season rules, tournament schedule, field availability and stakeholders impute. Championship games may have different time limits set.

Tee Ball

1. General Rules & Responsibilities

- a. All official Little League rules except those amended herein shall be in effect.
- b. Managers:
 - i. Study and become familiar with the official Little League rules.
- c. Both Teams:
 - i. Provide an umpire/coach to assist each player at bat in placing the ball on the tee and hitting the ball in proper form.
 - ii. Provide a coach who will stand to the side of the pitcher or in the infield to ensure the safety of the pitcher (i.e., proper distance from home plate) in case of any hard- hit ball.
- d. Home Team:
 - i. Responsible for providing the tee and game ball
- e. Division coordinator: Reschedules all make-up games and will notify team managers of the time and place of rescheduled games. Do not call the City for this information.

2. Game Play Rules

- a. A half inning will consist of each team batting their entire order. If a play is made and a runner is forced out or a fly ball is caught, then the runner is retired and returns to the dugout, but the half inning continues until everyone on the team has completed an at bat.
- b. At Bat:
 - i. The ball will be hit off of the tee and must go beyond the fifteen (15)-foot circle. Players will be allowed to swing until they have made contact with and have hit the ball.
 - ii. When a team bats through their lineup – the half inning will be over.
 - iii. There will be six (6) players on the infield, including the pitcher's and catcher's positions, filling regular infield positions—all other players on the roster shall be distributed evenly in the outfield. All players on the game roster will be in the batting order.
 - iv. The overthrow rule pertains to all base runners and is as follows: If the runner has not yet reached the base at the time of the overthrow, the runner may not advance to the next base. If the runner has attained or passed by the base at the time of the overthrow, then he/she may advance one more base at his/her own risk, and the play is then dead. The home team will be responsible for providing the official scorekeeper.
 - v. Batting Order: All players on the game roster will be in the batting order.
 - vi. Players are not permitted to lead off or steal bases.
- c. In the Field:
 - i. The fielding team is responsible for making calls at all bases.
 - ii. There is no "infield fly" rule.
 - iii. On a ball hit to the outfield, play is dead when the ball is controlled in the infield. Players between bases can advance to the next base at their own risk
 - iv. Managers must rotate their players so that each player plays a different defensive position for each inning of the game in which he/she plays—players should not play the same position twice in a game.
- d. Player and Coach Conduct:

- i. There may be an adult coach in the first-base coach's box and in the third-base coach's box.
- e. Required Player Time
 - i. Each player must play at least three (3) full innings unless injured or sick.
- f. Sportsmanship and Prohibited Behavior
 - i. Good sportsmanship WILL be shown at all times by the players, managers, coaches, and fans

3. Game Duration & Time Limits:

- a. Game Duration: Regulation games are one (1) hour, although both teams must bat through the order at least twice or the game shall be extended until this is accomplished.

4. Scoring & Run Rules

- a. No score shall be kept

5. Equipment and Safety

- a. The Laramie Youth Baseball-issued uniform is to be worn by all players. This includes a hat, shirt, and baseball pants (gray is the recommended color). Managers and coaches should wear uniforms as provided by Laramie Youth Baseball.
- b. A softer ball shall be used and provided by the Local League. Do not use a regulation baseball.
- c. Each team shall provide a coach who will stand to the side of the pitcher to ensure the safety of the pitcher (i.e., proper distance from home plate) in case of any hard- hit ball.
- d. Rain Out – Prior to a game, the call for a postponement due to rain or other weather events is the responsibility of the Board President or another available Board Member. Once players have taken the field, the playability of the field, with the exception of lightning, is the discretion of the team managers on the field. Should a weather delay take place, all parties should consult on the best course of action. Games not played due to rain outs will be rescheduled if time and field availability permit.

6. Game Forfeitures and Penalties

- a. There are no conditions where forfeitures are necessary in Tee Ball. At the discretion of a manager, accommodations can be made to create a fun experience for all players which allows them to practice hitting and fielding the ball.