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Camden-Wyoming Little League, Inc.

P.O. Drawer O

Camden-Wyoming, Delaware 19934

January 7, 2026

SUBJECT: LOCAL RULES AND REGULATIONS OF THE CAMDEN-WYOMING LITTLE LEAGUE

1. **LITTLE LEAGUE BASEBALL:** Camden-Wyoming Little League (CWLL) will adhere to all rules, regulations, and operating procedures as set down by Little League Baseball, Inc. All managers, coaches, and umpires will be responsible for knowing and adhering to said rules, as well as the local league rules approved by the CWLL Board of Directors. If any rule is passed that is contrary to the rules of Little League, it will automatically be void when the error is discovered. The CWLL Board of Directors voted and passed these Rules and Regulations on **January 7, 2026**. The league must establish a quorum before any action, the Board of Directors makes ruling, or a Board appointed committee as per the League By-laws.
 - 1.1 Board Meetings are held on the 1st Wednesday of each month. Anyone wishing to attend, or address the board, may do so by submitting a request by letter or email camdenwyominglittleleague@gmail.com to the President and VP of Baseball and Softball, of CWLL, 3 days in advance of the next scheduled board meeting. Public comment requested submitted shall include your name, address, and purpose for comment. CWLL will allow anyone requesting public comments to address the board for a period of 2 minutes without prejudice. Only members of the Board of Directors may make motions and vote at meetings of the Board of Directors. However, the board of directors may invite, admit and recognize guests for presentations or comments during Board Meetings.
2. **PLAYER ELIGIBILITY:** Players, both boys and girls, age 4 through 16 may participate in Little League Baseball. Girls ages 6 through 16 may participate in Little League Softball. The CWLL will follow the 2026 Little League Age Chart for Baseball & Softball.
3. **RULE CHANGE:** The Board of Directors may add, drop, or change a local rule by the majority vote, AT ANY TIME DURING THE SEASON. All changes must be updated on the website, and an email sent to members stating that local rules have been updated

4. NUMBER OF LEAGUES: The CWLL Board of Directors shall determine the number of league divisions each season. T-Ball, Peewee, Challenger, Minor Baseball (BB) and Softball (SB), Major BB and SB, Intermediate (50/70) BB, Junior and Senior BB and SB programs will continue when possible.
5. NUMBER OF TEAMS: The CWLL Board of Directors shall determine the number of teams based on current knowledge as to the number of players registered in each age bracket.

6. REGISTRATION

- 6.1. All those who desire to play ball in CWLL must register, including those players who were previously on a team roster.
- 6.2. The CWLL President will set registration dates each season. The league will present registration date notices to news media, schools, radio stations, and post on the league website (www.camdenwyomigll.org), so that all eligible players, parents/guardians should be aware of the registration dates and have the opportunity to register.
- 6.3. The CWLL Board of Directors will establish the cut-off date for registration. Any player registering after the published cut-off date will be placed on a standby list. ONLY the Vice-Presidents (VP) of BB and/or SB may make Exceptions to this rule at the convenience of the League.
- 6.4. All applicants are encouraged to have a physical. A parent or guardian must sign a medical waiver before the child may play in CWLL.

7. TRY-OUTS

- 7.1. The CWLL President will select dates for try-outs for all eligible players. Registration volunteers will give out adequate notice of try-outs at the time of registration. The league shall present try-out notices at In Person Registration, post on Facebook and post on the league website.
- 7.2. A player must notify the VP of BB and/or SB Operations in writing prior to tryouts beginning to be excused. The VP of BB or SB Operations, as applicable, will then determine if the excuse is valid. The VP will then notify the appropriate Player Agent (PA), who will notify the player.
 - 7.2.1. Managers may choose those players with excused absences in any round of the draft.
 - 7.2.2. Players without excused absences will be drafted – in the last round. If not chosen for the upper league they will be placed in the lowest division for which they are eligible according to their league age.

7.2.3. Players without excused absences will not be eligible for the all-star tournament.

7.3. All players must tryout in their age bracket. Players drafted onto a Major League team MUST play in that division.

7.4. **Players will be selected for one division. They will not be allowed to dual roster in multiple divisions. Excluding 50/70 league.**

8. TEAM DRAFTING

8.1. **All competitive leagues will be redrafted each year for the purpose of maintaining balance in the leagues. The draft order will be randomly selected and use a snake draft format. All manager family member options shall be taken in the round designated in the Little League rule book. There are no coach options for players.**

8.2. During the draft, only the manager is allowed to be in the room during the draft. In the event a manager is unavailable to draft, they may designate an adult to do the draft in their place if an individual does not have a child trying out in the division. The individual must be approved in advance by the VP of Baseball or the VP of Softball.

8.3. The VP of that Division, with the approval of the VP of BB/SB Operations, may make other changes to the draft if needed to maintain parity among the teams or for other BB/SB related concerns. The League Player Agent (PA) must be included in all decisions made about drafts. All guidelines in the current Little League Operation Manual must be followed.

8.4. Trading- All trades must be requested -in writing- to the League Player Agent, who will notify the appropriate VP's, and must be approved by the Board of Directors. All trades must be player for player and agreed upon by both the gaining manager and the losing manager. Requests must demonstrate a justifiable need for the trade which may include, but is not limited to, player or family conflicts that threaten sportsmanship, team cohesion, and / or would prevent participation by one or more players. Examples of situations not considered justified include but are not limited to the following; not selecting a player that was available, a player who you want a family member to coach with you, a player who is a friend of your family, and a player of a certain position. All trades will be considered on a case-by-case basis in accordance with the Little League Rulebook.

9. PLAYER OPTIONS: Guidelines to be followed as detailed in the current Operating Manual.

10. GROUND RULES

10.1. All volunteers within the field of play (including Team Parents) MUST be Board approved, sign the Volunteer Code of Conduct, complete the Abuse Awareness

Program, background check completed by the League, or the umpire registry, on a yearly basis.

- 10.2. For Major League Baseball and Softball and below. There will be a continuous batting order for the entire game such that every player in uniform and eligible to play is in the batting order for the entire game regardless of defensive positions filled. Manager may substitute player without regard to the line-up or batting order.
- 10.3. In the interest of equal access, the double batting cage near the Big Field is primarily for JR & SR BB the Batting cage by the Minor BB field is primarily Major and AAA BB and the batting cage by the SB Field is primarily for SB. Players MUST wear helmets during batting practice, and the individual pitching MUST stand behind the L-Screen. Each team will have access to the batting cages for a maximum of 10 minutes. The home team will have the batting cages 30 minutes prior to the start of the game, the visiting team will have the batting cages 20 minutes prior to the start of the game.
- 10.4. Weeknight BB/SB games start at 5:45 p.m. Each team shall have a maximum of ten minutes infield practice, starting with the visiting team 30 minutes prior to the start of the game, home team 20 minutes prior to the start of the game. If a team starts practice late, they must relinquish the field at the appropriate time. No new inning will start after 7:40 pm. The current inning must be finished before leaving the field. At 7:40 p.m., if the first game is an OFFICIAL ballgame, it is over, no matter what time the game started, unless tied. Teams will resume the game later if tied. If there is not a second game, the teams will play the game until completion (ex. Major BB is six innings).
 - 10.4.1. Both Managers, the Official Scorekeeper, and the Plate Umpire must agree with the official book and sign for all games that end in a tie or is an incomplete game.
- 10.5. All 2nd games shall begin within twenty minutes after the ending of the first game, but not before the official starting time of the second game, unless it is agreed to start earlier by both managers and the umpires.
- 10.6. No game shall start until there is a trained scorekeeper (and pitch counter for BB) in the press box. If a press box is not available, the scorekeeper must sit in the stands. The home team shall provide the scorekeeper (and the visiting team shall provide the pitch counter for BB). Managers should provide correct and complete line-ups (last name, first name, number, and starting position) to the scorekeeper fifteen minutes prior to the game. Scorekeepers and pitch counters, just like umpires, shall be impartial, and shall have no communication with the managers concerning any rule infractions. If a scorekeeper or pitch counter recognizes a potential rule infraction that could result in a protested game, he/she must communicate this information to the home plate umpire only. The scorekeeper and pitch counter must clean the press box **and reinstall the windows prior to leaving.**

- 10.7. Inter-League games supersede all local games, regardless of game status.
- 10.8. The league VP will schedule all postponed games, due to rainouts, tie games, darkness, etc., in the order in which they were postponed, if possible. Managers must notify their League VP to reschedule a postponed game, and the League VP must notify the Chief Umpire, Snack Bar Manager, and Facilities Manager.
- 10.9. The plate umpire/crew chief shall be responsible for seeing that managers adhere to the time rule as stated in 10.4. If no games follow, Major Leagues and below will have a 2-hour time limit. Intermediate, Junior and Senior Leagues will have a 2-hour 15 min time limit on all games.
- 10.10. After each game, the home team will clean up the third base side bleacher area, dugout, and empty the trashcans. In addition, the visiting team will clean up the first base side bleacher area, dugout, and empty the trashcans. The home team is responsible for dragging the infield. The visiting team is responsible for raking the base lines, mound area, and home plate area. Teams will empty dugout trashcans and dump them into the larger trashcans outside of the dugouts. The penalty for failing to do so may be a one game suspension and/or the removal as a manager from league status, subject to review and recommendation of the Manager Selection Committee and vote by the Executive Committee.
- 10.11. The playoff format and timing of the playoffs will be discussed with the managers of each league prior to the start of the season. The VP of Baseball/Softball and the league VP will finalize the format, dates, and ensure everyone is aware prior to the start of the season. Once the format and dates are established it will on be changed by the VP of Baseball/Softball if there are extenuating circumstances, such as rainouts.
During Playoff, pool players are not allowed.
- 10.12. No player may leave the field without permission of the manager or coach.
- 10.13. In the event of a rain delay, teams shall complete the first game, if in the umpire's judgment that there is no chance to play a second regulation game. Teams shall terminate the first game when it becomes a regulation game if there is a chance to play a second game. A cancellation of an early game does not automatically mean that the second game is cancelled.
- 10.14. All games shall be played as scheduled except when school functions conflict with the schedule and are coordinated with the League VP and the Chief Umpire.
- 10.15. All managers are responsible to support and participate in all fundraisers and Snack Bar activities. **Snack Bar should have approximately 5 – 6 volunteers per shift.** Failure to support these activities may result in a one game suspension and/or the removal of the manager from league status, subject to review and recommendation of the Manager Selection Committee and vote by the Executive Committee.
- 10.16. T-Ball and Peewee League will not have umpires provided for their games. Minor SB

and BB League may not have umpires provided for their games. The manager of each team is responsible for providing four umpires to the CWLL umpire pool for AAA BB and SB League and up. The umpires can be manager, assistant coaches, or parents. Major and Junior/Senior SB teams are responsible to provide a base umpire for a minimum of three games during the season for the opposite division. If a team assigned an umpire shift fails to cover it, the penalty is: Manager may not manage or coach his/her team's games until they have made up their team's umpire assignments.

10.17. Player pool alternate method of play for leagues having trouble fielding teams for a game. PAs will run the player pool for their respective divisions outlined in the current Little League Rulebook.

10.17.1. Managers requesting a player must notify the Player Agent 24 hours prior to game time. If a manager is unaware that they will not have enough players to field a team, the manager after contacting the PAs, may acquire a player that is currently at the ball field. Prior to the start of the game, the PA, the opposing manager, and the VP of the division must approve the player. If all parties cannot agree on a player, the game will not be played and must be rescheduled.

10.17.2. All request and player assignments between a manager and the PA shall be logged and kept on file for the duration of the season. These logs will have the following information: division, team manager name, date of request, number of players requested, method of communication, starting point of players called in order, and 1st players to agree to play. The PA logs and process shall be transparent and available upon request for review by league managers via the League Player Agent.

11. Ejection of a player, coach, manager or spectator.

- 11.1. The home plate umpire will complete an ejection report and submit the form within twenty-four hours to the President and Chief Umpire of CWLL. A manager, coach, player, or spectator who is ejected suspended for the next playable game.
- 11.2. A player, coach, manager or spectator that is called before the Executive Committee for discourteous treatment of an umpire may be subject to double the standard disciplinary action.
- 11.3. If an umpire judges a manager or coach's infraction to be of a minor nature, the offender may be restricted to the dugout for the remainder of the game. An umpire shall eject any coach or manager restricted to the dugout for further misconduct. A coach or manager may only leave the bench or dugout to attend to a player who becomes ill or injured. Any defensive conferences must occur at or in the dugout.
- 11.4. Any player, coach, manager, or spectator who is ejected for disrespectful and**

discourteous treatment of a Junior Umpire will receive sanctions that are double the standard ejection penalty. The offender will also appear before the Executive Board before returning to play. The decision of the Executive Board is final and is not subject to appeal.

12. Conduct Unbecoming:

12.1 Definitions:

12.1.1 Conduct Unbecoming: Engaging in conduct that does not demonstrate the Tenets of Little League International, CWLL, the standard of the appropriate behavior of the local community, and such conduct prevents or impedes the conduct of the games or operation of the league (e.g. cursing at umpires and of league officials, bring alcoholic beverages to the park, fighting. Etc.)

12.1.2. Failure of an umpire to eject a Player Member or Regular Member (see League By-Laws for Definition of Regular Member) from a game does not exempt the Member From disciplinary action by the Executive Committee.

13. RESTRICTION OF PLAYERS: Each manager shall indicate on his/her batting slip, prior to each game, each player not able to participate in that game and properly note the reason, ex. discipline, sickness, etc.

- 13.1. Fourteen days prior to the Championship games, no player will be benched without permission from the PA and the VP of the League.
- 13.2. A player may be suspended by the majority vote of the league President and the applicable VPs of BB / SB Operations and VP of the League until the Executive Committee meets for a final vote. Players disciplined or suspended will not be allowed on the field of play, to include the dugout.
- 13.3.** If a player on a team is unable to play for four weeks due to parental discipline or some reason other than injury, the manager **MUST** choose another player. The Player Agent will notify the parents if such action is required. **The drafted player MUST be of the appropriate league age to participate in the receiving division.**
- 13.4. If a player registered with CWLL is unable to play because of injury but will return within four weeks from opening day as a player, he/she may remain with his/her team, but must have a doctor's excuse/release before he/she can return to play. The player's parent/guardian must submit the doctor's release to the League Player Agent. The League Player Agent will then place the doctor's release in league files. If the injured player cannot return to play within four weeks from opening day, the Manager will draft a new player from the standby list, or from the next lower division. **The drafted player MUST be of the appropriate league age to participate in the receiving division.**

14. T-BALL LEAGUE (Developmental Baseball for Boys & Girls)

- 14.1. Players shall be BB league-age four to six years old. The league will be divided into two divisions: starter t-ball and advanced t-ball. Unless approved by league VP, VP of BB, VP of Operations, or League President four and six-year-old players will be separated. Philosophy and style of play
- 14.2. Philosophy and style of play
 - 14.2.1. We are not playing true “baseball” yet. Stress learning the rules, playing right, and avoid taking advantage of the other players’ inability. Try to keep the game close and if in doubt about a close call, give your opponent the call. Maintain good sportsmanship and decorum. If a hit goes through the outfield, keep your base runners going. However, as soon as the ball comes back to the infield, hold them up. At this level, as the ball comes from the outfield, because of the lack of defensive skills, any runner at second base could easily run all the way home, with little risk of being tagged out. This kind of competitiveness only displays the player’s weaknesses and embarrasses the defense.
- 14.3. Teams may not have more than 12 players or less than 9.
- 14.4. The offensive team may elect to use two Board Approved adult base coaches provided at least one Board Approved adult must remain in the dugout.
- 14.5. Two coaches, or the manager and one coach may be on the field with their defensive team provided at least one Board Approved adult must remain in the dugout.
- 14.6. No base stealing.
- 14.7. No walks.
- 14.8. T-Ball games will be at least three innings or one hour. Teams may play longer games when field time allows and both managers agree but shall not exceed 90 minutes of play.
- 14.9. A maximum of ten defensive players shall take the field. This includes three or four outfielders and one player fielding the pitcher’s position. Infielders will assume positions on the field at all the normal and appropriate defensive positions. Teams may not “ring” the infield. (Remember, we are teaching them how to play BB correctly!)

14.10. DEFINITIONS

- 14.10.1. Strike - Batter misses’ ball or hits tee without hitting the ball
- 14.10.2. Foul - When the ball becomes dead outside the 1st or 3rd base baselines.
- 14.10.3. Inning - An inning shall be over when three outs are registered by the

defense, or six runs are scored by the offense. Outs are counted as in “standard” BB and MUST be observed. Coaches have no latitude in this matter.

14.11. BATTING ORDER

- 14.11.1. All team members will be in the batting order (continuous batting order); however, batting positions 1-6 will not be occupied by any of the same six players in consecutive games.
- 14.11.2. No player shall sit on the bench two consecutive defensive innings.
- 14.11.3. The ball is dead at all times except during the time when the batter has hit the ball until the defense has controlled the ball and all defensive play has been completed (see “Philosophy” below). Runners who illegally advance should be sent back to the proper base.

15. Minor Softball League (Instructional / Competitive Softball for Girls)

- 15.1. Minor League SB will be separated into two divisions. AA Minors and AAA Minors.
- 15.2. AA Minors SB.
 - 15.2.1. Players shall be SB league age six to eight years old (unless approved by the VP of SB).
 - 15.2.2. Philosophy and style of play: Stress learning the rules, playing right, and avoid taking advantage of the other player’s inability. Managers/Coaches should try to keep the game close and if in doubt about a close call, give your opponent the call. Maintain good sportsmanship and decorum. If a hit goes through to the outfield, keep your base runners going. However, as soon as the ball comes back to the infield, hold them up. At this level, as the ball comes from the outfield, because of the lack of defensive skills, any runner at second base could easily run all the way home, with little risk of being tagged out. This kind of competitiveness only displays the player’s weaknesses and embarrasses the defense.
 - 15.2.3. Teams may not have more than twelve players or less than nine.
 - 15.2.4. The offensive team may elect to use two Board Approved adult base coaches provided at least one Board Approved adult remains in the dugout.
 - 15.2.4.1. There shall be no more than three offensive runs scored per team per inning during innings one, two, and three, unless: Any team who is at a deficit of more than three runs may score greater than three runs,

but that the number of runs in excess of three can only equal an amount that will result in a tie score (“catch up rule”), at which point that team’s offense is complete for the inning.

- 15.2.4.2. During innings four and up, there shall be no maximum number of runs permissible for either team.
- 15.2.5. Two coaches or the manager and one coach may be on the field with their defensive team provided at least one Board Approved adult must remain in the dugout.
- 15.2.6. All team members will be in the batting order (continuous batting order); however batting positions 1-6 will not be occupied by any of the same 6 players in consecutive games.
- 15.2.7. No player shall sit on the bench more than one defensive inning.
- 15.2.8. When the pitcher has control of the ball inside the pitcher’s circle, a manager/coach shall call “Time” and base runners shall return to the last base occupied.
- 15.2.9. A maximum of ten defensive players shall take the field. This includes three or four outfielders and one player fielding the pitcher’s position. Infielders will assume positions on the field at all the normal and appropriate defensive positions. Teams may not “ring” the infield. (Remember, we are teaching them how to play SB correctly!) No player shall play at the same defensive position for more than two innings in the same game except as outlined in the PITCHING section.
- 15.2.10. The ball is dead at all times except during the time when the batter has hit the ball until the defense has controlled the ball and all defensive play has been completed, runners may advance one base, on an overthrow, on a defensive play, at their own risk (see “Philosophy” below). Runners who illegally advance should be sent back to the proper base.
- 15.2.11. Inning – An inning shall be over when three outs are registered by the defense, or three runs scored by the offense. Three innings shall constitute a regulation game.

Pitching

- 15.2.12. Any player on a team’s roster may pitch.
- 15.2.13. League age six thru eight-year-olds may not pitch more than two innings per game.

15.2.14. The pitching rubber will be 32 feet from home plate. The pitcher must remain in the circle.

15.2.15. Live pitching by players will begin two weeks after the start of the season. Each batter will be pitched a maximum of four balls or six pitches from the opposing player - pitcher. After four balls, the pitching machine will pitch to the batter until the ball is put in play or three strikes. The fourth inning or last complete inning will be machine pitch only.

15.2.16. A legal pitch shall conform to the Pitching Rules in the Little League Softball Rule Book See Rule 8.00 The Pitcher

15.2.17. A player-pitcher may not walk a batter

15.2.18. A batter hit by a pitch thrown by a player-pitcher will be awarded first base. For batter safety, should the player-pitcher hit more than two batters in an inning, someone else must pitch the remainder of the inning. The player-pitcher may return in a later inning and continue to pitch up to the allotted inning eligibility but still subject to the safety rule.

Base Running

15.2.19. Runners may steal based under the following rules.

15.2.19.1. Runners starting at first base or second base are entitled to steal one base only per passed ball with liability to be put out.

15.2.19.2. Runners are not entitled to advance more than one base per pitch even in the event of an overthrow at any base.

15.2.19.3. Runners starting at third base may not steal home but are liable to be put out if they are off the base.

15.2.19.4. After all play ceases, and the ball becomes dead, if a runner occupies a base beyond the one the runner was entitled to steal, the runner will be returned to the correct base without liability to be put out.

15.2.19.5. Runners can only score on a batted ball.

15.2.20. Face masks are required to be worn for all positions.

15.3. AAA Minors SB

15.3.1. Players shall be softball league age eight to ten years old.

15.3.2. The League VP, the PA, and the VP of SB Operations will determine the number of players on a team in accordance with Little League Rules. Exceptions to this rule may be made for the last four games of the regular season.

15.3.3. There shall be no more than three offensive runs scored per team per inning during innings one, two and three unless:

15.3.3.1. Any team who is at a deficit of more than three runs may score greater than three runs, but that the number of runs in excess of three can only equal an amount that will result in a tie score (“catch up rule”), at which point that team’s offense is complete for the inning.

15.3.3.2. During innings four and up, there shall be no maximum number of runs permissible for either team.

15.4. There will be a continuous batting order for the entire game such that every player in uniform and eligible to play is in the batting order for the entire game regardless of defensive positions filled. Managers may substitute players without regard to the line-up or batting order.

15.5. Each player is required to play at least two defensive innings and one at bat per game but not required to play two consecutive innings on defense.

15.6. All offensive and defensive substitutes must enter the game by the start of the second inning, unless the game is shortened, i.e., inclement weather, curfew, etc.

15.7. Local playoff teams will play games according to regular season rules.

15.8. Face masks are required to be worn for all positions.

15.9. A pitcher may not pitch more than four innings per game.

Additional Rules Related to AAA Softball

15.10. Players may steal any base (except home plate) after the ball has reached home plate.

15.11. AAA Minor SB will be put together via a draft after the Major League teams have completed their draft.

15.12. AAA Minor SB is the player pool for the Major League teams when they need a replacement of an injured player or a player who no longer wants to play *As outlined in local rule 13 Restriction of Players*. Managers shall not draft from a team twice until all other teams have been drafted from at least once

15.13. Live pitching by players will begin at the start of the season. The first and second inning will utilize only player pitching. Each batter will be pitched a maximum of four balls or six pitches from the opposing player (pitcher). After four called balls, the batter will be awarded first base. The third inning and on each batter will be pitched a maximum of 4 balls or six pitches from the opposing player (pitcher).

After four balls, the pitching machine will pitch to the batter until the ball is put in play or three strikes. A player-pitcher may not walk a batter. The player-pitcher will then return and pitch to the next batter. A coach may intercept a ball when the safety of a player is at risk.

- 15.14. A legal pitch shall conform to Little League Softball Rule 8.00 The Pitcher
- 15.15. A batter hit by a pitch thrown by a player-pitcher will be awarded first base. For batter safety, should the player pitcher hit two batters in an inning, someone else must pitch the remainder of the inning. The player-pitcher may return in a later inning and continue to pitch up to the allotted inning eligibility but still subject to the safety rule.
- 15.16. At the end of the season, the league will select a 7-8-9-year-old tournament team. A pitching machine will be used during this tournament.

16. Peewee League (Developmental Baseball for Boys & Girls)

16.1. Players shall be BB league age six to eight years old (if the eight-year-old has never played before). Six-year-olds must have played one year of t-ball unless approved by the VP of Baseball.

16.2. Teams may not have more than twelve players or less than ten.

16.3. One coach or manager on the offensive team will work the pitching machine and remain neutral. The team may use two adult base coaches provided at least one adult remains in the dugout. All coaches that are on the field must be board approved. A volunteer may be used in the dugout if a background check has been completed by the board.

16.4. Philosophy and style of play: We are not playing true “baseball”, yet. Stress learning the rules, playing right, and avoid taking advantage of the other players’ inability. Try to keep the game close. Maintain good sportsmanship and decorum. If a hit goes to the outfield keep your players going until the ball is fielded and an attempt has been made to get the ball into the infield, runners should not advance on an overthrown ball or mishandled throw. Teach the base runners to advance on legitimate balls hit to the outfield but not to take advantage of defensive lack of skill. The ball is dead at all times with the exception of when a ball is batted into play. If a runner advances illegally, i.e., pass ball or overthrow, the runner should return to the previous base.

16.5. Two defensive coaches shall be on the field at any time to assist their players in understanding the game and being in correct defensive positions. Their purpose is not to interfere in the game; they shall remain behind the infielders when a ball is put into play. If a player is in the dugout a board approved parent or coach must remain in the dugout.

16.6. A maximum of ten defensive players shall take the field. This includes either 3 or 4 outfielders and one player fielding from the pitcher’s position. Infield positions should be

arranged in a normal fielding configuration. Do not “ring” the infield. Remember we are teaching them how to play baseball correctly.

16.7. Catchers must wear full gear (to include a cup for male players) and be in the designated catcher position.

16.8. No player shall sit the bench more than one defensive inning per game.

16.9. Players should be rotating positions to learn the game of baseball. No player should play a given position more than 2 innings a game. The only exception to this is 1st baseman (you may have a limited number of players that have the reflexes to play first base) and catcher (you may have a limited number of players with interest in playing catcher).

16.10. All team members will be in the batting order (continuous batting order); however, positions 1-6 will not be occupied by the same batters in consecutive games, in other words reverse or mix up batting order putting the bottom half at the top of the order rotating each game.

16.11. Each player has a maximum of five pitches to hit the ball or three strikes whichever comes first. In the case that the pitching machine is clearly not throwing accurately, it is the discretion of the operator to have the player step out of the box and adjust the machine. If the final pitch is fouled off, they will get one additional pitch until they either miss it swinging, put it in play or let the next pitch go by, like “real” baseball a foul entitles the batter to an extra strike on the final pitch (strike). The philosophy is to teach the player to select good pitches to swing at. They are not to get 5 strikes.

16.12. There will be no walks.

16.13. An inning shall be over when three outs are registered by the defense or five runs are scored by the offense.

16.14. As we are not keeping score there is no “slaughter rule” and each team shall bat an equal number of times. Games may be played up to 6 innings. Weekday games should end by 8 PM or when darkness prevails. On Saturday games no inning should start 30 minutes prior to a game following, however if an inning is in progress, it should be completed allowing both teams an equal number of at bats.

17. Minor Baseball League (Instructional / Competitive Baseball for Boys & Girls)

17.1. Minor League BB will be separated into two divisions: AA Minors and AAA Minors.

17.2. AA Minors BB

17.2.1. Players shall be BB league age 8-9 years old. 8-year-old players must have played at least one year of Peewee BB unless approved by the VP of Baseball.

- 17.2.2. Teams may not have more than twelve players or less than ten.
- 17.2.3. The offensive team may elect to use two Board Approved adult base coaches provided at least one Board Approved adult remains in the dugout.
- 17.2.4. Two coaches or the manager and one coach may be on the field with their defensive team provided at least one Board Approved adult remains in the dugout.
- 17.2.5. No stealing of bases. On an over-throw of a batted ball runners may advance at their own risk (but not to home plate).
- 17.2.6. No player may sit on the bench more than one defensive inning.
- 17.2.7. All team members will be in the batting order (continuous batting order); however, batting positions 1-6 will not be occupied by any of the same six players in consecutive games.
- 17.2.8. There shall be no more than three offensive runs scored per team per inning during innings one, two, and three, unless: any team who is at a deficit of more than three runs may score greater than three runs, but that the number of runs in excess of three can only equal an amount that will result in a tie score (“catch up rule”), at which point that team’s offense is complete for the inning. During innings four and up, there shall be no maximum number of runs permissible for either team.
- 17.2.9. A maximum of ten defensive players shall take the field. This includes three or four outfielders and one player fielding the pitcher’s position. Infielders will assume positions on the field at all the normal and appropriate defensive positions. Teams may not “ring” the infield. (Remember, we are teaching them how to play BB correctly!) No player shall play at the same defensive position for more than two innings in the same game except as outlined in the Pitching section.
- 17.2.10. **All weeknight games will start at 5:45 pm, with a Hard Stop at 7:45 pm.**
- 17.2.11. Pitching for AA Minors will use the following criteria:
 - 17.2.11.1. Players may not pitch more than 2 innings or maximum allowed number of pitches for their league age according to the Little League Rulebook.
 - 17.2.11.2. A player-pitcher may strike out a batter on three strikes either “called” or if the batter swings and misses any pitch for a strike.
 - 17.2.11.3. Each batter will be pitched a maximum of four balls or six pitches from the opposing player-pitcher. If the batter is not put out or reaches base safely, then a coach will continue to pitch to said batter.

17.2.11.4. A batter hit by a pitch thrown by a player-pitcher will be awarded first base. For batter safety, should the player-pitcher hit more than two batters in an inning; someone else must pitch the remainder of the inning. The player-pitcher may return in a later inning and continue to pitch up to the allotted inning eligibility but still subject to this safety rule.

17.3. AAA Minor BB

- 17.3.1. Players shall be BB league age 8-11 years old. 8-year-old players must have played at least one year of AA Minor BB unless approved by the VP of Baseball.
- 17.3.2. Based off player numbers, and number of teams for this Division, there will be a maximum of five 8-year-olds selected to AAA Minor BB. Managers for AAA BB will only be approved if their children are league age 9-11-year-olds.
- 17.3.3. AAA Minors will follow Major League BB rules with the following exceptions:
 - 17.3.3.1. Players may steal any base after the ball has reached home plate. The batter may not steal 1st base on an uncaught 3rd strike.
 - 17.3.3.2. There shall be no more than five offensive runs scored per team per inning during innings one, two, and three. If any team is at a deficit of more than five runs during the second and third inning that team may score greater than five runs, but the number of runs in excess of five can only equal an amount that will result in a tie score (also known as “the catch-up rule”), at this point that team’s offense is complete for the inning.
 - 17.3.3.3. There will be a continuous batting order for the entire game such that every player in uniform and eligible to play is in the batting order for the entire game regardless of defensive positions filled. Managers may substitute player without regard to the line-up or batting order.
- 17.3.4. AAA Minor BB teams will be put together via a draft after the Major League has completed their draft. There are no holdover rosters for AAA Minors. All teams will be re-drafted annually.
- 17.3.5. AAA Minor BB is the player pool for the Major League teams when they need a replacement of an injured player or a player who no longer wants to play. **As outlined in Rule 13 Restriction of Player.** Managers shall not draft from a team twice until all other teams have been drafted from at least once.

18. Major League Baseball

- 18.1. The VP of BB Operations divides BB annually into an appropriate number of divisions.
- 18.2. Players shall be league age 10-12 years old
- 18.3. Based off player numbers and numbers of teams for this Division, there will be a maximum of five 10-year-olds selected to Major BB. Managers for Major BB will only be approved if their children are league age 11-12-year-olds.
- 18.4. The League VP, the PA, and the VP of BB determine the number of players on a team in accordance with Little League Rules. Exceptions to this rule may be made for the last four games of the regular season.
- 18.5. Each player is required to play at least two defensive innings and one at bat per game but not required to play two consecutive innings on defense.
- 18.6. All offensive and defensive substitutes must enter the game by the start of the second inning, unless the game is shortened, i.e., inclement weather, curfew, etc.
- 18.7. When a manager in the Major League loses a player who moves, quits, or is injured for longer than four weeks, the manager MUST notify the PA and draft from the Minor League within five days a player capable of playing in the next scheduled Major League game. See local rule 13 Restriction of Player.
- 18.8. Local playoff teams will play games according to regular season rules.

19. Major League Softball

- 19.1. Players shall be league age 9-12 years old.
- 19.2. The League VP, the PA, and the VP of SB Operations determine the number of players on a team in-accordance with Little League Rules. Exceptions to this rule may be made for the last four games of the regular season.
- 19.3. Major League SB rules approved by the Charter Committee when involving intra- league play.
 - 19.3.1. There shall be no more than five offensive runs scored per team per inning during innings one, two, and three, unless:
 - 19.3.2. Any team who is at a deficit of more than five runs during the second and third inning may score greater than five runs, but that the number of runs in excess of five can only equal an amount that will result in a tie score (“catch up rule”), at which point that team’s offense is complete for the inning.
 - 19.3.3. During innings four and up there shall be no maximum number of runs permissible for either team.

- 19.4. Each player is required to play at least two defensive innings and one at bat per game but not required to play two consecutive innings on defense.
- 19.5. **All offensive and defensive substitutes must enter the game by the start of the second inning, unless the game is shortened, i.e., inclement weather, curfew, etc.**
- 19.6. When a manager in the Major League loses a player who moves, quits, or injured for longer than four weeks, the manager MUST notify the PA and draft from the Minor League within five days a player capable of playing in the next scheduled Major League game. **See Rule 13 Restriction of Players.**
- 19.7. Local playoffs teams will play games according to regular season rules.
- 19.8. Face masks are required to be worn for all positions.
- 19.9. A pitcher may not pitch more than four innings per game.

20. Senior League (Competitive Baseball for Boys & Girls and Competitive Softball for Girls)

- 20.1. The VP of BB and SB Operations divide BB & SB annually into an appropriate number of divisions based on the number of players available.
- 20.2. Senior League players shall be league age 13 to 16 years old. Junior and Senior League may be combined based on numbers. The VP and PA for BB and SB will determine this before each draft.
- 20.3. The Leagues will carry a minimum of ten or a maximum of thirteen players based on registration numbers on their roster unless changed by the VP of BB Exceptions to this rule may be made for the last four games of the regular season.
- 20.4. In Senior League BB and SB, there will be a minimum playtime of two consecutive innings in the field and one time at bat. If this rule is not met (i.e., including but not limited to the slaughter rule or curfew) then those players who did not meet the minimum playtime must start the next game.
- 20.5. When a manager in the League loses a player who either moves, quits, or is injured for longer than four weeks after Opening Day, the manager must notify the PA and draft from the Standby list. **If no players are available, the Manager must attempt to recruit an additional player.** Within five days a player capable of playing should be scheduled for the next scheduled game.

Junior/Senior Softball

- 20.5.1. There shall be no more than five offensive runs scored per team per inning during innings one, two, and three. Any team who is at a deficit of more than five runs during the second and third inning may score greater than five runs, but that the number of runs in excess of five can only equal an

amount that will result in a tie score (“catch up rule”), at which point that team’s offense is complete for the inning.

20.5.2. During innings four and up there shall be no maximum number of runs permissible for either team.

20.6. All offensive and defensive players must enter the game by the start of the second inning unless the game is shortened, i.e., inclement weather, curfew, etc.

20.7. Junior/Senior Softball: A pitcher may not pitch more than **five** innings per game.

21. All-Star / Tournament Selection: 7-8-9, 8-9-10, 11/12/ Major, Intermediate, Junior, and Senior Baseball & Softball

21.1. Philosophy of All-Star / Tournament Play is “Play to Win”

21.1.1. Three manager’s names from the AAA, Major, Intermediate, Junior, & Senior divisions of BB and SB will be given to the League President no later than June 1st of that season by the Vice Presidents of both divisions. The League President along with the Executive Board Members will decide on which managers will be selected to represent CWLL for tournament play. **In the event an executive board member or their family member is nominated for consideration as a potential All Star Manager, the executive board member should excuse themselves from the discussion and vote for that particular management position allowing for free discussion of the merits of all nominees without prejudice.**

21.1.2. The League will select All-Star Managers using the following criteria:

- Sportsmanship
- Leadership
- Knowledge of the game
- Coach ability
- **Standings at the time of the manager selection**

21.2. Coaches

21.2.1. The All-Star/Tournament coaches must be a Board approved manager or coach, affiliated with the respective League for at least two-thirds (2/3) of the season and selected by the All-Star/Tournament manager, and must have maintained a clean record void of Board reprimands.

21.3. Player Selection

21.3.1. Two or more regular season ejections will render a player ineligible for All-Star consideration.

21.3.2. If there was not a Junior League BB or SB team due to combining of leagues,

and CWLL Board of Directors submits a team in that division, the Junior League All-Star team will be selected prior to the Senior League All-Star team. **The 50/70 All Star team will be drafted after Major Baseball but before Junior Baseball. All All-Star Teams must be drafted before the Special Games teams are selected.**

- 21.3.3. A manager must submit his/her team's nominations to his/her League Vice President or through a Board approved coach for that team if the manager is unable to attend the All-Star selection meeting. Either the Coach or the League VP may vote for All-Stars on behalf of the excused manager.
- 21.3.4. All managers will nominate as many All-Star eligible players from their own team as they desire. Managers (for Junior BB and SB and below) will place the names of ten players nominated for All-Star status on a ballot with ten lines. Managers may not vote for their own players. For Senior BB and SB the managers will place the names of twelve players nominated for All-Star status on a ballot with twelve lines.**
- 21.3.5. The PA will perform tabulations of the votes and will be verified by at least one other All-Star committee member. The top ten players (for Junior BB and SB and below) or top twelve players (for Senior BB and SB) with the most points will be the All-Stars. The All-Stars Manager will break any tie for the ten slots on the team. The only individuals eligible to be present for vote count are the All-Star manager and All-Star Committee members (VP of BB/SB, VP of League, PA(s), and Manager of the All-Star team or their designees). Other individuals will leave the room.
- 21.3.6. After All-Star/Tournament manager selects ten players (for Junior BB and SB and below) or twelve players (for Senior BB and SB), the All-Star/Tournament manager will also pick a minimum of two but not more than four additional players from a pool of All-Star nominees that received at least one vote. Other managers may now return to hear the names for the team.
- 21.3.7. Parents and players shall sign a contract pledging their commitment to the All-Star team.
- 21.3.8. All votes and transactions shall be kept confidential. All-Star/Tournament managers will notify the players as soon as possible, but in-accordance with Little League, Inc. rules. A break in confidentiality may result in discipline by the Board.
- 21.3.9. Three unexcused absences will be cause for a player to be dropped from the All-Star team and another player who received at least one vote will be put in his/her place.
- 21.3.10. All players that do not try out for AAA League or higher divisions, and do not have an excused absence, will not be eligible for post-season tournament

team play.

21.3.11. To qualify to be nominated for a Senior All Star Team at Camden Wyoming Little League a player must play at a minimum of 50% of the games his or her team plays during the regular season at the time of All Star nominations. If 11 games have been played, the player must have played in 6 or more games. In the event of an injury a player must submit a doctor's note to his manager that shall be given to the player agent and/or league vice president for the games the player would be excused. If the player is excused from 6 games those games would not count into the 50% requirement, so in the above example 6 games would be excused and the player would have 5 games to have potentially participated, he/she would be required to play in at least 3 to be considered eligible.

21.4. CWLL shall start the new year with \$5,000 in a fund for All Star teams who may potentially advance past the state tournament. Throughout the year, the league shall have fundraisers to increase the funds. The goal is to be able to support three teams who may potentially advance past the state tournament. By the time All Stars come around, the goal is to have \$15,000 in the fund. If no teams make it past the state tournament, these funds will roll over to the following year.

21.4.1. If a CWLL team makes it past the state tournament, the league will provide \$5,000 to the team to assist with lodging and meal costs. The balance must be made up through fundraising efforts of the All-Star team. **Fundraising dollars must be used first towards all expenses, then the \$5,000 from CWLL. All the remaining money is to be returned to the All Star Fund.**

22. Fund Raising. It is mandatory for all managers to participate in fundraisers with their teams. If a manager refuses to participate, Board action will be taken.

23. Snack Bar. Volunteers staff the CWLL Snack Bar, which serves as a season-long fundraising effort. The league will designate a board member to assign ALL teams to a Snack Bar shift. Staffing the snack bar for the assigned shift is MANDATORY. No one under the age of 16 is permitted to work in the Snack Bar without Board member approval and the snack bar coordinator approval.