

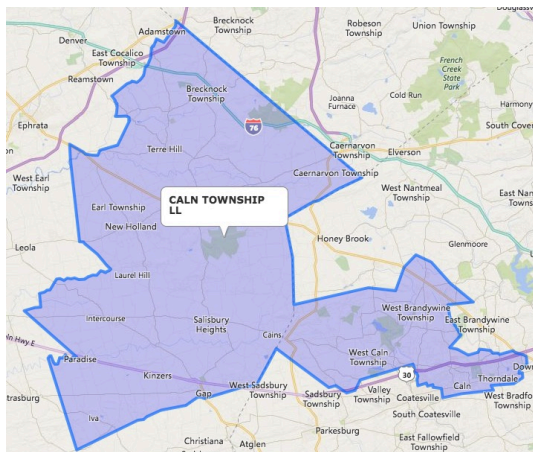
CALN LITTLE LEAGUE

2020 CALN TOWNSHIP LITTLE LEAGUE BYLAWS

ARTICLE I – NAME, LOCATION, AND MEETINGS

The name of the corporation is Caln Little League, Inc., a Pennsylvania corporation, not for profit, hereinafter referred to as the “Local League”. The principal mailing address shall be: 253 Municipal Drive, Thorndale, Pennsylvania 19372. The principal website shall be www.calnaa.com. The principal email address shall be calnaa@icloud.com found at the website www.calnaa.com. Meetings of members and directors may be held at such places within the State of Pennsylvania as may be designated by the Board of Directors from time to time.

Caln Little League Boundaries are as follows:



Players that meet at least one (1) of the below two (2) requirements are eligible to play at Caln Little League:

Reside in one of the townships listed below:

- Caln Township
 - West Caln Township
 - West Brandywine Township
- or
- Attend a School from list below:
 - Caln Elementary School
 - Pope John Paul Elementary School
 - Reeceville Elementary School
 - Kings Highway Elementary School
 - North Brandywine Middle School

Specifically, Little League Baseball, Inc. states that a player will be deemed to reside within the league boundaries if:

- His/her parents are living together and are residing within such league boundaries, OR;
- Either of the player's parents (or his/her court-appointed legal guardian) reside within such boundaries.

It is unacceptable if a parent moves into a league's boundaries for the purpose of qualifying for tournament play.

Residence shall be established and supported by documents from THREE OR MORE of the following categories to determine residency of such parent(s) or guardian:

1. Driver's License
2. Voter's Registration
3. School records
4. Welfare/child care records
5. Federal records
6. State records
7. Local (municipal) records
8. Support payment records
9. Homeowner or tenant records
10. Utility bills (i.e., gas, electric, water/sewer, phone, mobile phone, heating, waste disposal)
11. Financial (loan, credit, investments, etc.) records
12. Insurance documents
13. Medical records
14. Military records
15. Internet, cable or satellite records
16. Vehicle records
17. Employment records

SECTION 1 – Absence at Board Meetings

The league Secretary shall maintain a log of all Board Members present for each meeting. Any Board Member who is absent from two (2) regularly scheduled board meetings with unexcused absences (no advanced notice by phone or email), will be subject to removal from the Board of Directors following the rules set forth in the Caln Township Little League Constitution.

SECTION 2 – Grounds for Dismissal of Board Members

The following shall be considered as grounds for dismissal of Board Members:

- Lack of attendance at regularly scheduled monthly meetings
- Lack of participation in scheduled special events
- Failure to follow the Codes of Conduct(s)
- Failure to follow the Greater Caln Little League Constitution/Bylaws

SECTION 3 – Board Member Voting Procedures

There will be no voting by telephone permitted. Voting outside of board meetings will be permitted via email per *Robert’s Rules of Order* for special circumstances, which are to be determined by the local league President. All other voting procedures will be adhered to as set forth in the Caln Little League Constitution and Pennsylvania Statutes - (*Corporations Not for Profit*).

SECTION 4 – Board Assignments

At the first Board of Directors meeting following the General Membership meeting in which elections are held, the board shall meet to determine board assignments for the following year. All board members present will vote on the assignments (blind vote with the tally for each being counted and recorded by the sitting Secretary), and any Board member may be nominated (or nominate them self) for any position. The candidate with the most votes for each position will be elected.

The following positions must be voted on in order before filling out the rest of the posts:

Executive Board

1. President
2. Vice President
3. Secretary
4. Treasurer
5. Player Agent(s)

General Board Members

6. Vice President of Softball
7. Safety Officer
8. Snack Bar Manager
9. League Information Officer
10. Umpire-in-Chief
11. Equipment Manager
12. Sponsorship/Fundraiser Coordinator

ARTICLE II – ADMINISTRATIVE RULES & REGULATIONS

SECTION 1 – Insurance

The Local League Board of Directors shall be required to carry a policy of officers and directors liability insurance, insuring the officers and directors against any claims made against them whatsoever, except claims of willful negligence and misfeasance of office. **Note:** Players are covered under insurance with Little League International.

SECTION 2 – Invoices

The related committee Chairman must receive a written approval from the Board, unless purchase item has been itemized in the budget, prior to purchasing a product or service with a purchase order signed by the president. The president will not sign a blank purchase order. All invoices, with the exception of reoccurring monthly expenses, must contain the name of the individual who ordered the product or service, the date of approval, the purchase order number and the account from which the funds shall be paid (e.g., playing equipment, field maintenance, etc.). At each Board of Directors meeting, the Board of Directors will review all invoices, whether paid or pending approval, that are received between meetings.

SECTION 3 – Amendments to the Bylaws

These bylaws may be amended, repealed or altered, only for safety concerns or situations that conflict with the Little League rule book(s) in whole or in part by a majority vote at any duly organized meeting of the Board of Directors, provided notice of the proposed change is included in the notice of such meeting.

SECTION 4 – Player Registration

Players who are registering with Caln Township LL for the first time must complete the registration process in person at the per-determined registration location. Any returning players may register at the location of registration or on the Internet website. Any players seeking scholarships will be required to complete the proper request form and submit the form along with all required documents to the Caln Township LL president for approval.

SECTION 5 - Payment of Registration Fees

Registration fees are due at the time of registration, and all documents must be completed and turned in together. Player uniform will not be ordered unless player is properly rostered. Registration fees are non-refundable unless approved by Local League President.

SECTION 6 – Volunteers

It is mandatory that anyone that is a coach, manager, board member, umpire, team parent, etc. or anyone that will be on the field or in the dugout in contact with players on a regular basis fill in a volunteer application and pass a background check. A rostered volunteer manager or coach must be in the dugout at ALL times.

SECTION 7 – Disciplinary Actions

The Board of Directors will review all infractions of the Code of Conduct(s). Depending on the seriousness or the frequency, the board may assess disciplinary action up to and including expulsion from the league.

SECTION 8 - Purchases by the League President without Previous Board Approval

The League President may purchase equipment or items required by the league without prior board approval if the entire purchase price of the item is less than \$500. The president should immediately make the Treasurer aware of the purchase and inform the remaining members of the board at the next scheduled meeting of the Board of Directors.

ARTICLE III – FACILITY RULES AND USAGE

All field usage must be approved and scheduled by the league.

Field preparation and usage by an affiliation outside of Caln Township LL must be approved by the League President and Board.

SECTION 1 - Game Rules and Schedules

No games shall be canceled or rescheduled by managers, coaches or parents without approval from the Board. The League President must be notified, in advance, should there be a need to cancel a game for any reason. In the event of field availability issues, the League President will make any necessary adjustments to game start times and the length of games.

ARTICLE IV – LOCAL LEAGUE STRUCTURE

SECTION 1 – Managers, Coaches, and Umpires

Managers and coaches who disregard these bylaws will face possible suspension:

- Managers, Coaches, and Umpires will be required to attend meetings and appropriate training as required by league officials and/or the Board of Directors. Managers and Coaches are required to attend one (1) umpire clinic to maintain good standing as a manager or coach.
- A list of interested Managers and Coaches shall be collected by the League President. The League President shall submit a final list of Managers and Coaches to the Board of Directors for approval. Final approval by the Board of Directors shall be made prior to the start of the season.
- Managers and Coaches shall **NOT** be considered as having seniority. All managers and coaches must remain in good standing. Any manager or coach not in good standing with the League shall be subject to removal from their position by the Board of Directors.
- A list of interested League Umpires shall be reviewed by the appropriate committee and/or Umpire Coordinator (or Umpire in Chief) and forwarded to the League President. The League President shall submit a final list of League Umpires to the Board of Directors for approval. Final approval by the Board of Directors shall be made prior to the start of the season.

- While holding such office, the Player Agents shall not manage, coach or umpire in their respective divisions.
- The local league's Umpire Coordinator and/or Umpire in Chief will be responsible for scheduling the umpires in a priority order as follows:
 - Senior, Junior, and Major Divisions (Minor divisions - only if available)
 - All District Tournament Games (in-season and post-season)
 - All District Inter-League Regular Season Games (Senior & Junior Baseball and Softball)
 - All Caln Township LL Post-Season Games
 - All Caln Township LL Regular Season Games

*See Appendix A for Local league Playing rules

SECTION 2 – Division Structure

A player's League Age determines their division eligibility. The following dates are used to determine a player's League Age: **Baseball** – actual age on September 1, 20XX. **Softball** – actual age on January 1, 20XX

A. Tee Ball Division – League age four, five; age six optional; Five year olds who have completed one season of Tee Ball may move up to Rookies. Coach may pitch to the player. After 5 pitches, player must hit off tee.

Objective: To instruct players in the fundamentals of the game in a fun, low-key atmosphere. At no time should winning or losing take priority in this program!

B. Rookies Division:

1. **Rookies (Machine/Coach Pitch combo)** – League age six and seven year olds.

Objective: To further instruct the player coming out of TeeBall or the first year player, the fundamentals of the game in a fun, low-key atmosphere. Emphasis in this program should be on the proper technique of throwing, catching, running, hitting and field positions. At no time should winning or losing a game take priority in this program.

C. Minors Division(Player Pitch) – League age eight, nine, 10 year olds (ten year olds that do not attend Major Skills Evaluations or who are not drafted by Major Division).

***Note:** Players who are league age nine may become eligible for the Majors division if approved by the Player Agent for Majors Baseball. If a league age nine year old goes undrafted in the Majors division, the child will automatically be part of the Minors draft.

Objective: To instruct players in the fundamentals of the game in a fun, low-key atmosphere. Provide an outlet of healthful activity and training under good leadership. Establish the values and concepts of teamwork,

sportsmanship and fair play. To further develop the techniques of throwing, catching, running and hitting.

D. **Majors (Little League) Division** - League age ten, eleven year olds; All twelve- year-old players will play in the Intermediate division unless a waiver is applied for and approved by the League President, VP or Player Agent.

E.

Objective: To establish the values and concepts of teamwork, sportsmanship and fair play. To challenge the players towards the perfection of physical skills and bring into play the excitement of tactics and strategy.

F. **50/70 Baseball Division** – League age eleven, twelve, and thirteen year olds. Eleven and twelve year olds will maintain eligibility for play in the Major division and all stars based on the rules set forth by Little League International.

Objective: This division bridges the transition from Little League (46/60) to Junior League Baseball on a full-size field (60/90). It is a league for eleven, twelve, and thirteen year-olds whose advanced skills permit rules that are closer to conventional baseball, such as leading off bases, pickoff attempts, etc.

G. **Junior Division** – League age thirteen and fourteen year olds (fourteen year olds not drafted into senior division). Softball Specific: Thirteen year olds may play Senior Fast-Pitch Softball.

H. **Senior Division** – League age fourteen, fifteen, and sixteen year olds (fourteen year olds must attend evaluations and be drafted by Senior division).

I. **Fall Ball** – A players League Age for the Fall Season (also known as Fall Ball, Second Season and/or Training and Development) shall determine eligibility, and be based on the player's League Age during the next year's Spring (or Regular) Season.

SECTION 3 – Divisions of Play

A. Rookies Baseball Division

Player Team Assignment:

1. The managers shall draw numbers before the draft begins to determine the order of the player selection process.
2. The selection of players shall be in compliance with the Little League Draft Selection System, Plan B, as detailed within the Little League Operating Manual.
3. Once the player draft is completed the managers will have a maximum of 30 minutes to complete any trades. No trades will take place once the managers leave the draft room.

B. Minors Baseball Division

Player Draft:

1. The managers shall draw numbers before the draft begins to determine the order of the player selection process.
2. The selection of players shall be in compliance with the Little League Draft Selection System, Plan B, as detailed within the Little League Operating Manual.

Minors Player Loss Rule

3. When a player is absent for 1 week, the manager must immediately bring the absence to the attention of the player agent. The player agent must then contact the player's parent. The manager and the Player Agent must also make note of all communication involving the absent player in the official scorebook.
4. In the event of a player shortage, the Board of Directors will determine the necessity of pulling in a replacement player. The manager may then have an option to bring up an eligible Rookies or other player to replace an injured or sick player who, after being seen by a licensed physician, is determined to be likely to miss more than six games and/or practices. The manager then retains that player for the remainder of the season. The injured player may return to the team upon recovery.
5. When a Major Division team loses a player from the active player roster, the Major team manager shall promptly advise the Player Agent of the loss. After approval of the player loss by the Board or Executive Board, the President will send a letter of release to the parents. This action creates an opening for a replacement. The Major manager will review the list of eligible (league age ten or eleven) Minors players with the player agent.
6. ***At no time during this process, is anyone but the Player Agent permitted to contact a player or his family.*** The player that is selected then becomes a permanent member of that Major team. Once determined to be a "Player Loss", the player must be replaced *prior to the third scheduled game following that determination.* If any form of impropriety is found among the Minors managers which influence the decision of the parents and/or the child, the manager may be disqualified as a potential All-Star coach, and is also subject to possible removal as manager.
7. Should a Minors division player refuse to be moved up to a Major team as a permanent replacement, that player will become ineligible to be moved up to a Major team for the remainder of the season.

C. Majors Baseball Division

Player Draft:

1. Plan A as detailed in the Little League Operating manual will be used. All returning division players will automatically be retained at the same level of play from the prior year, unless age requirements force them to move to the

next level.

2. In the event of expansion or contraction, the Board of Directors will determine which Draft option, as detailed in the Little League Operating Manual, to present to the Player Agent for implementation.

Majors Player Loss Rule

When a player is absent for 1 week, the manager must immediately bring the absence to the attention of the player agent. The player agent must then contact the player's parent. The manager and the player agent must also make note of all communication involving the absent player in the official scorebook.

When a Major league team loses a player from the active player roster, the Major team manager shall promptly advise the Player Agent of the loss. After approval of the player loss by the Board, the President will send a letter of release to the parents. This action creates an opening for a replacement. The Major manager will review the list of eligible (league age ten or eleven) MINORS players with the player agent. ***At no time during this process, is anyone but the Player Agent permitted to contact a player or his family.*** The player that is selected then becomes a permanent member of that Major team. Once determined to be a player loss, the player must be replaced *prior to the third scheduled game following that determination.*

D. Intermediate (50/70) Baseball Division

This division will follow and adhere to all Little League rules, as well as any inter-league rules and regulations as set forth by District 28. Managers, Coaches, Players, Parents, and Guests must follow the codes of conduct and facility usage rules within the Local League Ground Rules and Bylaws. Minimum play rules will follow Little League guidelines for the division, or other format as presented by Caln Township Little League.

Player Draft:

1. Plan A as detailed in the Little League Operating manual will be used. All returning division players will automatically be retained at the same level of play from the prior year, unless age requirements force them to move to the next level
2. In the event of expansion or contraction, the Board of Directors will determine which Draft option, as detailed in the Little League Operating Manual, to present to the Player Agent for implementation.

Intermediate (50/70) Player Loss Rule

When a player is absent for 1 week, the manager must immediately bring the absence to the attention of the player agent. The player agent must then contact the player's parent. The manager and the player agent must also make note of all communication involving the absent player in the official scorebook.

When a Major league team loses a player from the active player roster, the Major team manager shall promptly advise the Player Agent of the loss. After approval

of the player loss by the Board, the President will send a letter of release to the parents. This action creates an opening for a replacement. The Major manager will review the list of eligible (league age ten or eleven) MINORS players with the player agent. ***At no time during this process, is anyone but the Player Agent permitted to contact a player or his family.*** The player that is selected then becomes a permanent member of that Major team. Once determined to be a player loss, the player must be replaced *prior to the third scheduled game following that determination.*

E. Junior, Senior, and Big League Baseball and all Softball Divisions

These divisions will follow and adhere to a Little League rules, as well as inter-league rules and regulations, as set forth by District 28. Managers, Coaches, Players, Parents, and Guests must follow the codes of conduct and facility usage rules within the Local League Ground Rules and Bylaws. All penalties or punishment assessed by District 28 staff members will be enforced and supported by the Caln Township LL Board of Directors.

Player Draft:

1. The managers shall draw numbers before the draft begins to determine the order of the player selection process.
2. The selection of players shall be in compliance with the Little League Draft Selection System, Plan B, as detailed within the Little League Operating Manual. All Junior and Senior baseball and Softball teams will be re-drafted each year. The drafted player becomes a rostered member of the drafting team for the scheduled season only.
3. Player draft options must be in writing to the Player Agent 48 hours prior to the draft. See Operating Manual for specifics, as well as options for siblings in the same division.
4. Once the player draft is completed the managers will have a maximum of 30 minutes to complete any trades. No trades will take place once the managers leave the draft room.
5. If player availability is limited, Coaches may recruit players to fill roster.

ANY QUESTIONS, SUGGESTIONS OR CONCERNS SHOULD BE DIRECTED TO THE APPROPRIATE DIVISION VP OR PLAYER AGENT OR LEAGUE PRESIDENT

ARTICLE V – ALL-STAR SELECTION PROCESS

Halfway through the regular season, the President shall select and preside over an All-Star Selection Committee of at least two (2) members, which may include board members and/or volunteer umpires who do not have a vested interest in the process. One alternate member will be appointed in the event that a committee member is not available. The committee will schedule a date for the selection of all tournament teams and all voting by managers and coaches shall be done in person; only those present at the meeting shall be able to vote. All player votes will be collected by the president and/or the player agent and then turned over to the committee for tabulation. If all members of the committee are not immediately available, the votes will be stored in a secure location until such time as they can be tabulated with all members of the committee present.

SECTION 1 – Selection of Managers and Coaches

Majors (11U / 12U)

6. The regular season top team manager will be appointed by the President and approved by the board to manage either the Major All-Star team or the 10/11 All-Star team. If the top manager declines the president will appoint the next manager in succession of season winning record with board approval until the position is filled. The assistant coaches will be chosen by the All-Star manager and voted on for approval by the board.
7. Once appointed by the President and be approved by the board, the top team manager may choose to manage either the Major All-Star team or the 10/11 team. The second place manager will then be appointed by the President and voted on for approval by the board. The second place manager will take the other team. If either of the two appointed managers declines to take a team the next manager in succession of season winning record shall be offered the position until it is filled. Assistant coaches will be chosen by the All-Star manager and approved by the board.

Minors (8U/9U/10U)

8. The top MINORS team regular season manager will be appointed by the President pending approval by the board to manage the 9/10 all-star team. If a manager declines the team the next manager in succession of season winning record shall be appointed by the President and approved by the board until the position is filled. Assistant coaches will be chosen by the manager from the other remaining managers or eligible coaches, and must be voted on for approval by the board.

Juniors/Seniors:

9. The League President will appoint the top team manager to manage the Junior All-Star team, and the board shall approve unless he/she declines. If the top manager declines the President will appoint the next manager in succession of season winning record with board approval until the position is filled. If all managers in good standing decline to manage the All- Star team the President

will appoint a manager that will best represent the league in the All- Star tournament and the board shall vote to approve.

10. Top team manager of the Senior division will have the right to manage the Senior All-Star Team unless he/she declines. If the top manager declines to take a team, the next manager in succession of season winning record shall be offered the position until it is filled. If all managers in good standing decline to manage the All-Star team the President will appoint a manager that will best represent the league in the All-Star tournament and the board shall vote to approve.

All managers must be in good standing (i.e. no valid complaints, suspensions, warnings, ejections, etc. [to be verified by the Board]) with Caln Little League and Little League International.

SECTION 2 – Selection of All-Star Players

Players will be selected by managers, coaches and players using the following system and in the following order (all teams will carry a minimum of 12 players):

Minors, Majors, Intermediate, Junior, and Senior Players:

- A. Only current rostered players, managers, and assistant coaches of the respective division are eligible to vote for the Players.
- B. All voters will select up to 15 players from within their respective division of play. If more than 15 are selected, the ballot will not count.
- C. Weight of votes:
 1. Managers = 10 points.
 2. Coaches = four points each vote. (Maximum of two coaches per team)
 3. Players = 1 point each vote
- D. The President shall oversee the All-Star Committee as they tabulate the ballots. The players shall be listed in order of points received. Of those eligible, the top six (6) players are automatically selected to the team.
- E. The player's selections will be tabulated to determine their choice for the top three (3) players and will then be presented to the All-Star manager for consideration.
- F. The Manager will meet with the other managers from the same division to openly discuss and suggest the players for the team from the pool of eligible players.
- G. Only the manager of the All-Star team will be present with the All-Star committee to make the final All-Star team selections. At this time, the top six (6) player information will be presented to the manager, and the rest of the team will be selected from the pool of eligible players. Once all of the players have been decided upon for the All- Star team, the complete list of names will be presented to the President for coordinating the All-Star uniforms.

- H. All selected players must remain in good standing as a rostered player in all divisions to maintain eligibility for the All-Star team.
- I. If a player misses a game or practice without approval from the manager and/or All-Star committee, the manager may request a replacement for that player from the remaining eligible list.

11U Tournament Team/Player selection

- A. Only current managers and assistant coaches of the Intermediate and Majors divisions who participated in the Intermediate or Majors divisions' votes are eligible to be counted for the 11U team.
- B. All voters will select up to 15 players from within their respective division of play. If more than 15 are selected, the ballot will not count.
- C. Weight of votes:
 - 1. Managers = 10 points.
 - 2. Coaches = four points each vote. (Maximum of two coaches per team)
- D. The President shall oversee the All-Star Committee as they tabulate the ballots, but will not have knowledge of the final results. The available players shall be listed in order of points received from the remaining nine and ten year olds from the Majors and Intermediate division. Of those eligible, the top six (6) players are automatically selected to the team.
- E. The Manager of this team will meet with the other managers from the Intermediate and Major division to openly discuss and suggest the players for the team from the pool of eligible players.
- F. Only the manager of the All-Star team will be present with the All-Star committee to make the final All-Star team selections. At this time, the top six (6) player information will be presented to the manager, and the rest of the team will be selected from the pool of eligible players. Once all of the players have been decided upon for the All-Star team, the complete list of names will be presented to the President for coordinating the All-Star uniforms.
- G. If the All-Star committee finds any impropriety in the manager's decisions, the selections in question will be brought before the President to decide if the matter needs to be presented to the Board of Directors for review.
- H. All selected players must remain in good standing as a rostered player in all divisions to maintain eligibility for the all-star team.
- I. If a player misses a game or practice without approval from the manager and/or All-Star committee, the manager may request a replacement for that player from the remaining eligible list.

10U Tournament Team/Player Selection

- A. In the event that the league is unable to field a 10U team, parents shall be notified prior to the announcement of the first All-Star team.
- B. If the board determines that there are enough eligible players to build a 10U team for the season, the players shall be selected using the following method: The top 3 remaining (eligible) vote recipients from the Major division, and the top 3 remaining vote recipients from the MINORS division after both respective teams have been selected, will automatically be selected to the 10U team. The manager of the 10U team will then select the remaining six+ players from all remaining eligible players from both lists.
- C. The President shall oversee the All-Star Committee as they tabulate the ballots. The available players shall be listed in order of points received from the remaining ten year olds from the Major division and the remaining nine and ten year olds from the Minors division.
- D. The Manager of this team will meet with the other managers from the Minors and Major division to openly discuss and suggest the players for the team from the pool of eligible players.
- E. Only the manager of the All-Star team will be present with the committee to make the final All-Star team selections. At this time, the remaining eligible players will be presented to the manager, and the team will be selected from the pool of eligible players. Once all of the players have been decided upon for the All-Star team, the complete list of names will be presented to the President for coordinating the All-Star uniforms.
- F. All selected players must remain in good standing as a rostered player in all divisions to maintain eligibility for the all-star team.
- G. If a player misses a game or practice without approval from the manager and/or All-Star committee, the manager may request a replacement for that player from the remaining eligible list.

9U Tournament Team/Player Selection

- H. In the event that the league is unable to field a 9U team, parents shall be notified prior to the announcement of the first All-Star team.
- I. If the board determines that there are enough eligible players to build a 9U team for the season, the players shall be selected using the following method: The top 3 remaining (eligible) vote recipients from the Major division, and the top 3 remaining vote recipients from the MINORS division after both respective teams have been selected, will automatically be selected to the 9U team. The manager of the 10U team will then select the remaining six+ players from all remaining eligible players from both lists.
- J. The President shall oversee the All-Star Committee as they tabulate the ballots.

The available players shall be listed in order of points received from the remaining nine year olds from the Major division.

- K. The Manager of this team will meet with the other managers from the Minors and Major division to openly discuss and suggest the players for the team from the pool of eligible players.
- L. Only the manager of the All-Star team will be present with the committee to make the final All-Star team selections. At this time, the remaining eligible players will be presented to the manager, and the team will be selected from the pool of eligible players. Once all of the players have been decided upon for the All-Star team, the complete list of names will be presented to the President for coordinating the All-Star uniforms.
- M. All selected players must remain in good standing as a rostered player in all divisions to maintain eligibility for the all-star team.
- N. If a player misses a game or practice without approval from the manager and/or All-Star committee, the manager may request a replacement for that player from the remaining eligible list.

THE RELEASE OF NAMES OF PLAYERS SELECTED FOR THE ALL-STAR TEAMS SHALL NOT BE MADE BEFORE THE DATE SET FORTH IN THE LITTLE LEAGUE RULE BOOK.

SECTION 3 – Softball

Softball Minor Divisions

- Ages: 7-11 years old
- Field Specs: 60-foot base paths; a 35 foot pitching distance.
- Option to operate with multiple divisions based on age and/or ability. Divisions may include:
 - "Coach Pitch"
 - "Player Pitch"
- Local option: a player who is league age 6 for the current season and has played a year in Tee Ball is eligible for the Coach Pitch or Player Pitch Minor divisions. League age 12-year-olds may participate in the Minor Division under certain circumstances.
- A local league might organize its 7-8-year-olds in the Coach Pitch Division and its 9-10-year-olds in the Player Pitch division; however, by local option, some of the 9-year-olds could "play down" in the coach pitch division, and some of the 8-year-olds could "play up." This is entirely the choice of the local league board of directors.
- There is no minimum or maximum composition for rosters, but most leagues have rosters in the 8-12 range. Competitive divisions of Minor League Softball may only use nine players on defense.

- Season culminates with the 9-10 and 10-11 Tournament which advances to the State level or Regional Invitational. Tournament Team (or All-Stars) may be selected from age appropriate and eligible Minor or Little League players.

Little League® (Major Division)

- Ages: 9-11 years old
- Field Specs: 60-foot base paths; 40 foot pitching distance.
- Local options: A local league may choose to limit its Major Division to 10-, 11- and 12-year-olds, or 11-12-year-olds. Leagues may also dual-roster 12-year-olds, assessed capable, to a Major and a Junior division softball teams.
- Tournament Team (or "All Stars") may be selected from eligible 11-12-year-olds within this division and enter the International Tournament.
- Culminates at the Little League Softball World Series in Portland, Ore., featuring 10 teams from around the globe. All expenses for teams advancing to the World Series (travel, meals and housing) are paid by Little League International.

Junior Division

- Ages: 12-14 years old
- Field Specs: 60-foot base paths; 43 foot pitching distance
- Local league may dual-roster 12-year-olds, assessed capable, to participate on a Major and a Junior division softball teams.
- Tournament Team (or All-Stars) selected from eligible 12-14 year-olds within the Junior League, Senior League and Big League division
- Culminates at the Junior League Softball World Series in Kirkland, Wash., featuring 10 teams from around the globe. All expenses for teams advancing to the World Series (travel, meals and housing) are paid by Little League International.

Senior Division

- Ages: 13-16 years old
- Field Specs: 60-foot base paths; 43 foot pitching distance
- Division may utilize a district boundary and be operated by the district staff or remain under the local league charter.
- Tournament Team (or All-Stars) may be selected from eligible 13-16 year-olds within the Senior League, Big League or Junior League divisions.
- Culminates at the Senior League Softball World Series in Lower Sussex, Del., featuring 10 teams from around the globe. All expenses for teams advancing to the World Series (travel, meals and housing) are paid by Little League International.

Instructional (Fall Ball) Rules:

League rules for the Fall Instructional season may be different from those used in the Spring season. Play may be interrupted for teaching opportunities. Opposing coaches should discuss prior to start of game with Umpire approval.

Appendix A - Caln Township LL Ground Rules

Facility Usage

- Each team will be responsible for making sure that the dugout and stands have been cleaned after each game and practice. Managers and coaches are being urged to be pro-active regarding the assurance of presentable and enjoyable facilities during games and practices.
- Every team will be required to have a team parent(s). The parents of each team will be responsible for working in the concession stand. Concession stand managers will provide a schedule of concession stand assignments for ALL parents. The team parent(s) of each team will be responsible for ensuring that all parents meet their concession stand obligations. **Failure of a team to cover assigned concession duty may result in the delay or cancellation of the game.**
- There must be a MINIMUM of five (5) players and two adults present to hold a lighted practice. This helps conserve energy and league dollars through effective resource management.
- Guidelines for use of the batting cages and` fields will be provided by communication from the Board as needed throughout the season.
- No games or practices will be held when weather or field conditions do not permit field activities. Managers/coaches may not take it upon themselves to determine if a field is in playable condition. the President of Caln Township LL or another Board member appointed by the President will have final authority whether games or practices will be held. All leaguwide cancellation decisions will be posted on the website and/or Facebook by 5PM of any given spring season day. If not posted by that time, field playability decisions will take place at the fields. Managers and coaches who do not comply with field closures shall face possible suspension.

PROGRAM REGULATION AND MANAGEMENT

1. Each team will be responsible for selecting a team parent. The team parent is an important link in the communication chain between the team and the league. The team parent can ease the administrative burden on the manager and coaches, such as distribution of league notices and making sure team concession obligations are met.

2. Should any manager or coach of record not be present at any game, his replacement will notify the plate umpire, opposing manager/coach and scorekeeper when applicable.
3. When applicable, a starting line-up and list of available substitutions must be given to the umpire, opposing team and official scorekeeper prior to the beginning of the game. Any player benched for disciplinary reasons, must be listed in the official scorebook and marked with a "D". This scorebook entry must include a brief explanation for the disciplinary action. A disciplined player must sit out a minimum of three (3) innings or one (1) full game (manager's discretion). The length of disciplinary action must be noted on the official scorebook. If a player is disciplined for the remainder of a game, the player will be held out for any extra innings or the balance of the game if completed later.
4. Any discipline or other issue, such as sportsmanship or safety, should be reported to Division VP (Baseball, Softball) within 24 hours. This covers players or spectators during games or practice sessions. If the VP is unavailable, contact the league President or other Board Member. It is mandatory that a written report of any disciplinary action be furnished to the appropriate Division VP.
5. There are **NO** protests allowed in the Tee Ball or Rookies Division.
6. Managers, coaches and helpers are required to wear shirts and shoes at all times while they are within the dugout, playing field or practice facilities.
7. Only beverages are allowed in the dugout. "FOOD" of any kind is prohibited in the dugout.
8. Umpires are to go strictly by Little League rules and these ground rules. Managers/Coaches/ Parents are not allowed to influence umpires.
9. In the event of a rain out, canceled game or suspended game, the field scheduler will coordinate a make-up game with the Division VP, and team managers at the earliest convenience.

Divisions of Play Compliance Rules:

It is the responsibility of all managers and coaches to comply with the Minimum Play Policy set forth for each division as contained within these ground rules. Non-compliance will result in a penalty as follows:

First Offense: Receive a written/email warning.

Second Offense: A suspension for the next game and a 2nd warning letter/email.

Third Offense: A suspension for the remainder of the season.

ANY QUESTIONS, SUGGESTIONS OR CONCERNS SHOULD BE DIRECTED TO THE APPROPRIATE DIVISION VP OR PLAYER AGENT.

All Division Minimum Playing Rule:

- A. Every player will take the field on defense. Defensive alignment will be (1) pitcher, (1) catcher, (1) first baseman, (1) second baseman, (1) third baseman and (1) shortstop. All remaining players will play in the outfield.
- B. All players on the team roster present at the game will bat before you start the top of the order again. There will be no changes in the batting order except for a player that is injured or leaves early. Tardy players will be placed at the end of the batting order.
- C. A player may not play the same position more than once. All players must play at least one infield and one outfield position per game except in situations where safety is a concern. Issues with player safety must be brought to the attention of and cleared with the Player Agent.

Tee Ball Division:

- 1. Games will begin at the scheduled start time.
- 2. Tee Ball games will be sixty (60) minutes in length.
- 3. Team managers/coaches should “walk” the field before each game to insure player safety. Any potentially dangerous situations should be reported to the league.
- 4. The offensive team may position two (2) adults, (manager or coaches only), in the field for instructional purposes only. At no time may a manager or coach intentionally touch a ball that is in play nor may they physically assist a runner. One (1) adult manager or coach must remain in the dugout with the players at all times.
- 5. The defensive team may position two (2) adults, (manager or coaches only), on the field for instructional purposes only. At no time may a manager or coach intentionally touch a ball that is in play.
- 6. All players as batters or base runners are to wear helmets at all times on the field.
- 7. The on-deck position is not permitted. Only the first batter of each half-inning will be permitted outside the dugout between innings.
- 8. The batter must hit the ball with a full swing and the ball must travel at least ten feet (bunting is not permitted). Any batted ball that does not travel at least ten feet will be considered a foul ball. If the tee is hit without making contact with the ball, the ball is considered dead and the batter hits again.
- 9. Runners on base may leave only when the ball is hit. Players may not advance on overthrown balls. Runners on third base may advance on a batted ball only.
- 10. If an “out” is made on a runner, or batter-runner, the player who is out will return to the dugout.
- 11. The side is retired and teams switch offense/defense after each child in the lineup has batted.

12. All defensive players will play their regular positions until the ball is hit. Infielders may play no more than two steps on the infield grass and outfielders must play on the edge of the outfield grass.
13. All players are to remain in the dugout or playing area at all times during games and practices unless they have received permission from the manager or coach. In that case, only one player at a time is allowed to leave.
14. There will be no strikeouts.
15. Only league issued uniforms and hats may be worn during games.
16. Live pitching by coaches only up to 7 pitches can be thrown, if the player is unable to make contact, the batters tee must be used.

Minors Division

Game Play:

1. Games will begin at the scheduled start time. No new inning shall start after 1 hour and 45 minutes.
2. The chief umpire (home plate umpire) shall make all decisions regarding time keeping.
3. If a team is up by more than 5 runs and the trailing team cannot mathematically catch up, the game will continue until time limit is reached or 6 innings have been played. If the home team is trailing, they will get their last at-bat.
4. Only a manager and two coaches will be allowed in the dugout or on the field. All managers and/ or coaches must remain inside the dugout area during play, unless they are in the first or third base coaching box, or have received permission from the umpire for a time out. You may use two adults as base coaches, but there must be a third adult in the dugout. You may still use one player as base coach if desired.
5. All players are to remain in the dugout or playing area at all times, unless they have received permission from the manager or coach. In that case, only one player at a time is allowed to leave.
6. The on-deck position is not permitted in Minors (per *Green Book* 1.08 Notes). Only the first batter of each half-inning will be permitted outside the dugout between half-innings in the AA Division.
7. All players as batters, base runners and base coaches are to wear helmets with face masks at all times on the field.
8. Every player on the team will bat before you start the top of the order again (continuous batting order). There will be no changes in the batting order except for a player that is injured or leaves early. Tardy players will be placed at the end of the batting order.
9. Batters MAY bunt in Minors baseball, but not during coach-pitch.
10. Stealing of bases is NOT permitted. Runners are prohibited from advancing on passed balls and/ or wild pitches.

11. Players may advance one (1) base on overthrown balls during a play.
12. A courtesy, (pinch), runner must may be substituted for a catcher on base only when there are two outs. The courtesy runner must be a member of the team not in the game =when the switch to pinch runner is made. This courtesy runner is intended to speed up the game, and does not count as a substitution.
13. *Pitching Rule:* Please refer to Little League pitching rules regarding mandatory days of rest.
14. Pitchers will have a minimum of three (6) warm up pitches or one (3) minute between each half- inning, whichever is greater.
15. A pitcher once removed may not pitch again in the same game.
16. The defensive team will have a “normal” defensive alignment for the infield however; they can station four (4) players in the outfield if more than nine (9) players are present at the game.
17. All catchers must wear protective headgear at all times during infield/outfield practice and pitcher warm-ups.
18. When making player substitutions, the manager must notify the umpire, opposing manager and official scorekeeper. This must take place prior to the incoming player assuming the new position.
19. A starting player, that has been replaced in the line-up by a substitute, may re-enter the line-up for any player and in any spot in the batting order providing:
 - A. that the player who was the substitute for the re-entering player has played at least six defensive outs and batted at least one time AND
 - B. the player that he/she will be re-entering the game in place of, has fulfilled his/her play time requirement. This description is meant to be a minimum play format and is to insure the personal playtime and well-being of all children involved.
 - C. No player will sit a second inning until every player has sat once.
20. At the end of a game, the official scorebook is to be signed by the umpire, scorekeeper and both managers. The official scorebook is to be returned to the rack in the concession stand. The scorebook is not to be removed from the complex for any reason. The team’s official pitching log must travel with the manager at all times. Pitching logs may be reviewed by opposing managers/ coaches until 5 minutes before the scheduled start time of the game.
21. There will be NO Infield-Fly-Rule called in the Minors Division.
22. There will be NO Intentional walks in the Minors Division.

23. There will be NO Balks called in the Minors Division. Illegal pitches shall not be enforced.
24. Managers & coaches are to instruct the players on proper pitching technique.

Instructional (Fall Ball) Rules:

League rules for the Fall Instructional season may be different from those used in the Spring season. Play may be interrupted for teaching opportunities. Opposing coaches should discuss prior to start of game with Umpire approval.

Minors Division

Minimum Playing Rule

The minimum-playing rule is as follows:

- A. A player must start at least two (2) out of every three (3) game period and play an official complete game, in one out of every three game period.
- B. Every player will participate in each game for a minimum of six (6) consecutive defensive outs and bat at least one time.
- C. Each player present will be in the batting lineup, and a continuous batting order will be used.

This description is meant to be a minimum play format and is to insure the personal playtime and well-being of all children involved. Absence is counted within the rule and does not alter the rotation. Discipline sit-outs will be included in the minimum play rule as time played.

Game Play:

1. Games will begin at the scheduled start time. No new inning shall start after two hours, except on Saturdays. If no game is scheduled to follow the MINORS game on Saturday, the game will be played without a time limit.. There is no drop dead time. The umpire in chief for that game shall enforce this rule. Saturday games in which there is no game scheduled to follow the MINORS game will not have a time limit.
2. If a team is up by more than 5 runs and the trailing team cannot mathematically catch up, the game will continue until time limit is reached or 6 innings have been played. If the home team is trailing, they will get their last at-bat.
3. Only a manager and two coaches will be allowed in the dugout or on the field. All managers and/ or coaches must remain inside the dugout area during play, unless they are in the first or third base coaching box, or have received permission from the umpire for a time out. You may elect to have two adult base coaches or one adult and one player. If two adult base coaches are used there must be a third adult, (manager or coach only), in the dugout.

4. All players are to remain in the dugout or playing area at all times, unless they have received permission from the manager or coach. In that case, only one player at a time is allowed to leave.
5. The on-deck position is not permitted in the MINORS Division (per *Green Book* 1.08 Notes). Only the first batter of each half-inning will be permitted outside the dugout between innings in the MINORS Division.
6. All players as batters, base runners and base coaches are required to wear helmets with facemasks.
7. Runners ARE permitted to slide “head first” when **returning** to the previous base.
8. Stealing of bases is permitted at the runner’s risk after the ball has reached the batter.
9. Base runners are not permitted to lead off while on base.
10. Pitching Rules: Refer to Little League Pitching Regulations regarding limits and mandatory days of rest.
11. No player of league age 12 is permitted to pitch in the MINORS Division.
12. A manager or coach may visit a pitcher only twice during any one inning. The third trip to visit the same pitcher in the same inning will be cause for the pitcher’s automatic removal. The manager or coach is prohibited from making a third visit to the mound while the same batter is at bat. A manager or coach may come out three times in one game to visit with the same pitcher. The fourth time out the player must be removed as a pitcher.
13. A pitcher once removed may not pitch again in the same game.
14. **Managers, coaches may warm up pitchers at anytime.**
15. When making player substitutions, the manager must notify the umpire, official scorekeeper and opposing manager. This must take place prior to the incoming player assuming the new position.
16. A starting player that has been replaced defensively by a substitute, may re-enter the game for any player and in any spot on defense providing that the player who was the substitute for the re-entering player has met his/her minimum play as outlined in the official rules and regulations of Little League.
17. At the end of a game, the official scorebook is to be signed by the umpire, scorekeeper and both managers. The official scorebook is to be returned to the rack in the concession stand. The scorebook is not to be removed from the complex for any reason. The team’s official pitching log and minimum play log must travel with the manager at all times. Pitching logs may be reviewed by opposing managers/coaches until ten minutes before the scheduled start time of the game.

18. There will be NO Intentional walks in MINORS baseball.
19. There will be NO Balks called in MINORS baseball. Illegal pitches shall be enforced.

Program Regulation and Management

- Protests are discouraged, but in the event of protest, the protest will be handled by the Protest Committee and in accordance with published protest rules as outlined within the Little League Operations Manual and the Official Regulations and Playing Rules.

Ejection of a Manager, Coach or Player

- If a manager, coach or player is ejected, he/she will receive a letter from the Board of Directors or Executive Board. The manager or coach will not be allowed in the complex during the suspension. A second ejection will result in the loss of the managerial or coaching position. If a player is ejected, that player must be in uniform and in the dugout to honor the suspension. The player is not allowed on the field. If a player does not attend the next scheduled game, the suspension then carries over to the following scheduled game and so forth, until the suspension is served. Ejection from a game will result in an automatic suspension from the next scheduled game.

Championship Playoffs

- If 2 or more teams are tied for the first half or second half lead, head to head record shall be used to determine the first-half and second-half winners. The next method used will be a one- game playoff. If more than 2 teams are tied, head to head record shall be the first consideration used to determine the top team, followed by a round-robin set of games. If teams are still tied, defensive runs per inning average will determine the top team.
- If separate teams are determined to be the first-half and second-half winners, a best of 3-game series will be used to determine Top Team and the league championship. If time does not allow, the league championship to determine Top Team will be a one game playoff to be scheduled by the board. The Caln Little League board of directors can and will limit the playoff to one game if it is in the best interest of the league. If the same team wins both the first and second half, then no championship game will be held.

Instructional (Fall Ball) Rules:

League rules for the Fall Instructional season may be different from those used in the Spring season. Play may be interrupted for teaching opportunities. Opposing coaches should discuss prior to start of game with Umpire approval.

Major Division

Minimum Play Rule

The minimum-playing rule is as follows:

- A. A player must start at least two (2) games out of every three (3) game period and play an official complete game, in one out of every three game period.
- B. Every player will participate in each game for a minimum of nine (6) defensive outs and bat at least one time.
- C. No player will sit twice until every player has sat once.

This description is meant to be a minimum play format and is to insure the personal playtime and well-being of all children involved. Absence is counted within the rule and does not alter the rotation. Discipline sit-outs will be included in the minimum play rule as time played.

Game Play

1. Games will begin at the scheduled start time. Saturday games, (if applicable), shall be at a place and time as scheduled by the league. No new inning shall start after 10:00 p.m. (**Note:** there is NO drop-dead time for the Major division.)
2. **Ten Run Rule:** If after four (4) innings, (three and one-half (3½) 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 opposing team.
3. The home team must supply two new game balls and keep the official scorebook accurately (listing all changes each inning and ALL PITCHER INNING COUNTS.) When scoring use last name, first initial and player's uniform number.
4. Adults (other than umpires, scorekeepers and scoreboard operators) are not permitted behind home plate screen/backstop fence during games. Official scorekeepers may not sit in the bleachers or dugouts at any time.
5. Only a manager and two coaches will be allowed in the dugout or on the field. All managers and/ or coaches must remain inside the dugout area during play, unless they are in the first or third base coaching box, or have received permission from the umpire for a time out. You may elect to have two adult base coaches or one adult and one player. If two adult base coaches are used there must be a third adult, (manager or coach only), in the dugout.
6. All players are to remain in the dugout or playing area at all times, unless they have received permission from the manager or coach. In that case, only one player at a time is allowed to leave the dugout.

7. The on-deck position is not permitted in the Major Division. Only the first batter of each half- inning will be permitted outside the dugout between innings in the Major Division.
8. All players as batters, base runners and base coaches may wear an optional facemask for additional safety while on the field.
9. Runners ARE permitted to slide “head first” when returning to the previous base.
10. Stealing of bases is permitted at the runner’s risk after the ball has reached the batter.
11. *Pitching Rules*: Refer to Little League Pitching Regulations.
12. There will be no more than three (3) intentional walks per team, per game, with only one intentional walk allowed to any one player. Pitchers MUST pitch to the player that the defense is wishing to walk.
13. A manager or coach may visit a pitcher only twice during any one inning. The third trip to visit the same pitcher in the same inning will be cause for the pitcher’s automatic removal. The manager or coach is prohibited from making a third visit to the mound while the same batter is at bat. A manager or coach may come out three times in one game to visit with the same pitcher. The fourth time out the player must be removed as a pitcher.
14. A pitcher once removed may not pitch again in the same game.
15. Managers, coaches may warm up pitchers at any time.
16. When making player substitutions, the manager must notify the umpire, official scorekeeper and opposing manager. This must take place prior to the incoming player assuming the new position.
17. A starting player, that has been replaced in the line-up by a substitute, may re-enter the line-up for any player and in any spot in the batting order providing:
 - that the player who was the substitute for the re-entering player has played at least six defensive outs and batted at least one time AND
 - the player that he/she will be re-entering the game in place of, has fulfilled his/her play time requirement under CTLL’s minimum play rule.
18. At the end of a game, the official scorebook is to be signed by the umpire, scorekeeper and both managers. The official scorebook is to be returned to the rack in the concession stand. The scorebook is not to be removed from the complex for any reason. The team’s official pitching log and minimum play log must travel with the manager at all times. Pitching logs may be reviewed by opposing managers/coaches until 5 minutes before the scheduled start time of the game.

19. There will be NO Balks called in the Major division. Illegal pitches shall be enforced.

Program Regulation and Management:

- Protests are discouraged, but in the event of a protest, the protest will be handled by the Protest Committee in accordance with published protest rules as outlined within the Little League Operations Manual and the Official Regulations and Playing Rules.

Ejection of a Manager, Coach or Player:

If a manager, coach or player is ejected, he/she will receive a letter/email from the Board of Directors or Executive Board. The manager or coach will not be allowed in the complex during the suspension. A second ejection will result in the loss of the managerial or coaching position. When a player is ejected, that player must be in uniform and in the dugout to honor the suspension. The player is not allowed on the field at all. If a player does not attend the next scheduled game, the suspension then carries over to the following scheduled game and so forth, until the suspension is served. Ejection from a game will result in an automatic suspension from the next game.

Championship Playoffs:

- If 2 or more teams are tied for the first half or second half lead, head to head record shall be used to determine the first-half and second-half winners. The next method used will be a one- game playoff. If more than 2 teams are tied, head to head record shall be the first consideration used to determine the top team, followed by a round-robin set of games. If teams are still tied, defensive runs per inning average will determine the top team.
- If separate teams are determined to be the first-half and second-half winners, a best of 3-game series will be used to determine Top Team and the league championship. If time does not allow, the league championship to determine Top Team will be a one game playoff to be scheduled by the board. The Greater Dunedin Little League board of directors can and will limit the playoff to one game if it is in the best interest of the league. If the same team wins both the first and second half, then no championship game will be held.

Instructional (Fall Ball) Rules:

League rules for the Fall Instructional season may be different from those used in the Spring season. Play may be interrupted for teaching opportunities. Opposing coaches should discuss prior to start of game with Umpire approval.

ANY QUESTIONS, SUGGESTIONS OR CONCERNS SHOULD BE DIRECTED TO THE VP OR PLAYER AGENT.

50/70 Baseball Division

This division will follow and adhere to all Little League rules, as well as any inter-league rules and regulations as set forth by District 28. Managers, Coaches, Players, Parents, and Guests must follow the codes of conduct and facility usage rules in these bylaws. Minimum play rules will follow LL guidelines for the division, or other format as presented by Caln Township Little League.

Junior / Senior / Big League Divisions

These divisions will follow and adhere to all Little League rules, as well as inter-league rules and regulations, as set forth by District 28. Managers, Coaches, Players, Parents, and Guests must follow the codes of conduct and facility usage rules in these bylaws.

Objective:

To establish the values and concepts of teamwork, sportsmanship and fair play. To challenge the players towards the perfection of physical skills and bring into play the excitement of tactics and strategy, and to adapt and learn the rules of playing in the upper divisions of Little League.

Minimum Play Rule

- The minimum-playing rules will be set according to the District 28 inter-league rules.
- This description is meant to be a minimum play format and is to insure the personal playtime and well-being of all children involved. Absence is counted within the rule and does not alter the rotation. Discipline sit-outs will be included in the minimum play rule as time played.
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ANY QUESTIONS, SUGGESTIONS OR CONCERNS SHOULD BE DIRECTED TO THE VP OR PLAYER AGENT.

All penalties or punishment assessed by District 28 staff members will be enforced
Any rules that are not addressed within the Local League Ground Rules and Bylaws will be followed in accordance with the Little League Rule Book (green book), and the SOP/Ground rules for each division.

These Bylaws have been posted on the League’s website and approved by the Caln Township Little League Board of Directors.

Caln Township Little League President

Signature

Date

23-225216
Federal ID Number

2382802
Little League ID Number

Original is on file with District 28 Administrator. This Local League’s Bylaws are on file at the Regional Headquarters (most recently-approved copy) and is the official Constitution of this Local League.

Little League Baseball does not limit participation in its activities based on disability, race, creed, color, national origin, gender or religious preference and supported by the Caln Township LL Board of Directors.