

A DIVISION SPECIFIC RULES

Updated: March 2018

The Current Little League Rule Book will govern all play not specified below.

The following table is provided for quick reference in understanding this level of play:

Player Ages	Player Selection	Game Length	Batting Order	Run Limits	Standings	Championship	Player Affiliation
6-8	Draft	6 innings – 90 minutes - No new inning may start after 75 minutes	Continuou s	5 runs per inning*	Yes	Division Champs and CLLL Champs	Teams re-form each year via draft

* With the exception of the declared last inning – unlimited runs

PLAYER PARTICIPATION

- 1) Each player must play at least every other full defensive inning per game.
- 2) Each player shall play at least one defensive inning in the infield. Pitcher and/or catcher will be considered an infield position for this rule.
- 3) No player may leave or reenter the game during the same defensive inning unless replacing an injured or ill player. A player who is on the bench may not enter the game as a pitcher.
- 4) Every player who does not participate in 2 defensive innings in a shortened regulation game shall start the following game.
- 5) Coaches are encouraged to allow every player to pitch at least one inning or three batters during the regular season unless the coach believes the player can not defend themselves properly or get the ball home.
- 6) Late arrivals, permitted to enter the game by the manager, will be placed at the end of the original team batting order.
- 7) No coaches in the field, except at the pitching machine; a coach (or parent) operates the pitching machine to their own team.
- 8) Each team may field a team with only 8 players during the regular season. Either team shall be given a 10-minute grace period from the SCHEDULED game time to field the required 8 players.
- 9) During playoffs, a minimum of 9 players is required. Either team shall be given a 10-minute grace period from the SCHEDULED game time to field the required 9 players. If one team cannot field 9 players by the end of the grace period, that coach must contact their respective Coaching Coordinator or CLLL Board member to communicate the possibility of a reschedule or forfeit.
- 10) If a player is being pulled off the bench, the player cannot be placed back on the bench until that respective player plays three (3) consecutive outs.

BASE RUNNING

- 1) Base runners are not permitted to lead off from any base prior to a pitched ball crossing home plate.
- 2) A runner may not advance on a ball that is not caught cleanly by the catcher. No stealing will be allowed.
- 3) No player may advance from third to home unless the ball is batted or a walk or hit batsman forces the runner home. However, if an infielder attempts to make a play on any runner, thereby putting the ball back in play, any runner may advance. An overthrow back to the pitcher within the area of the mound from the catcher or an infielder is NOT considered making a play on a runner; runners may NOT advance.
- 4) On a ball hit to the outfield (i.e. must be in the grass), after an infielder gains possession of the ball (i.e., the ball is in his/her glove or throwing hand) while in the infield, runners can only attempt to

advance to the next base if the runner is at least ½ way to the next base when the infielder gains possession. The infielder, however, can still attempt to make a play on any runner, which puts the ball back in play and runners can advance. If the runner was not at least ½ way to the next base when the infielder gains possession, the runner must return to the previously occupied base. The infielder, however, can still attempt to make a play on any runner, which puts the ball back in play and runners can advance.

- a. When a defensive player is returning the ball in the infield (not making a play on a runner) and the infielder doesn't catch the ball cleanly, it is NOT an overthrow.
- 5) On an overthrow to any base, the runners can only advance to that base for which they were attempting to occupy and one other. Upon reaching base, the play is considered over. Note that the defensive team may still make a play on the next base, but regardless of the throw, no other bases may be attempted or awarded. All other runners must also follow this same rule for advancement.
- 6) Outfielders are not permitted to come in and make a play at a base. They are required to throw the ball to the infield player covering the base.
- 7) Pinch runners are not allowed as the league uses a continuous batting order.
- 8) Only the head coach may call the player out (when an umpire is not present.) Base coaches may not call players out (however, may be used for their judgement if the head coach's view is obstructed)

FORFEITURE

Any forfeit must be approved by the CLLL Board. In the event that there are not enough players, it is the responsibility of the coaches to contact their respective Player Agents to ensure they have enough players to play.

RUN LIMIT AND PITCHING RULES

Since Single A is a developmental division, managers are required to begin developing pitchers. To facilitate this, the following rules apply in the Spring season:

- 1) Beginning with the first game of the season, a pitcher will start the game and pitch one inning. Balls and strikes will be called by the umpire (**coach of the team that is IN THE FIELD from behind the pitcher.**). There will be strikeouts, but no walks, when a player is pitching.
 - a) That inning will be subject to a 3-run limit.
 - b) If the pitcher throws four balls to the batter there is no walk and the following applies:
 - 1) The Tee will be used to give the batter up to 2 swings to get the ball in play. If after the second swing the ball is not hit into play, the batter must return to the dugout. This does not count as a defensive out. If the ball is hit into fair territory and an out is made, it counts towards the 3 outs required to end an offensive inning.
 - 2) The defensive coach is responsible for placing the Tee just in front of home plate, when used.
 - 3) The defensive coach is responsible for removing the Tee after the batter hits the ball into play.
 - c) In the second inning and for the rest of the game, the machine will be used to pitch.
 - d) Each inning for the rest of the game will be subject to a 5-run limit, with the exception of the final or declared last inning, which is subject to unlimited runs.
- 2) Beginning the third weekend of the season, a pitcher will start the game for the first two innings. Balls and strikes will be called by the umpire (coach or parent of the team that is in the field.). There will be strikeouts, but no walks, when a player is pitching.
 - a) Each of these innings will be subject to a 3-run limit
 - b) If the pitcher throws four balls to the batter there is no walk and the following applies:

1. The Tee will be used to give the batter up to 2 swings to get the ball in play. If after the second swing the ball is not hit into play, the batter must return to the dugout. This does not count as a defensive out. If the ball is hit into fair territory and an out is made, it counts towards the 3 outs required to end an offensive inning.
 2. The defensive coach is responsible for placing the Tee just in front of home plate, when used.
 3. The defensive coach is responsible for removing the Tee after the batter hits the ball into play.
- c) In the third inning and for the rest of the game, the machine will be used to pitch.
- d) Each inning for the rest of the game will be subject to a 5-run limit, with the exception of the final or declared last inning, which is subject to unlimited runs.

FALL PITCHING RULES

- 1) Beginning with the first two weeks of games for the season, the machine will be used to pitch during the entire game.
- 2) Beginning with the third weekend of games, a pitcher will start the game and pitch one inning.
 - a) That first inning will be subject to a 3-run limit.
 - b) In the second inning and for the rest of the game, the machine will be used to pitch.
 - c) Each inning for the rest of the game will be subject to a 5-run limit, with the exception of the final or declared last inning, which is subject to unlimited runs.

PITCHING MACHINE RULES

- 1) The pitching machine will be placed at a distance to provide a consistent strike that would be fair to both teams (approximately 40 feet from home plate – the landing area for a pitcher, in front of the mound)
- 2) Pitching speed should be set between 35 – 40 mph; any slower and the ball will arc too much. The speed cannot be adjusted after the first pitch of the top of the inning. The speed can only be adjusted before the first pitch of the top of an inning and must be agreed upon by both managers. Both teams will use that speed for the entire inning.
- 3) The pitcher may not stand any closer to home plate than the placement of the pitching machine, and must stand to either side of the machine. When the machine is in use the pitcher must wear a helmet.
- 4) Teams must field a catcher with proper catchers' gear, including a protective cup and **catcher's mitt**.
- 5) There is a maximum of 5 pitches. Should the pitching machine throw a "bad" pitch, it will be counted towards the 5-pitch machine limit. Managers should attempt to fix the machine placement if poor throws are repeated. A walk will not be issued when the machine is pitching.
- 6) Anytime the ball hits the pitching machine, it is automatically ruled a dead ball and the runners advance one base.

THE BATTER

- 1) When using a machine, every batter gets a maximum of 5 pitches (unless the batter fouls off the 5th pitch, then the batter gets another pitch until the batter either does the following; 1) hits the ball in play, 2) swings and misses, 3) takes the pitch). If the batter swings and misses at three pitches or strikes out looking due to pitches being called strikes (those in the strike zone and called by the umpire), the player is out.
- 2) If the batter does not hit the ball in fair territory or strike out by the 5th pitch (bad pitches from the machine count towards the pitch count) the following applies:
 - 1) The Tee will be used to give the batter up to 2 swings to get the ball in play. If after the second swing the ball is not hit into play, the batter must return to the dugout. This does not count as a defensive out. If the ball is hit into fair territory and an out is made, it counts towards the 3 outs required to end an offensive inning.
 - 2) The defensive coach is responsible for placing the Tee just in front of home plate, when used.
 - 3) The defensive coach is responsible for removing the Tee after the batter hits the ball into play.
- 3) The base coaches are allowed to coach the runner while the ball is in play. Offensive coaches are not allowed on the field in fair ball territory while the ball is live.
- 4) An offensive inning will consist of the following:
 - 1) The defensive team makes 3 outs:
 - 2) The offensive team scores 5 runs; or
 - 3) In the sixth inning and in any inning thereafter, or any inning declared the final inning, three outs are required to retire the side.
- 5) If the defensive team makes an out at any base, the base runner shall be removed from that base.
- 6) There is no on deck circle

10 RUN RULE

If after 4 innings, (three and one half of 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 must concede the victory to the opponent.

15 RUN RULE

If after three (3) innings, (two and one-half innings) if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

TIME LIMITS

Game ends 90 minutes from the scheduled start time of the game. For example, if a game is scheduled to start at 1:00 pm, the game will must end by 2:30 pm (90 minutes from the scheduled start time). No new inning may start after 75 minutes from the start of the game. If a game is stopped due to the time limit, the final score will revert back to the last completed inning. Both managers are to determine the game start time and it is to be recorded in the official score book (home team.) This time must be no later than 10 minutes past (only if waiting for minimum number of players to arrive) the league scheduled start time.

PITCH COUNT RULES

Little League has implemented Pitch Count Restrictions for all pitchers. Allowable pitch count and required days of rest vary by age – please consult Regulation VI of the Little League Official Regulations for details. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age	Maximum Pitches per Day
9-10	75
7-8	50

Exception: Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

Note: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. In addition, if a player has played the position of catcher in any part of four or more innings in a game, they are ineligible to pitch for the remainder of the day. (Example: a catcher who plays the position in any part of 3 innings, plus one pitch in a 4th inning is ineligible to pitch for the remainder of the day).

Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

The principle of “calendar days” remains the same as in previous years. A calendar day is one full day as it is seen on a calendar. A calendar day begins at midnight and ends at midnight the following evening.

Example: If a pitcher in the Little League Majors Division throws 66 pitches in a game on Saturday morning, that pitcher cannot pitch again until THURSDAY, when he/she has had four (4) calendar days of rest (Sunday, Monday, Tuesday and Wednesday). It makes no difference what time of day the pitcher pitched on Saturday, as the rest period does not begin until midnight that night.

EXCEPTION: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: **1.** That batter reaches base; **2.** That batter is retired; **3.** The third out is made to complete the half inning. **The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided the pitcher is removed before delivering a pitch to another batter.**

BASEBALL BATS - Rule 1.10

The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).

USA BASEBALL LOGO



Beginning with the 2018 season, non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, Junior League divisions, and Challenger division shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball’s Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed $2\frac{5}{8}$ inches for these divisions of play.

It shall not be more than 33 inches in length; nor more than $2\frac{5}{8}$ inches in diameter, and if wood, not less than fifteen-sixteenths ($\frac{15}{16}$) inches in diameter ($\frac{7}{8}$ inch for bats less than 30”) at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end.

NOTE: Solid one-piece wood barrel bats do not require a USA Baseball logo.

PRE- AND POST-GAME ACTIVITY

- a) The home team will sit in the first base dugout.
- b) The home team is responsible for putting out garbage cans with garbage bags.
- c) The home team shall have use of the field first, one hour before scheduled start of the game. The visiting team shall have access to one batting cage during that time. Their time is not to exceed 25 minutes.
- d) The visiting team shall have use of the field 35 minutes prior to scheduled game time. The home team shall have access to one batting cage during that time. Their time is not to exceed 25 minutes.
- e) Pre-game practice time between games shall be divided equally between home and visitor when consecutive games are played on the same field in the same day. Practice time shall not exceed 25 minutes if it will delay the start of the game beyond the scheduled start time.
- f) If adverse field conditions prohibit each team from getting 25 minutes pre-game practice, then the remaining time shall be divided equally between the two teams with the game starting at its regularly scheduled time.

- g) The last 10 minutes before game time shall be reserved for grooming the field and discussing ground rules with the umpire.
- h) The home team is responsible for raking the field, repairing the pitching mound, and putting away the bases.
- i) Both teams are responsible for cleaning up the trash in both dugouts and around the field including spectator area.
- j) The home team is responsible for emptying the garbage cans into the dumpster and putting away the garbage cans.
- k) Although the home team has the responsibility for field maintenance prior to and after games, the visiting team should have volunteers to assist with getting the field ready for play and repairing the field at the end of the game.

TEAM RESPONSIBILITIES

- a) The home team scorekeeper shall be the official scorer and is designated as the official pitch count recorder for each game.
- b) Both teams shall clean up the dugouts and spectator areas after each game. However, the Home team has the final responsibility to ensure the clean up has occurred. This includes putting garbage into dumpster and returning cans to storage shed.
- c) The home team is responsible for providing the game balls. A minimum of two new balls must be provided at the start of each game, and any additional balls as needed.

