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

**GENERAL GUIDELINES**

1. Little League is a program of service to youth that is geared to provide an outlet of healthy activity and training under good leadership in the atmosphere of wholesome community participation. Reminder: this is a game.
2. Players are assigned to teams via the Player Agents and are based on registration.
3. League age 5, 6, and 7 year olds are eligible.
4. There are no end of season playoffs or championships. There are no team standings.
5. A registered and knowledgeable Adult Game Coordinator (AGC) is required by both teams.
6. The league will cancel games due to weather. However, should inclement weather (other than lightning) occur during a game, it is up to the discretion of both managers and the AGC should the game progress. Every effort should be made to play games.
7. There are NO on deck batters in Little League.
8. Bat weights of any kind are prohibited.
9. Coaches are allowed in the field to assist with play. No more than 3 registered volunteers, to include the manager, are permitted on the field during your team’s defensive half of the inning.
10. A registered volunteer (manager, coach, AGC, etc.) must remain in the dugout at all times when players are present.

**PLAYER PARTICIPATION**

1. Each player must play at least every other defensive inning each game. No player may sit the bench for any consecutive innings.
2. A maximum of 9 defensive players are permitted in the field.
3. If 9 players are used, the defensive team must use 4 outfielders.
4. No player may play the same position for more than 2 innings per game.
5. Each player is required to play a minimum of one inning in the infield and one inning in the outfield per game.
6. Each team will use a continuous batting order that will include all players on the team roster present for the game.
7. Late arrivals will be placed at the end of the original team batting order, regardless of time of arrival. Little League promotes player participation wherever possible.

**BASE RUNNING**

1. Base runners are not permitted to lead off from any base prior to a pitch crossing home plate.
2. Stealing is not allowed at this level of play.
3. No player may advance from third to home unless the ball is batted.
4. On a ball hit to the outfield (i.e. must be in the grass), after the ball is in the infield (possessed by player or not), the play is over. The runner can only occupy the base they were attempting once the ball is in the infield.
5. Base runners may not advance on an overthrow to any base.
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 since 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.)

**RUN LIMIT**

1. An offensive inning will consist of the following:
   1. The defensive teams makes 3 outs:
   2. The offensive team scores 3 runs; or
   3. The offensive team bats their entire lineup one time – whichever occurs first.

**FIELDERS/PITCHER**

1. The pitching machine will be used for the entire game – no coach will pitch.
2. The pitcher may not stand closer to home plate than the pitching machine, and must stand to either side of the machine. ***The pitcher must wear a helmet.***
3. 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.)
4. 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. That speed will be used by both teams for the entire inning.
5. Anytime the ball hits the pitching machine, it is automatically ruled a dead ball and the runners advance one base.
6. If the batted ball hits the adult pitcher, the following applies:
   1. If the ball stays in fair territory, the ball is in play.
   2. If the ball goes into foul territory, the ball is dead and the batter is awarded first base, and all runners advance one base.
7. Infielders may play no closer than three feet in front of the baseline. Only 5 infielders are allowed in the infield (including the pitcher).
8. Outfielders must play at least five feet past the grass line (i.e. in the outfield)
9. A maximum of three adult coaches and/or volunteers are allowed on the field to assist the defensive team - one in the infield and one in the outfield, at a minimum.

**THE BATTER**

1. 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). It is the home team’s responsibility to keep track of pitch count.
2. If a batter swings and misses at three pitches before the pitch count reaches 5, a Tee will be used. The batter will have 3 swings to hit the ball into play. If after the third swing the ball is not hit into play, the batter must return to the dugout. This does not count as a defensive out.
3. If the batter has not swung and missed at three pitches or hit the ball in fair territory by the 5th pitch, three scenarios can occur:
   1. The batter swings and hits the ball in fair territory, putting the ball in play;
   2. The batter does not swing at the ball and uses the Tee for up to 3 swings to get the ball in play. If after the third swing the ball is not hit into play, the batter must return to the dugout. This does not count as a defensive out.
4. The batter tips the ball, which awards him/her an extra pitch at which point the three scenarios may be repeated.
5. 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 except for the machine operator.
6. An offensive inning will consist of the following:
   1. The defensive teams makes 3 outs:
   2. The offensive team scores 3 runs; or
   3. The offensive team bats their entire lineup one time – whichever occurs first.
7. If the defensive team makes an out at any base, the base runner shall be removed from that base.

**TIME LIMITS**

Game ends 75 minutes from the scheduled start time of the game. For example, if a game is scheduled to start at 9:00 am, the game will must end by 10:15 am (75 minutes from the scheduled start time).  No new inning may start after 60 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.

**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).



**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 are prohibited.  The bat diameter shall not exceed 2⅝ inches for these divisions of play.**

It shall not be more than 33 inches in length; nor more than 2⅝ inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (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**

1. The home team will sit in the first base dugout.
2. The home team is responsible for putting out garbage cans with garbage bags.
3. 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.
4. If adverse field conditions prohibit each team from getting 25 minutes of pre-game practice, then the remaining time shall be divided equally between the two teams, with the game starting at its regularly scheduled time.
5. The last 10 minutes before game time shall be reserved for discussing ground rules with the umpire.
6. Both teams are responsible for cleaning up the trash in both dugouts and around the field including spectator area, to include emptying garbage cans into dumpsters.

**TEAM RESPONSIBILITIES**

1. Both teams shall clean up the dugouts and spectator areas after each game. However, the home team has the final responsibility to ensure the cleanup has occurred. This includes putting garbage into dumpster and returning cans to storage shed.
2. The home team is responsible for providing the game balls.

**CODE OF CONDUCT**

CLLL is a recreational league that strives to create a safe and positive environment for all players, coaches and spectators. To that end we expect ALL participants to abide by the Codes of Conduct statement that were present and agreed to during registration.

Additional actions, as seen fit by the CLLL Board of Directors may include: probation, suspension from practices, games or CLLL functions for the rest of the season; or expulsion from the League (without a refund). Managers and Coaches will be asked to provide the names of any parents who abuse umpires. Coaches who don’t cooperate may face a 1 game suspension for refusing to cooperate.

Coaches, players, parents/guardians and spectators are:

1. Required to abide by an umpire or Adult Game Coordinator's or local administrative personnel’s decisions; and

2. Prohibited from throwing equipment or any other forceful action in a display of protest or disgust; and

3. Prohibited from verbally abusing an umpire for any decision or judgment; and

4. Prohibited from verbally abusing a player, a coach, umpire or spectator; and

5. Prohibited from placing their hands upon, pushing, shoving or striking an umpire; or be guilty of physical attack as an aggressor upon any player, coach, umpire, spectator, local administrative personnel or school staff at any time.

Conduct of players, coaches or spectators that is detrimental and contrary to CLLL’s Codes of Conduct can result in, but is not limited to, suspension from further participation for whatever period of time deemed reasonable and appropriate by the CLLL Board of Directors