

CENTRAL CHESTERFIELD LITTLE LEAGUE WHITE SHEET RULES & POINTS OF EMPHASIS

ALL LEVELS - LOCAL LEAGUE RULES – 2012

1. Rained-out games may be re-scheduled on Sundays beginning no earlier than @ 2:00 p.m.
2. Game clock starts at scheduled start time and **no** inning will start 5 minutes prior to the scheduled end time unless required to complete a regulation game. (Example: Majors start at 6:00 p.m. and have 1 hour and 45 minutes, no innings will start at 7:40 p.m.) **The chief umpire shall keep the official time.** Games will start on time even if there is only one umpire.
3. CCLL will **not** allow slash bunting at any level. Any player violating this rule will be called out. Slash bunting is considered to be a safety hazard and unsportsmanlike conduct. Repeated actions will be governed by Rules 4.06 and 4.07.
4. CCLL has adopted free substitution and batting the roster shall apply to all levels. Therefore, no player shall sit more than 1 consecutive inning. Rule 4.04

Rules 5 – 12 are NOT white sheet rules. They are CCLL Points of Emphasis and already covered in the 2012 Official Regulations and Playing Rules for Little League Baseball.

5. No inning will start after **Reg X a & c, Rules 4.10, 4.11, 4.12**
 - 9:00 p.m. for T-Ball
 - 10:00 p.m. for Rookies & Single A 7 & 8
 - 10:00 p.m. for Double AA, Triple AAA and Majors
 - 10:30 p.m. for Juniors and Seniors
 - 11:00 p.m. for Big League
6. **NO ON-DECK BATTERS** except in Juniors, Seniors & Big League. **Rule 1.08 note 1**
7. **NO-HEAD FIRST SLIDES** except in Juniors, Seniors and Big League. Any player violating this rule will be called out. **Rule 7.08 a #4**
8. Manager and coaches shall not leave the dugout or position on field during a game without permission from the chief umpire. This rule does not apply to the T-Ball.
9. **"Avoid Contact Rule"**: Runners must slide or attempt to avoid contact with a defender if the defender is waiting with the ball to make the tag. The runner may leap but is out only if he/she makes contact with the defender. If a fielder is blocking the base without the ball and no play is being made, then the fielder is guilty of obstruction. **Rule 7.06** This rule is a judgment call and is not subject to objections or appeals. **Rule 7.08 a (3)**
10. The offensive team shall station two base coaches on the field during its time at bat, one near first base and one near third base. Base coaches shall - (1) be eligible players in the uniform of their team AND one adult manager or coach; **An adult manager or coach is only permitted to occupy the first or third base coaches box if there is at least one other adult manager or coach the dugout.** (Big League: Both base coaches may be adult managers or coaches.) (2) remain within the base coaches' boxes at all times, except as provided in rule 7.11; (3) talk to members of their own team only. An offending coach shall be removed from the base coach's box. **NOTE: The local league's Board of Directors may elect to use two (2) adult base coaches at any level of play. Such election must be made prior to the start of the season. ***** The use of 2 adult base coaches is **ONLY ALLOWED** if there is 1 adult manager or coach remaining in the dugout. (Only the manager and 2 assistant coaches listed on the team roster are eligible to remain in dugout **EX: 1**) If only the manager and 1 asst. coach are present - you have to use 1 adult and 1 player for base coaches. The other adult must remain in the dugout. **2**) If only the manager OR 1 coach is present – 2 players must be used for base coaches. The adult must remain in the dugout.
11. All players above the level of Tee Ball are required to wear a protective cup, regardless of their position.
12. All players Major & below must wear the long chest protectors.
13. Complete an inning once started.
14. Managers, Coaches & Players: Casts may not be worn during the game. Persons wearing a cast must remain in the dugout During the game. **Rule 1.11 K**
15. For those levels with pitchers, teams will be allowed 8 (EIGHT) warm-up pitches or 1 (ONE) minute after the completion of the previous half inning. (rule 8.03)

16. The manager or coach will be responsible for filling out an umpire evaluation after each game. Evaluations should be turned into the board member on duty.

T-BALL LOCAL LEAGUE (4-5) RULES

1. Each player shall have 5 attempts to put the ball in play. If after the 5th attempt, the ball is not hit in fair territory, the batter is out.
2. When a ball is hit to a defensive fielder and he/she has possession of the ball, all runners **must** stop at the base they are going to.
3. Coaches may be used as umpires.
4. A batted ball must cross the 10-foot arc around home plate to be a fair ball. The bat must come in contact with the ball to be called fair. The ball will not be fair if the bat hits only the tee and causes the ball to cross the 10-foot arc line.
5. Each game shall have a 1 hour and 15 minute time limit. **Rule VII h**
6. Coaches and or managers may be allowed in the outfield on defense.
7. An inning ends with 3 outs or when 5 runs scored, whichever comes first.
8. Any ground ball fielded by the pitcher can't result in an out, unless **"THROWN"** to the appropriate base.

Rule 8 is NOT a white sheet rule. It is a CCLL Points of Emphasis and already covered in the 2012 Official Regulations and Playing Rules for Little League Baseball.

8. The minimum of ten players shall be allowed on the field defensively unless the manager chooses to play all players. Additional players added will be placed in the outfield. Outfield players must be behind the grass line of the infield until ball is batted. **Rule 3.17 note**

*****Review and abide by "ALL LEVELS LOCAL RULES" on the first page.*****

ROOKIES LEVEL(6-7) RULES

1. 75 minute (1 hr. 15 min.) time limit or 6 innings per game. **Rule 4.10**
2. An inning ends with 3 outs or when 5 runs are scored, whichever comes first.
- 3 Each player gets 5 Swings. The first three will be from three pitches from manager / coach. If third pitch is a foul ball the manager continues to pitch until player hits or misses, and then a Tee is introduced for the last two swings. If the player misses the ball on the Tee for his/her final two swings they are out.
4. Unlimited foul tips on the 3rd. pitch from manager / coach.
- 5 Pitcher (player) stands with one foot on the bottom of the mound either to the right or left side of the manager / coach pitching. The pitcher (player) is not allowed to stand to the front of the mound.
6. The manager / coach may pitch from the mound, just in front of the mound, or with one knee on the ground in front of the mound. All pitches must be thrown over handed to the batters.
7. No walks allowed from the manager / coach.
8. Any ground ball fielded by the pitcher can't result in an out unless **"THROWN"** to the appropriate base.
9. Defensively 10 players on the field/four outfielders.
- 10 Maximum of 2 defensive coaches on field. (They have to be standing in the grass area known as the outfield.)
- 11 When the ball is touched by a defensive coach on the field, the ball is dead and all base runners advance one base.
- 12 On a batted ball fielded in the infield, runners may advance at their own risk. In the event of an overthrow made on the first putout attempt, runners may advance an additional base at their own risk. No subsequent play or attempted play by any defensive player renews the ability of the base runners to advance, unless the ball is thrown out of play. For the purposes of this rule, infield shall be defined as the entire dirt portion of the playing field, not just the area enclosed by the base paths.
- 13 On a batted ball fielded in the outfield, runners may advance at their own risk. Once the ball arrives to the dirt area all runners STOP. NO ADVANCING from base already touched whether an infielder has the ball or not. No subsequent play or attempted play by any defensive player renews the ability of the base runners to advance, unless the ball is thrown out of play. For the purposes of this rule, infield shall be defined as the entire dirt portion of the playing field, not just the area enclosed by the base paths.
- 14 Maximum 4 coaches in the dugout. One coach has to stay in the dugout at all times.
- 15 Use a real baseball that we issue.
- 16 Each batter and runner must wear a helmet. If the league issued helmet has a face shield, the face shield may not be taken off.

17. COMPOSITE BATS NEEDS TO BE APPROVED BY LLI

*****Review and abide by "ALL LEVELS LOCAL RULES" on the first page.*****

SINGLE A LEVEL(8 yr. old) LOCAL LEAGUE RULES

1. All games shall have a 1 hour and 30 minute time limit.
2. An inning ends with 3 outs or when 5 runs are scored, whichever comes first.
3. Kids pitch from the rubber for the first inning through the month of April.
4. Kids pitch from the rubber for the first two innings from the month of May through the playoff.
5. Kids can't pitch in (2) consecutive games. **This rule is for regular season play only. Pitching rules will be followed for playoff dictated by the Little League rule book.**
6. Max pitch count for each pitcher is 50 per LLI pitching rule.
7. Each manager will have to keep a pitch count log sheet for all pitchers. **This is to include the playoffs and will be reviewed.**
8. After the first inning manager / coach will pitch from the rubber or from the bottom of mound All pitches must be thrown over hand.
9. Manager/Coach Pitchers may deliver up to 5 Pitches, unless last pitch is a foul ball in which the pitcher will continue to pitch until batter hits or strikes out.
10. Pitcher (player) stands with one foot on the bottom of the mound either to the right or left side of the manager / coach pitching. The pitcher (player) is not allowed to stand to the front of the mound.
11. There shall be **No** intentional walks.
12. Batter will not be able to take base when hit by a pitch from the manager / coach.
13. When the ball is touched by a defensive coach on the field, the ball is dead and all base runners advance one base.
14. Any ground ball fielded by the pitcher can't result in an out, unless "THROWN" to the appropriate base.
15. No advancing to second on a walk or pass ball by the catcher.
16. **STEALING WILL NOT BE ALLOWED AT THIS LEVEL.**
17. On a batted ball fielded in the outfield, runners may advance at their own risk. Once an infielder has possession of ball, if a base runner has already left their base to advance, they are not permitted to advance beyond the base to which they are currently advancing. No subsequent play or attempted play by any defensive player renews the ability of the base runners to advance, unless the ball is thrown out of play. For the purposes of this rule, infield shall be defined as the entire dirt portion of the playing field, not just the area enclosed by the base paths.
18. Maximum 4 coaches in the dugout. One coach has to stay in the dugout at all times.
19. Each batter and runner must wear a helmet.

20. COMPOSITE BATS NEEDS TO BE APPROVED BY LLI

*****Review and abide by "ALL LEVELS LOCAL RULES" on the first page.*****

DOUBLE AA LEVEL(9-10 yr. old) LEVEL LOCAL LEAGUE RULES

1. All games shall have a 1 hour and 30 minute time limit.
2. An inning ends with 3 outs or when 5 runs are scored, whichever comes first.
3. A base runner may steal one base at a time. In an attempt to throw the runner out, should the throw from the catcher be missed or thrown into the outfield, the runner MAY NOT advance to another base.
4. No advancing to second on a walk unless ball is overthrown to pitcher.
5. There are **no** intentional walks at this level (rule 8.04).
6. **Clarification:** On a ball 4 ("walk") call and a runner leaves early, refer to **pg. 76, Rule 7.13 (16)**

7. COMPOSITE BATS NEED TO BE APPROVED BY LLI

*****Review and abide by "ALL LEVELS LOCAL RULES" on the first page.*****

TRIPLE AAA (10-11) LOCAL LEAGUE RULES

1. Games shall have a 1 hour 30 minute time limit but **MAY BE EXTENDED TO ENSURE COMPLETION OF A REGULATION GAME MINIMUM.**
 2. An inning ends with 3 outs or when 5 runs are scored, whichever comes first.
- Rules 3 – 4 are NOT white sheet rules. They are CCLL Points of Emphasis and already covered in the 2012 Official Regulations and Playing Rules for Little League Baseball.**
3. There are **no** intentional walks at this level (8.04).
 4. A player shall not be called out if he/she is unable, because of injury or illness, to take his at-bat. **Rule 4.04 Note**

5. COMPOSITE BATS NEEDS TO BE APPROVED BY LLI.

Review and abide by "ALL LEVELS LOCAL RULES" on the first page.

MAJOR LEVEL LOCAL LEAGUE RULES

1. Games shall have a 1 hour 45 minute time limit but **MAY BE EXTENDED TO ENSURE COMPLETION OF A REGULATION GAME MINIMUM.**"

Rules 2 – 3 are NOT white sheet rules. They are CCLL Points of Emphasis and already covered in the 2012 Official Regulations and Playing Rules for Little League Baseball.

2. There are **no** intentional walks at this level (8.04).

3. A player shall not be called out if he/she is unable, because of injury or illness, to take his at-bat. **Rule 4.04 Note**

4. COMPOSITE BATS NEEDS TO BE APPROVED BY LLI

Review and abide by "ALL LEVELS LOCAL RULES" on the first page.

JUNIOR AND SENIOR LEVEL LOCAL LEAGUE RULES

1. Games shall have a 1 hour 45 minute time limit but **MAY BE EXTENDED TO ENSURE COMPLETION OF A REGULATION GAME MINIMUM.**"

Rules 2 – 3 are NOT white sheet rules. They are CCLL Points of Emphasis and already covered in the 2012 Official Regulations and Playing Rules for Little League Baseball.

2. The maximum diameter for bats at the Junior / Senior Level is 2-5/8. **The 2-3/4 diameter bat is not allowed in any division Rule 1.10**

3. The traditional batting donut is not permissible at the Junior / Senior Level.

4. We are adopting a run rule limit for **all of the** innings **played** at the Jr. level ONLY. An inning ends with 3 outs or when **7** runs are scored, whichever comes first. **This will also include playoffs.**

5. There will be a drop dead time limit at the Jr. level of 2-1/2hrs. After this time has been reached, we will revert back to the previous inning. Game will be stopped at this time regardless of whose battings, out, etc.....

6. COMPOSITE BATS NEEDS TO BE APPROVED BY LLI.

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