



## CHESTERFIELD LITTLE LEAGUE 2015 Local League Ground Rules

### Tee Ball I Division (Ages 4-5)

The Tee Ball I Division is considered an instructional division and while the intent is to play by Little League rules, there are exceptions to the rules that are being made below. These exceptions are being made to promote instruction, a safe playing environment, and a positive experience for all.

#### Game

- No new inning shall start after 1 hour. (*Variance to rule 4.10*)
- A half inning shall end when three (3) outs are recorded or when five (5) runs have been scored in the half inning. (*Variance to rule 5.07*)

#### Defense

- The defense shall field a maximum of twelve (12) players consisting of six (6) infielders and with the remaining players positioned in the outfield. (*Variance to rule 1.01*)
- Each player must play at least one infield position per game. This shall not include the catcher's position.
- No player shall sit out defensively for two (2) consecutive innings. No player shall sit out defensively for a second time, until all other players in attendance have sat out at least one defensive inning. (*Variance to rule 3.03*)
- All outfield players shall be positioned in the outfield grass.
- The pitcher and catcher must wear a batting helmet when playing defense. The catcher shall wear a chest protector and a throat guard, but is not required to use a catcher mitt (*variance to rule 1.12*). The throat guard shall be secured to the batting helmet face shield. The pitcher shall be positioned on the pitching rubber, or in the near vicinity of the pitcher's mound, and the catcher shall be positioned at the backstop and inline with home plate and the pitcher's mound (*variance to rule 4.03(a) and rule 8.01(f)*).
- Players may be substituted freely. (*Variance to rule 3.03*)

#### Offense

- All helmets provided by CLL will have face shield, but wearing a face shielded helmet will not be required.
- **All balls must be hit from a tee; no coach pitching is allowed.**
- Balls and strikes will not be called in this division. All batters will continue to bat off the tee until the ball is put in play. (*Variance to rule 6.05 and 6.08(a)*)
- 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 considered fair.
- Runners may advance at their own risk until a defensive player has possession of the ball. The runner may only advance to the base they are going to once a defensive player has possession of the ball.

**CHESTERFIELD LITTLE LEAGUE**  
**2015 Local League Ground Rules**  
**SB Rookie Division- Machine Pitch(Ages 7-8)**

The Rookie Division is considered an instructional division and while the intent is to play by Little League rules, there are exceptions to the rules that are being made below. These exceptions are being made to promote instruction, a safe playing environment, and a positive experience for all.

**Machine set-up and operation**

- Speed should be set to 35 mph and 35 feet from the back of plate to front of machine for the entire season.
- Height should be adjusted prior to the beginning of the game to cross through the middle of the plate between two and three feet high. The machine may be adjusted at the discretion of the umpire during the progress of the game.
- An offensive coach shall operate the pitching machine.

**Game**

- No new inning may start after one hour and fifteen minutes.
  - Regulation game determined by time limit, not innings played; full final inning must be completed unless home team is ahead after the end of the half inning and time has expired.
- No player shall sit out defensively for two (2) consecutive innings and all players must play an infield position before the end of the 3<sup>rd</sup> inning. No player shall sit out defensively for a second time until all other eligible players have sat out at least one defensive inning.

**Defense**

- The defense shall field a maximum of nine ( 9) players consisting of six (6) infielders and three (3) outfielders.
- Each player must play at least one infield position per game.
- Outfielder must begin the play 15 feet into the grass/outfield.
- The pitcher shall be positioned no closer than three (3) feet on either side of the pitching rubber, no further than eight (8) feet from the pitching rubber, and shall be even with or no more than five (5) feet behind (towards outfield) the line between first base and third base.
- The pitcher cannot move forward of the pitching machine until the pitch is delivered.
- The catcher shall wear all little league regulation protective gear (catcher's glove optional) and be positioned properly behind the plate.
- No player but the pitcher, or player(s) to facilitate the pitchers substitution may be substituted once an inning has started except for illness or injury. (*Variance to rule 3.03*)
- There is no infield fly rule in this division. (*Variance to rule 6.05*)

**Offense**

- All helmets provided by CLL will have face shield, but wearing a face shielded helmet will not be required.
- There will be no bunts allowed in games. There will be an 8ft. arch, if the ball does not pass the 8 foot arch line it will be considered a foul ball.
- Batters will be allowed five pitches or three swinging strikes. The batter will be called out on the 3<sup>rd</sup> swinging strike or the 5<sup>th</sup> pitch, if not fouled off. The batter is allowed unlimited foul balls on the last pitch (*Variance to rule 6.05 (c)*).
- Batters will not be walked. (*Variance to rule 6.08 (a)*).
- A batted ball that hits the pitching machine or ball bucket is considered dead, batter and runners advance one base. If a batted ball hits the offensive coach working the machine, the play is considered dead ball and the pitch is played over.
- A thrown ball that hits the machine or ball bucket is considered dead and batter/runners are awarded the base they are going to. A thrown ball that hits the offensive coach working the machine is considered a live ball and play continues.
- Runners may advance according to the following: (*Variance to rule 7.0*)
  - When ball is hit into the outfield, all runner(s) may advance at their own risk until the ball is fielded by a defensive infielder within the pitching circle.
  - When the ball is hit in the infield: all runner(s) may advance no more than one base at their own risk.
  - Advancement of only one base on overthrows and No additional bases can be taken on subsequent overthrows.
- With the use of continuous batting order, A courtesy runner for the pitcher and/or catcher or record will be used. Runner must be last out recorded (either in current inning or last inning). The pitcher and catcher must be declared at the beginning of the game and before the start defensively for the half inning. The catcher and/or pitcher of record

will be the player(s) listed in the previous inning or the bottom half of the first inning if the visiting team is at bat. (*variance to rule 7.14*)

- o AR 1 - B3 becomes a runner on first. The manager wishes to use a courtesy runner for this player. This player is the pitcher or catcher for the next inning. The umpire will deny this request, the courtesy runner can only be used for the catcher or pitcher who is currently the recorded pitcher/catcher
- o AR 2 - In the top of the first inning, the home team wishes to use a courtesy runner for a player not listed as their pitcher or catcher. This request will be denied, although the home team has not played defense yet, their catcher/pitcher have been named and only those players can use the courtesy runner.

#### **Managers/Coaches**

- 1 Manager, 2 coaches and 1 volunteer to run the pitching machine are permitted within the playing area. Up to three may be on the field and one must remain in the dugout at all times. **There will be no appeals to umpire rulings.**

## **LOCAL LEAGUE GROUND RULES**

### **SB Minor Division – Kid Pitch (Ages 9-11)**

The Minor Division is considered an instructional division and while the intent is to play by Little League rules, there are exceptions to the rules that are being made below. These exceptions are being made to promote instruction, a safe playing environment, and a positive experience for all.

#### **Game**

- No new inning may start after one hour and thirty minutes, unless a regulation game has not been reached.
- No player shall sit out defensively for two (2) consecutive innings and all players must play one inning at an infield position. No player shall sit out defensively for a second time until all other eligible players have sat out at least one defensive inning, excluding the starting pitcher and catcher. (Variance to Rule 3.03).
  - o *Starting Pitcher and/or Catcher is defined as the player that started the game at pitcher or catcher, once they vacate either of those positions, they will no longer be excluded from sitting requirements.*

#### **Defense**

- Each player must play at least one infield position per game.
- No player but the pitcher, or player(s) to facilitate the pitchers substitution may be substituted once an inning has started except for illness or injury. (*Variance to rule 3.03*)

#### **Offense**

- All helmets provided by CLL will have face shield, but wearing a face shielded helmet will not be required.
- With the use of continuous batting order, A courtesy runner for the pitcher and/or catcher or record will be used. Runner must be last out recorded (either in current inning or last inning). The pitcher and catcher must be declared at the beginning of the game and before the start defensively for the half inning. The catcher and/or pitcher of record will be the player(s) listed in the previous inning or the bottom half of the first inning if the visiting team is at bat. (*variance to rule 7.14*)
  - o AR 1 - B3 becomes a runner on first. The manager wishes to use a courtesy runner for this player. This player is the pitcher or catcher for the next inning. The umpire will deny this request, the courtesy runner can only be used for the catcher or pitcher who is currently the recorded pitcher/catcher
  - o AR 2 - In the top of the first inning, the home team wishes to use a courtesy runner for a player not listed as their pitcher or catcher. This request will be denied, although the home team has not played defense yet, their catcher/pitcher have been named and only those players can use the courtesy runner.

## **LOCAL LEAGUE GROUND RULES**

### **SB Major Division (Ages 11-12)**

The Major Division is considered an advanced division and while the intent is to play by Little League rules, there are exceptions to the rules that are being made below. These exceptions are being made to promote a safe and positive experience for all.

#### **Game**

- No new inning may start after one hour and thirty minutes, unless a regulation game has not been reached.
- Runs will be limited to 7 per inning unless 7<sup>th</sup> run is scored by batter hitting an over the fence home run, all runners on base will be allowed to score to end the half inning.
- No player shall sit out defensively for two (2) consecutive innings. No player shall sit out defensively for a second time until all other eligible players have sat out at least one defensive inning, excluding the starting pitcher and catcher (variance to rule 3.03).
  - *Starting Pitcher and/or Catcher is defined as the player that started the game at pitcher or catcher, once they vacate either of those positions, they will no longer be excluded from sitting requirements.*

#### **Defense**

- No player but the pitcher, or player(s) to facilitate the pitchers substitution may be substituted once an inning has started except for illness or injury. (*Variance to rule 3.03*)

#### **Offense**

- All helmets provided by CLL will have face shield, but wearing a face shielded helmet will not be required.
- All players that are present are included in the batting order (Variance to rule 4.04).
- With the use of continuous batting order, A courtesy runner for the pitcher and/or catcher or record will be used. Runner must be last out recorded (either in current inning or last inning). The pitcher and catcher must be declared at the beginning of the game and before the start defensively for the half inning. The catcher and/or pitcher of record will be the player(s) listed in the previous inning or the bottom half of the first inning if the visiting team is at bat. (*variance to rule 7.14*)
  - AR 1 - B3 becomes a runner on first. The manager wishes to use a courtesy runner for this player. This player is the pitcher or catcher for the next inning. The umpire will deny this request, the courtesy runner can only be used for the catcher or pitcher who is currently the recorded pitcher/catcher
  - AR 2 - In the top of the first inning, the home team wishes to use a courtesy runner for a player not listed as their pitcher or catcher. This request will be denied, although the home team has not played defense yet, their catcher/pitcher have been named and only those players can use the courtesy runner.

## **LOCAL LEAGUE GROUND RULES**

### **SB Sr. Division (Ages 13 – 16)**

The Senior Division is considered an advanced division and while the intent is to play by Little League rules, there are exceptions to the rules that are being made below. These exceptions are being made to promote a safe and positive experience for all.

#### **Game**

- No new inning may start after one hour and thirty minutes, unless a regulation game has not been reached.
- Runs will be limited to 7 per inning unless 7<sup>th</sup> run is scored by batter hitting an over the fence home run, all runners on base will be allowed to score to end the half inning.
- No player shall sit out defensively for two (2) consecutive innings. No player shall sit out defensively for a second time until all other eligible players have sat out at least one defensive inning, excluding the starting pitcher and catcher (variance to rule 3.03).
  - Starting Pitcher and/or Catcher is defined as the player that started the game at pitcher or catcher, once they vacate either of those positions, they will no longer be excluded from sitting requirements.

#### **Defense**

- No player but the pitcher, or player(s) to facilitate the pitchers substitution may be substituted once an inning has started except for illness or injury. (*Variance to rule 3.03*)

#### **Offense**

- All helmets provided by CLL will have face shield, but wearing a face shielded helmet will not be required.
- All players that are present are included in the batting order (*Variance to rule 4.04*).
- With the use of continuous batting order, A courtesy runner for the pitcher and/or catcher or record will be used. Runner must be last out recorded (either in current inning or last inning). The pitcher and catcher must be declared at the beginning of the game and before the start defensively for the half inning. The catcher and/or pitcher of record will be the player(s) listed in the previous inning or the bottom half of the first inning if the visiting team is at bat. (*variance to rule 7.14*)
  - AR 1 - B3 becomes a runner on first. The manager wishes to use a courtesy runner for this player. This player is the pitcher or catcher for the next inning. The umpire will deny this request, the courtesy runner can only be used for the catcher or pitcher who is currently the recorded pitcher/catcher
  - AR 2 - In the top of the first inning, the home team wishes to use a courtesy runner for a player not listed as their pitcher or catcher. This request will be denied, although the home team has not played defense yet, their catcher/pitcher have been named and only those players can use the courtesy runner.