

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 the entire lineup has batted one time. (*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.

LOCAL LEAGUE GROUND RULES

Tee Ball II Division (Ages 5-7)

The Tee Ball II 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 the entire lineup has batted one time.. (*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.
- 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.
- A combination of coach-pitch and tee will be used in this division. If the batter has not successfully hit the ball after **five pitches from the coach, the batter shall complete their turn at bat by hitting from a tee.**
- Balls and strikes will not be called in this division. All batters will continue to bat until they hit a pitched ball fair or hit a fair ball off the tee. (*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 once a defensive player has possession of the ball.
- Each team's coach will pitch to their own players

LOCAL LEAGUE GROUND RULES

Rookie- Machine Pitch (Ages 7-8)

Machine set-up and operation

- Speed should be set to 32 mph for the entire season.
- Height should be adjusted prior to the beginning of the game to cross through the middle of the plate and 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. All adjustments shall only be made by the umpire during the half inning.

Game

- No new inning may start after one hour and fifteen minutes. (*Variance to rule 4.10*)
 - 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
- Mandatory play applies. No player shall sit out defensively for two (2) consecutive innings all players must play an infield position before the end of the 3rd inning. No player shall sit out defensively for a second time, until all other eligible players have sat out at least one defensive inning. (*Variance to rule 3.03*)
- Standard Little League “Slaughter Rule” applies.

Defense

- The defense shall field a maximum of ten (10) players consisting of six (6) infielders and four (4) outfielders. (*Variance to rule 1.01*)
- 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 glove optional) and be positioned properly behind the plate. (*Variance to rule 1.12*)
- Players may be substituted freely; however, no player 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 “slash” bunts (batter shows bunt then pulls back and swings at the ball)
- Batters will be allowed five pitches or three swinging strikes. The batter will be called out on the 3rd swinging strike or on the 5th pitch, if not fouled off. The batter is allowed unlimited foul balls on the last pitch. (*Variance to rule 6.05(b)*)
- Batters will not be walked. (*Variance to rule 6.08(a)*)
- A batted ball that hits the pitching machine, ball bucket is considered dead, batter and runners advance one base. A thrown ball that hits the machine is considered dead and batters/runners are awarded the base they are going to.
- Runners may advance according to the following: (*Variance to rule 7.0*)
 - No advancement on overthrows
 - 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 infield. An outfielder who fields a batted ball within the infield is not to be considered an infielder. The outfield is defined as the grass portion of the outfield.
 - When the ball is hit in the infield: all runner(s) may advance no more than one base at their own risk.
- 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.

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. Machine Pitch – Coach operating the pitching machine cannot coach **runners**. **There will be no appeals to umpire rulings.**

LOCAL LEAGUE GROUND RULES

Single A- Hybrid Machine & Kid/Coach Pitch II (9 Year Olds)

- The first 3 innings will be played with the pitching machine set to 38 mph. After the 3rd inning the game becomes kid pitch unless four balls are thrown to a batter. At that point the offensive coach pitches while maintaining current strike count until three strikes or until the batter becomes a batter-runner. The coach has a maximum of 5 pitches, unless the last pitch is fouled off, batter will be called out. The batter is allowed unlimited foul balls on the last pitch. The coach pitcher will be allowed to pitch from the vicinity of the mound – to include kneeling on the pitching mound or standing behind/front of the circle of the pitching mound. (*Variance to rule 6.05(b)*)

Game

- No new inning may start after one hour and thirty minutes. (*Variance to rule 4.10*)
 - 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.
- Mandatory play applies. No player shall sit out defensively for two (2) consecutive innings all players must play an infield position before the end of the 3rd inning. No player shall sit out defensively for a second time, until all other eligible players have sat out at least one defensive inning. (*Variance to rule 3.03*)
- Standard Little League “Slaughter Rule” applies.

Defense

- The defense shall field a maximum of nine (9) players consisting of six (6) infielders and four (3) outfielders. (*Variance to rule 1.01*)
- 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 until the pitch is delivered.
- The catcher shall wear all little league regulation protective gear (catcher glove optional) and be positioned properly behind the plate. (*Variance to rule 1.12*)
- 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*)
- **In the Kid/Coach Pitch portion of the game, players can only pitch in one inning per game (1 thrown pitch constitutes an inning. For example: A manager brings a pitcher in with 2 outs. Once he/she delivers 1 pitch, his/her “inning” is taken. He/she cannot return to pitcher the following inning.)**
- **Pitchers will be fed baseballs by the Offensive Coach.**

Offense

- All helmets provided by CLL will have face shield, but wearing a face shielded helmet will not be required.
- There will be no “slash” bunts (batter shows bunt then pulls back and swings at the ball).
- Batters will not be walked (*Variance to rule 6.08(a)*).
- *During the machine pitch portion of the game* - batters will be allowed 5 pitches or three swinging strikes. The batter will be called out on the 3rd swinging strike or on the 5th pitch, if not fouled off. The batter is allowed unlimited foul balls on the last pitch. (*Variance to rule 6.05(b)*)
- A batted ball that hits the pitching machine, ball bucket is considered dead, batter and runners advance one base. A thrown ball that hits the machine is considered dead and batters/runners are awarded the base they are going to.
- *During the kid pitch portion of the game* - after four balls are thrown to a batter the offensive coach pitches while maintaining current strike count until three strikes or until the batter becomes a batter-runner. The coach has a maximum of 5 pitches, unless the last pitch is fouled off, batter will be called out. The batter is allowed unlimited foul balls on the last pitch. The coach pitcher will be allowed to pitch from the vicinity of the mound – to include kneeling on the pitching mound or standing behind/front of the pitching mound. (*Variance to rule 6.05(b)*)
- A thrown ball that hits the offensive coach working the machine is considered a live ball and play continues (in accordance with rule 5.08).
- HBP – only advance on kid pitch.
- Runners may advance according to the following: (*Variance to rule 7.0*)
 - When a batter puts the ball into play all runner(s) may advance at their own risk until the ball is fielded by an

- o infielder within the vicinity of the pitcher's mound.
- o Stealing is not permitted.
- o 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. Machine Pitch – Coach operating the pitching machine cannot coach **runners**. Kid pitch only – no coach shall be positioned in the infield during play.
- **There will be no appeals to umpire rulings.**

LOCAL LEAGUE GROUND RULES

Double A – Kid Pitch (10 Year Olds)

Game

- No new inning may start after one hour and thirty minutes, unless a regulation game has not been reached. (*Variance to rule 4.10*)
- Mandatory play applies. No player shall sit out defensively for two (2) consecutive innings; 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*)
 - *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.*
- Standard Little League “Slaughter Rule” applies.

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.
- All players that are present are included in the batting order.
- 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

Triple A (11 Year Olds)

(CLL refers to this as the *Minor Division*)

Game

- No new inning may start after one hour and 45 minutes, unless a regulation game has not been reached. (*Variance to rule 4.10*)
- Mandatory play applies. No player shall sit out defensively for two (2) consecutive innings; 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*)
 - *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.*
- Standard Little League "Slaughter Rule" applies.

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.
- All players that are present are included in the batting order.
- 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

Major Division (12 year Olds)

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 instruction, a safe playing environment, and a positive experience for all.

Game

- No new inning may start after one hour and forty-five minutes, unless a regulation game has not been reached. (*Variance to rule 4.10*)
- Mandatory play applies. 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*) (*this is an enhancement to require more mandatory play*)
 - *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.*
- Standard Little League "Slaughter Rule" applies.

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

- The batting order is continuous and all players that are present are included in the batting order. If a batter must leave the game site for any reason, they are skipped and NO penalty is enforced. If they return, they will bat in their original position (*Variance to rule 4.04*)
- Each batter and runner will wear a helmet. Face shields for batting helmets are optional.
- 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

50/70 (Ages 11-13)

The Major 50/70 Division is considered advanced divisions 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 forty-five minutes.
- Mandatory play applies. 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.*
- Standard Little League "Slaughter Rule" applies.

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 players that are present are included in the batting order. (*Variance to rule 4.04*)
- Each batter and runner will wear a helmet. Face shields for batting helmets are optional.
- A courtesy runner may be used to run for the pitcher and catcher of record. Runner must be last out recorded (either in current inning or last inning).

LOCAL LEAGUE GROUND RULES

Junior Division (Ages 13-14)

The Junior Division is considered advanced divisions 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 fifty minutes, unless a regulation game has not been reached. (*Variance to rule 4.10*)
- Mandatory play applies. 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.*
- Standard Little League "Slaughter Rule" applies.

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 players that are present are included in the batting order. (*Variance to rule 4.04*)
- Each batter and runner will wear a helmet. Face shields for batting helmets are optional.
- A courtesy runner may be used to run for the pitcher and catcher of record. Runner must be last out recorded (either in current inning or last inning)

LOCAL LEAGUE GROUND RULES

Senior Division (Ages 15-16)

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 fifty minutes, unless a regulation game has not been reached. (*Variance to rule 4.10*)
- Mandatory play applies. 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 position, they will no longer be excluded from sitting requirements.
- Standard Little League "Slaughter Rule" applies.

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 players that are present are included in the batting order. (*Variance to rule 4.04*)
- Each batter and runner will wear a helmet. Face shield for batting helmets are optional.
- A courtesy runner may be used to run for the pitcher and catcher of record. Runner must be last out recorded (either in current inning or last inning).