

The Local Rules contained herein supplement and provide local interpretation to the "Little League Official Regulations and Playing Rules" for the Minor divisions of Little League Baseball. If there are any actual conflicts between the Local Rules and the Official Regulations and Playing Rules, then the Official Rules shall prevail. The Official Regulations and Playing Rules is available as a free app for iOS and Android devices.

Players MUST wear COMPLETE CVLL Uniform to be eligible to play! - Jersey, Hat, Pants, & Socks. **No metal cleats allowed in Minor B Division.**

- Minor B games are 6 innings. No new inning will begin after 1hr 15 minutes have passed.
- Weeknight games will be called for darkness at 10 minutes after the posted time for sunset. (I.E. Sunset 6:50pm, 7:00 drop dead time). Sunset times will be provided to you, kept in the patty shack and stapled to your score books.
- Bases shall be 60 ft. apart. The front edge of the pitcher's plate shall be 46 ft. from the point of home plate. The pitching machine (when used) shall be placed 42 ft. from the point of home plate so as to be similar to the release point for a typical pitcher of that age. [Rule 1.04]
- The league president shall appoint a Fields Committee that will drag and line the field in advance of the first game of the day and redraw the batter's boxes for subsequent games. Should the Fields Committee be unavailable to prepare the fields, the Home Team manager will do so.
- The Home team will use the third base dugout. The Away team will use the first base dugout.
- Home Team will set up the field (bases, pitching machine, and scoreboard), provide a scorekeeper, and a scoreboard operator.
- Visiting Team will take down the field (carefully place the pitching machine and bases in the field box, securely lock it and return the scoreboard and remote to the shed); or drag/sweep the infield when there is another game on the same day.
- During warm weather, both teams can and should grab a Pop-Up at the shed and set up over dugout. On Saturdays, Pop-ups should be packed and taken back to the shed by the last teams using the field. Have parents help with this!
- Coaches MUST wear their 2025 CVLL shirt, closed toe shoes, and team hat (league provided).
- At least one coach MUST be in the bench area AT ALL TIMES!!! Please keep players in the bench area, not running to sit with parents. Players MUST be seated with Team!!!
- Players may NOT eat anything during the game. Parents MUST enforce this!
- The league UIC, on behalf of the league President(s) will appoint one or more qualified umpires to officiate the game. A Game Umpire-In-Chief (UIC) will be designated according to rule 9.03.
- In the event that an Umpire does not show up, PLEASE ALERT THE BOARD MEMBER ON DUTY. If the board member on duty cannot locate a qualified umpire, the PVUs each team will provide a Parent Volunteer Umpire (PVU) to officiate the game as follows:
  - The PVU from the Offensive Team will operate the pitching machine and make calls at Third Base and Home.
  - The PVU from the Defensive Team will make calls at First Base and Second Base.
  - Calls on plays away from the bases will be made by whichever PVU has the best view, or by both after conferencing to discuss the play.
  - Game management decisions (i.e., calling last inning or stopping the game) will be made jointly by the two PVUs."
- In the event of a RULE INTERPRETATION question, ask for TIME from the Umpire, and IF granted, approach the Umpire and ask for an explanation of the rule.
- Safe/Out and Ball/Strike are Judgment calls. Judgment calls cannot be challenged. [Rule 9.02(a)]

- HOME team to provide a Scorekeeper for each game. The Official Scorebook for your Division is kept in the Snack Shack and should be picked up by HOME manager on the way to the field and returned to the Shack upon completion of the game. If after game, Shack is locked, give book to Umpire for storage in shed or if umpire is already gone – please bring to attention of the President via text or email immediately. Often these books are needed the following night for the next games.
- Official Line-up cards provided by CVLL are required. The line-up cards have 4 pages. You get the bottom copy. Write firmly so you can read it. Give the third copy to the scorekeeper ahead of the game. Bring the top two copies to the plate meeting. The umpire will keep the top copy and give the second copy to the opposing manager.
- Arrive at the field in time to warm-up. If another game is in progress, please use the outfield area behind the fences. **30** minutes prior to start time, Home team should take infield practice for **10 minutes**. Visitors should then take infield practice for **10 minutes**.
- 10 minutes before game time, managers shall meet the Umpire(s) at Home Plate to review line-ups, local rules and ground rules. Bring the top two copies of the Line-up card. All players and coaches shall remain in the dugout during the plate meeting.
- At the conclusion of the plate meeting - both teams must line up at their base line and recite the pledge of allegiance and the Little League Pledge. (With the coach's help of course!)
- Continuous Batting order will be used, meaning all players will bat in the order on lineup card. If a player leaves or is absent at time of bat, alert the Umpire and Scorekeeper so that player can be skipped. There is no penalty for skipping an absent, sick, or injured player.
- Substitution rules will apply on defense. All players **MUST** participate in six defensive outs each game. At the beginning of each defensive half inning, report the pitcher, catcher and bench players (those not participating on defense) to the umpire. Tracking of defensive players is necessary for enforcing pitching/catching restrictions and mandatory play requirements. [Rule 4.04]
- Courtesy Runner: When the catcher and/or pitcher of record is on base with two outs, the player(s) that made the last out(s) may be substituted for the catcher and/or pitcher. A courtesy runner may not be substituted for the pitcher when using the pitching machine. [Rules 3.04 and 7.14(b)]
- **NO ON-DECK BATTING ALLOWED!** Players must not swing bats until they are at the plate! Safety First!
- The manager and two coaches are allowed on the field / in the dugout. Additional coaches must be outside/ behind the dugout.
- Two adult base coaches will be allowed. However, the coach may not assist the player by pushing, grabbing, or attempting to stop the runner. If the coach interferes or aids the runner, an out will be declared.
- Teams may use 10 players defensively in traditional infield positions and 4 outfielders (flat cones can be used to demark outfield positions). When a pitching machine is in use, the pitcher **SHALL** be positioned along the diagonal line between the pitching machine and first base. This is a **SAFETY ISSUE! SAFETY FIRST!**
- No coaches shall be in the field of play while Team is on defense.
- Teach your players how to pitch and properly play the position of catcher. The season will have three stages:
  - Stage 1: Machine pitch.
  - Stage 2: Machine pitch will be used to begin the game and then at a midpoint, the machine will be removed and players will pitch for the remainder of the game. Try to split between player / machine evenly initially and ramp up as the pitching develops.
  - Stage 3: Player pitch.
  - Note: the timing of transitions between stages will be decided by the board during the season and will be based on how well the players are progressing in their development as pitchers and catchers.
- When using the pitching machine, each batter will receive **FOUR** hittable pitches from the machine. The machine should be adjusted to deliver a pitch between the letters and knees, and over the plate. If a pitch is

not hittable, the umpire **will** announce "NO PITCH". (EVEN IF BATTER SWINGS AT IT --- IT IS STILL A NO PITCH and does not count toward 1 of the 4 hittable pitches. If a batter hits a ball into play that is otherwise a No Pitch, it shall be live and in play. A player is out, even IF they foul the last of four hittable pitches.

- The season should start with the pitching machine speed set at 5.5. During the season - by April 20th we want the speed up to 6.0. By May 18th we want the machine to speed 6.5. Note that the dial settings may change with different pitching machines. The point here is to start with a reasonable speed and increase as the season and the player skills progress.
- When players are pitching, pitch counts **MUST** be kept! One coach should be assigned this duty, and **MUST** report/reconcile the number of pitches thrown by each pitcher, each inning, to the OFFICIAL scorekeeper. Please read the Pitching Rules in the Rule Book for number of pitches for age groups, rest days, and other restrictions. [Reg. VI].
- All teams will be given ONE Counter to be used for this purpose. Please keep them with your equipment. You are also given a 2<sup>nd</sup> counter to have another parent or assistant coach record the pitch count of the opposing team's pitcher. Again, reconcile with the official scorekeeper each inning. Any teams who have overpitched their pitchers at any point in the season are eligible for ejection and suspension and forfeiture of the game(s) in which the illegal pitcher was used.
- Please note that only the official scorebook information matters for any protests or review, so while you may check with your own team score keeper, the only results that matter are the official book.
- A Pitcher who pitches 41 or more pitches in a game, may NOT play catcher in that game. [Reg. VI]
- A player who catches in 4 innings (receiving 1 pitch counts as an inning) is not eligible to pitch on that calendar day. [Reg. VI]
- A player who catches for three innings or less, moves to pitcher and delivers 21 or more pitches may not play the position of catcher for the remainder of that day. [Reg. VI]
- A manager or coach may come out twice in one inning to visit with a pitcher but the third time out, the player must be removed as pitcher. The manager or coach may come out 3 times total in one game to visit with a specific pitcher, but on the 4<sup>th</sup> trip the player must be removed as pitcher. A manager or coach who is granted time out to talk to any defensive player will be charged with a visit to the pitcher. [Rule 8.06]
- All male catchers **MUST** have a protective cup. No exceptions! [Rule 1.17]
- Please have catcher "geared up" at completion of your at-bat. One coach should be assigned to help the catcher to aid them in putting their gear on to get them back onto the field to save game time. **The time it takes to gear up a catcher between innings greatly subtracts from our time to play the game.**
- A player not playing defensively should be used to warm up the pitcher if the catcher is gearing up. The player warming up the pitcher **MUST** wear catcher's helmet, face mask, and throat guard. Coaches may warm up pitchers, but let players do it if possible. [Rule 3.09]
- There is a single bullpen on first base side of field 2. It is for use by both teams, but priority shall go to team on defense.
- No lead offs or leaving the base until the Pitch **REACHES** the batter. [Rule 7.13]
- The ball is **LIVE** when it is thrown to another fielder or base in an attempt to make a play, or when throwing back to the pitcher. Runners may advance at their own risk. Defense must control the ball.
- Runners may advance one base on a passed ball to the catcher.
- An arc drawn in the infield will be the "DEAD BALL" area. When a pitcher has firm control of the ball and is within the ARC, no runners may advance. Only one base may be taken due to overthrows to the pitcher.
- Hash marks will be drawn halfway between the bases. Runners beyond the hash mark when the pitcher gains control in the dead ball area will be placed at the next base. Runners that have not reached the hash mark will be returned to the previous base.

- The ball is LIVE when plays are made at bases. No automatic time outs. Time may be requested, but must be granted by the Umpire, prior to stepping off the base to brush off.
- Any batted ball that strikes any part of the machine is a DEAD BALL. The batter goes to first and all base runners forced forward advance one base.
- Runners MUST avoid contact with a fielder by either sliding OR going around. Any runner causing a collision will be called OUT. [Rule 7.08(a).3]
- A fielder WITHOUT possession of the ball may NOT block a base. A fielder IN THE ACT of receiving a ball may NOT block a base. [Rule 7.06 Note 2]
- There is no headfirst sliding at this level when advancing to a base. However, you may slide headfirst only when RETURNING TO a base. (For example, diving back into first if the catcher throws down if you take too big of a lead off.)
- Any throwing of equipment (helmets, gloves, gear) in anger, taunting of opposing players, coaches or Umpires, or any foul language WILL RESULT in that player or coach being ejected. A player or coach who was ejected will not be eligible to participate in the next scheduled game. However, an ejected PLAYER must be present and in uniform at the next game and on the bench. An ejected coach must leave the facility immediately, and MAY NOT be at the next game, or in the stands.
- It is the responsibility of the manager to teach the players to safely release the bat after hitting the ball. All bat throwing incidents will be handled according to the CVLL Thrown Bat Policy. SAFETY FIRST!
- 5 Run Rule in Effect. The side is retired, and the teams will switch positions on the field when 3 outs are recorded or when 5 runs have been scored.
- When possible, the 5 run rule will be waived in the last inning so that each team will have a chance of winning, even when trailing by more than 5 runs. At the beginning of each inning, the UIC will assess the available time remaining and make a decision as to whether to declare the upcoming inning "THE LAST INNING". The UIC will notify both managers and the scorekeeper that it is THE LAST INNING and that the 5 Run Rule is not in effect. To retire the side, 3 outs must be recorded.
- Mercy Rule in Effect. If a team is winning by **15 or more runs after 3 innings**, 10 or more runs after 4 innings, or 8 or more runs after 5 innings, the manager of the team with the least runs shall concede the victory to the opponent. [Rule 4.10(e)] Infield Fly Rule is in Effect. Read your Rule Books or ask an umpire! Not knowing rules is not an excuse. [Rules 2, 6.05(d), and 7.08(f)]
- Infield Fly Rule in Effect. Read your Rule Books or ask an Umpire! Not knowing rules is not an excuse. [Rules 2, 6.05(d), and 7.08(f)]
- Upon completion of the game, both teams should gather at dugouts to cheer the opposition, and then meet at Home Plate to exchange handshake, high five or fist bumps using Right not Left hand. NO TAUNTING OR GLOATING please!
- Both teams shall clean out dugouts and vacate quickly if another team is waiting to play. Please move your Snack and team meetings away from the Dugouts and off the fields.
- The HOME team shall return the scorebook to the Snack Shack where they are kept and reviewed by CVLL Board to ensure all players meet minimum play requirements.
- PLEASE NOTE AT THE END OF EACH GAME, the Home Team Manager OR Home Team Score Keeper must report the final score via text or email.
- Managers are responsible for the behavior of their fans. ANY taunting or belligerent behavior will not be tolerated and may result in an Ejection of Parent and or Coach.
- Any protests must be lodged with the UMPIRE AT THE TIME IT OCCURS. It must be noted by the umpire in his game notes for the protest to be valid. Protests can only be lodged at a specific rule interpretation.

Judgement calls are NOT PROTESTABLE. Any issues or questions related to the game, or a rule can be brought to the UIC. [Rule 4.19]

- Bat Regulations [Rule 1.10]:
  - Non-wood laminated bats shall not be more than 33 inches in length; nor more than 2 $\frac{1}{8}$  inches in diameter and must bear the USA Baseball logo.
  - Wood bats shall not be 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.
  - Any bat found to be in violation of the bat rules will be immediately removed from the game and noted by the board. Use of this bat again can and will result in ejection and suspension of the Manager.
- **Please clean up trash before leaving the field.**
- Remind all parents that comments must be positive and polite. Abusive language or taunting will not be allowed, and Parents or fans will be ejected from the game site.
- Contact any CVLL Board member in the event of any problems or issues. Report all injuries by filling out an Injury Report Form and submit it to the League's Safety Officer and make sure your Manager is alerted. Forms are kept at the Patty Shack.

## **CVLL Thrown Bat Policy**

Thrown bats happen in baseball and most of the time nobody gets hurt. Still, there is the risk that someone may be seriously. We need to provide a safe environment for the catchers and umpires.

If a bat is thrown in a game (Minor B and older divisions), the situation will be handled as follows.

The play will be allowed to continue (delayed dead ball). When the play ends, the umpire will call "Time." The result of the play stands. The batter is not called "Out" for the action. The offending player will be benched for the remainder of the game (his/her mandatory play will have been met). If the offending player is on base at the end of the play, he/she shall be replaced with the player in the batting order who made the last out. The team will skip over the offending player's future turns at bat without penalty.

There will be no warning prior to the above action. The point here is not to punish, but to give the coach the opportunity to work with the player to correct the issue before the next at bat. Remember, it is the responsibility of the coaches to teach the players to not throw the bat. Ideally, the player will carry the bat 1-2 steps toward first base and then drop the bat so that it will not be in the way of a play at the plate.

Note, should the manager refuse to bench the player, he/she will be ejected along with the offending player.

## **CVLL Pool Player selection and utilization**

CVLL follows the Little League guidelines with a few additional conditions. These are the bullet points from Regulation V(c):

1. The league's player agent will create and run the pool. The league's player agent will use the pool to assign players to teams that are short of players on a rotating basis.
2. Managers and/or coaches will not have the right to randomly pick and choose players from the pool.
3. Under this option, when a player participates in a game on a team other than his/ her own team, such player will not be permitted to pitch in that game.
4. Pool players that are called and show up at the game site must play at least nine (9) consecutive defensive outs and bat once.

These are the additional conditions imposed by local authority:

1. No more than two pool players may be utilized for a game and only enough to bring the roster up to nine players.
2. If enough players are present to require substitutions\*, pool players may not participate in more defensive outs than any rostered player. This could occur if a team player shows up late or unexpectedly after the pool player has been assigned and has arrived at the game site.
3. Pool players are restricted to playing in the outfield only and must bat at the bottom of the order.
4. Pool players are listed in the order that they signed up. Players will be assigned in that order. If a player is unavailable, they will be first to be picked for the next assignment. When all players have been assigned to a game, start at the top of the list again.
5. Any team not supplying players to the pool is not participating in the pool and cannot request nor receive players from the pool.
6. The league president may appoint someone other than the Player Agent to run the Player Pool.

Have fun! Play fair!  
READ THE RULE BOOK.

