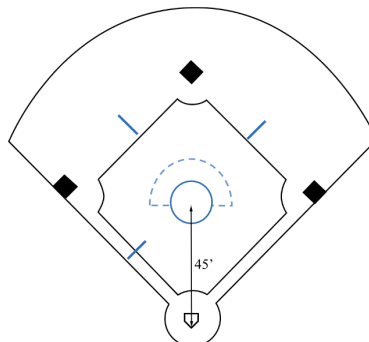




Peninsula Little League 2026 CAPS Division Amended Rules

RULES FOR CAPS: All Official Little League Regulations and Machine Pitch League Division Playing Rules apply except as modified below:

1. Rules for Managers:
 - a. During the game only the manager and three coaches are allowed in the dugout.
 - i. An offensive coach will operate the pitching machine
 - ii. A defensive coach will serve as the umpire
 - b. A coach or manager must be in the dugout at all times during a game.
 - c. All managers and coaches must wear close-toed shoes on fields at all times.
 - d. When no official umpire is present, only managers may speak with each other to discuss plays, outs, or other concerns about the game.
 - e. When an official umpire is present, only the manager may speak with the umpire and only after time has been called and permission to approach has been granted.
 - f. Coaches may not discuss anything with the opposing manager, opposing coaches, or umpires.
 - g. **Arguing judgment calls sets a bad example and will not be tolerated by the umpire or Peninsula Little League.**
2. Pitching Machine: The CAPS division shall use a pitching machine with speed set at approximately 40 mph, or as determined by the CAPS Division Coordinator. The machine shall be placed at the back of the pitcher's mound at a distance of 45 feet from the back point of home plate.
3. Game Time Limitations: No inning shall start after one hour and 45 minutes of play from the scheduled game start time. An inning is deemed to have started immediately on the third out or fifth run of the previous inning.
4. Field Markings: CAPS uses standard baseball chalk markings for the first and third base lines plus the batter's box. Additionally, there shall be a solid chalk circle measuring 8-feet in diameter around the pitching machine designating the "off limits" area of the pitching mound. Outside the 8-foot circle there shall be an 18-foot in diameter dashed half-circle to designate the starting position for the pitcher and the pitcher's receiving position to end a play. Chalk hash marks also shall be drawn midway between each base across the base path designating the halfway point. The diagram below shows the location of CAPS specific chalk lines.





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5. Defensive Play: Defensive play requirements are listed below. Any manager found to be violating these play requirements shall be issued a written warning. Any subsequent violation shall result in game suspensions for the manager.
- Defensive play will be limited to the traditional 9 positions. Teams are allowed to play with less than 9 defensive players and games will not be forfeited due to less than 9 players.
 - Players shall rotate positions and there are unlimited defensive substitutions between innings.
 - No player shall sit the bench for any consecutive innings.
 - Infield positions include first base, second base, third base, shortstop, and pitcher. No player shall play more than 3 defensive innings in the infield unless a player plays at least one inning as a catcher, squats behind the plate, and attempts to catch the pitched balls. In this case, that player may play a fourth inning in the infield during that game. Catchers who stand off to the side do not earn an additional infield inning.
 - All players must play a minimum of 3 defensive innings during the first five innings. At least one of those innings must be in the infield.
 - If a sixth inning is played, all players must play a minimum of 4 defensive innings.
 - Players who begin a game as reserves, must be starters the next consecutive game.
 - Exceptions to defensive play rotations are as follows:
 - Injury to a player
 - Absence or late arrival of a player
 - Violation of the Peninsula Little League Code of Conduct rules
 - With an exception for injury or the necessity of a restroom break, no players shall change positions in the middle of an inning. Players moved around for these exceptions must still adhere to the infield playing limit rules.
 - The Player Agent or Division Coordinator may waive infield requirements for those players whose skills are such that playing in the infield creates a safety hazard. This waiver will remain in place until that player has developed sufficient skill to safely play an infield position.
 - All defensive players, with the exception of catcher, shall set up past the pitcher's mound prior to the pitch.
 - "Past the pitcher's mound" is defined as behind a line that bisects the pitching machine and is perpendicular to the line connecting the pitching machine and home plate.
 - No player may advance in front of the pitcher's mound until the ball is struck by the batter.
 - The pitcher must start with at least one foot on or within the dashed half circle past the pitcher's mound. The pitcher shall remain so until the ball is put in play.
 - Catchers must wear all the catcher's gear and be positioned behind the plate. Catchers should be strongly encouraged to squat and attempt to catch the pitches. Male catchers who squat behind the plate must wear a protective cup. As per Rule 5.e., any player who squats behind the plate may play a fourth inning in the infield



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during that game. Catchers shall not throw pitches back to the pitcher unless requested by the pitching machine operator.

Example of Play Rotation: Player 1 starts in the infield and plays in the infield for the first 3 innings. Player 1 is then moved to the outfield for the fourth inning. Player 1 can return to the infield for the fifth inning. For the sixth inning, Player 1 would need to return to the outfield or sit the bench to comply with defensive play rules.

6. Offensive Play:

- a. The batting order shall be continuous and without substitution.
- b. Each batter shall be limited to five pitches. If the fifth or greater pitch is hit foul, the batter will be awarded another pitch until the batter either puts the ball in play or misses the ball for a called strike.
- c. If at any time the offensive coach deems a pitched ball un-hittable, they may request a “no pitch” to the umpire. If the umpire agrees, they will officially declare “no pitch” and award another pitch. The offensive coach must request a “no pitch” prior to putting the next pitch in the machine. Late calls will not be honored. Any ball that is hit foul is a strike and cannot be declared a “no pitch.”
- d. There is no on deck circle in CAPS. Batters must remain in the dugout without a bat until the manager or coach calls them to the plate.

7. Ending the Play after a Batted Ball: The defensive team can end a play after a batted ball is put in play by making an attempt to return the ball to the pitcher’s mound. For purposes of this rule:

8.

- a. The “pitcher” must be the same player who started as the pitcher with at least one foot on or within the half circle past the pitcher’s mound when the ball was put in play (see Rule 5(l)(iii);
- b. An “attempt to return the ball to the pitcher’s mound” by a defensive player other than the pitcher requires that i) the pitcher have at least one foot on or within the half-circle past the pitcher’s mound; ii) the defensive player seeking to end play must attempt to throw the ball to the pitcher; and iii) the thrown ball must touch the pitcher. The pitcher does not have to actually catch the ball for play to be stopped.
- c. An “attempt to return the ball to the pitcher’s mound” by the pitcher requires that the pitcher, while maintaining possession of the ball, touches at least one foot on or within the half circle past the pitcher’s mound.
- d. Unless it first qualifies as an “attempt to return the ball to the pitcher’s mound” a thrown ball that hits the pitching machine does not end play.
- e. Once the defensive team has attempted to return the ball to the pitcher’s mound play is immediately dead. The umpire will assess where each runner should be. Any runner who was not past the halfway line when there is an attempt to return the ball to the pitcher’s mound shall be returned to the previous base. Runners directed by the umpire to return to a base are not live runners and cannot be tagged out.



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- f. Except as to a ball thrown in to end play with an attempt to return the ball to the pitcher's mound, if any thrown ball hits the pitching machine, offensive or defensive coach, or umpire, play shall be immediately dead. Runners past the halfway mark shall advance to the next base and runners not past the halfway mark shall return to the previous base.
9. Overthrows: When a ball is overthrown in an attempt to make a play at any base or home plate, or an attempt to return the ball to the pitcher's mound, all runners may advance one additional base at their own peril. If the fielding team makes an attempt to throw out an advancing runner after the initial overthrow, the base runner(s) will be deemed safe or out by the umpire as a result of the play and the play ends there. Regardless of whether or not the receiving fielder controls the ball or if it is overthrown again, the ball is ruled dead at that point and the ball is returned to the offensive coach for the next batter.

Example of an Overthrow: There is a runner on 1st base. The batter puts the ball in play and both runners attempt to advance to the next base. The ball is overthrown at 1st base in an attempt to make an out there. Both runners are permitted to advance one additional base, and, if safe, would end up on 2nd and 3rd base. If the ball is subsequently overthrown at 2nd base in an attempt to make an out there, neither runner may advance further as a result of the second overthrow.

10. Dead Ball Due to Interference:
- a. Any batted ball that either hits the pitching machine, the generator, the pitching machine operator, or the saw defensive coach, and/or comes to rest within the 8-foot diameter circle shall be deemed a "dead ball." Play shall stop, the batter shall be awarded first base, and all runners shall advance one base.
 - b. The ball becomes an immediate dead ball when any defensive player making an attempt to field a batted ball encroaches into the 8-foot diameter circle, including stepping into the circle, reaching a glove into the circle, or picking up a ball from within the circle. Play shall stop, the batter shall be awarded first base, and all forced runners shall advance one base. The umpire will assess where any unforced runner should be. Any unforced runner who was not past the halfway line when a defensive player encroached into the 8-foot circle shall be returned to the previous base.
 - c. Any batted ball that passes untouched and unobstructed through the 8-foot circle shall be considered a "live ball."
11. Base Stealing: There is no base stealing in the CAPS division. Runners must remain on the base until the ball is hit. Runners determined to be leaving early by the umpire shall be given one warning. On subsequent violations, the runner will be called "out."
12. Infield Fly Rule: There is no Infield Fly Rule.



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13. Five Run Rule: During the regular season, the Five Run Rule shall apply to every inning. If the offensive team scores five runs, the half-inning shall be over. During the End of the Season Tournament, the sixth inning shall be an unlimited run inning and the half-inning will only end once the defensive team has completed three outs.
14. Little League Run Rules: The CAPS division never uses the Little League 8, 10, nor 15-run rules to end a game.
15. End of Season Tournament: The end of season tournament is governed by our regular season amended rules, except the time limit does not apply. Since neither score nor team standings are kept during the regular season, teams will be selected at random for the tournament bracket. Defensive coaches are not allowed in the field during the tournament.
 - a. For all games prior to the championship game, home/away will be determined by a coin flip prior to the game.
 - b. The winner's bracket team will have their choice of home/away for the championship game.
 - c. If a second championship game is needed, the winner of the first championship game will have their choice of home/away.