



Greenville Little League – CP Prep Division Rules

Official Little League Regulations and Playing Rules apply except where there is a conflict or modification caused by the rules in this handout. In cases of conflict with the Official Little League Rulebook, these “local rules” apply.

Team Formation:

Team Managers (Head Coaches) will be permitted to make 4 player requests for the formation of their team. Those requests should be determined in this format:

- Player 1: Team Manager’s son or daughter
- Player 2: Assistant Coach’s son or daughter
- Player 3: Team Manager’s choice
- Player 4: Team Manager’s choice

The remaining roster spots will be filled randomly from the registration list.

There are no Tournament Teams (“All-Star Teams”) for the CP Prep Division. Players registered for CP Prep are not permitted to play on a Coaches Pitcher Tournament Team.

Game Play:

1. Number of Players Required to Play:

Under normal circumstances there will be nine (9) players on defense to include: four (4) outfielders, one (1) pitcher who must wear a helmet and have at least one foot inside the circle while the ball is being pitched, and four (4) infielders. There is no catcher in CP Prep. The DEFENSIVE team should provide an adult catcher to keep the game moving. “Short Fielders” are NOT allowed. All Outfielders must be aligned in proper depth behind infield (Left Fielder, Left Center Fielder, Right Center Fielder, and Right Fielder). The game can start with only 8 players, but no less. If additional players arrive late, they will be put into the game at the bottom of the batting order. If a team has less than 8 players to start a game, the league will officially call it a forfeit. If both coaches agree, the coaches may re-schedule the forfeited game by coordinating the time and place with the league’s master scheduler and chief umpire. Coaches must notify the league in advance for it to be considered an official game. If a team starts a game with 8 players and is reduced in numbers, due to injury or illness, the game will be finished with 7 players. If the roster drops below 7, the game will be suspended and resumed by the league at a later date. No “call over players” (from another CP Prep team) or “call up players” (from a t-ball team) are allowed.

2. Time Limit:

During the regular season, no new inning will start (defined as when the final out of the previous inning is recorded) after 1 hour and 15 minutes of play. Coaches and umpires should agree/confirm official start time prior to first pitch.

3. Games Tied at End of Time Limit:

A game that is at a tie at the end of the time limit (after the home team finishes batting) will play an additional inning. Each team will put the last out from the previous inning on second base to start the inning. If it is tied after the additional inning then the game will be declared a tie.

4. Mercy Rule:

The game is called when a team is ahead by 10 or more runs after the end of the 4th inning or any subsequent inning.

5. Free Substitution for Mandatory Play:

The minimum play requirement is 6 defensive outs (in a full 6 inning game). If a game is shortened for any reason, there are no minimum play requirements. Coaches may substitute freely throughout the game if the minimum play requirement is met. Play does not have to be for 6 consecutive outs. CP Prep uses a continuous batting order. No player should be in the dugout for two consecutive defensive innings.

6. Number of Pitches:

Each batter shall be given 6 pitches to put a ball in play, even if the batter swings and misses 3 or more times. However, if the batter fouls the 6th pitch (or subsequent pitches), the batter will be allowed to continue batting until either they swing and miss, don't swing at a pitch, or hit the pitch.

7. Pitching:

The adult pitcher must start his pitching motion with both feet inside the pitcher's circle (touching the line is ok). The umpire will monitor this and can, at his discretion, move a coach back if he feels he is pitching from a distance too close to the batter. The adult pitcher must pitch overhand. The CP Prep pitching circle will be set at 35 feet from Homeplate.

8. Batter Limit:

In innings 1 through 5, there will automatically be 2 outs put in place when the 10th batter comes to bat. The inning is over when the final out is recorded, OR when the 10th batter of the inning scores. Any runs that score before the final out is recorded or before home plate is touched by the 10th batter will count (unless it is a force out). In the 6th and later innings only, there is no 10th batter rule.

9. Ending a Play:

The defensive team must stop play by returning the ball to the infield (inside the base line), putting their hands above their head, and calling time. This can occur before attempting an out or after an out has been made. The umpire will stop play when he/she has judged that an INFIELDER on defense is in possession of the ball inside the baseline and calls time.

10. Overthrows at First Base:

Overthrows at first base will result in a "dead ball" and each runner being awarded 1 extra base. If the ball is knocked down by the first baseman and remains within a body length of the first baseman in foul or fair territory, it is considered a live ball still.

11. Adult Coaches:

On defense, one coach should serve as the adult catcher, and one may coach from the outfield to assist the outfielders. Offensive coaches should be positioned as pitcher, 1B coach, 3B coach, bench/dugout coach.

12. Coaching by Adult Catchers:

Adult catchers cannot in any way coach or direct the defensive team's players when it is a live ball situation.

13. Coaching by Adult Pitchers:

The adult pitcher (who is from the offensive team) cannot direct the batter as to when to swing the bat after the pitch has left his hand. He can coach or direct the batter before he has thrown the ball and after the ball has been put into play, but not during the flight of the ball. The adult pitcher must immediately exit the playing field into foul territory when the ball has been put into play and return after the umpire has called time out. If the adult pitcher unintentionally touches the ball or a player, the play will be dead and the play will be a do-over. If the adult pitcher intentionally touches the ball or a player while the ball is live, the batter is out and all base runners return to where they started. This shall be at the umpire's discretion.

16. Miscellaneous:

No bunting; No walks issued; No base stealing (sent back to base if attempted). Runners on base cannot leave the base until the hitter contacts the ball with the bat

General Information for Coaches:

Quick Play: Please have your players quickly enter and leave the field between each half inning.

Postgame Meetings: Please help us keep games on schedule by immediately gathering all your trash and clearing out of the dugouts at the conclusion of your game. Move outside of the fenced area to hold postgame team meetings (unless your game is the last one of the night/day).

Soft Toss: Absolutely no hitting baseballs (i.e. soft toss) into any of the fences at our ballparks. Please use the batting cages and nets.

Safety Notes: Adults are not allowed to throw with players. This is a strict Little League rule. On-deck batters are not allowed. Casts may not be worn on the field by players, coaches, or umpires. Anyone wearing a cast must remain in the dugout during the game. Players are not allowed to sit at the open entrance of the dugouts. Please do not allow your players to wander into the bullpen area.

Alcohol and Tobacco Policy: Little League, the City of Greenville, and the Greenville County Recreation Department prohibit all alcohol and tobacco products at our ballparks. This includes fields, dugouts, stands, parking lots, and other areas within the confines of the park.