



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.

Game Play:

**Game Play rules should be considered guidelines for Fall play. Fall is instructional, and Managers should make an effort to get the maximum play time for all players.*

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). No “call over players” (from another CPP team) allowed if you need more players to have enough fielders.

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. During the regular season, games will end in a tie if the time has expired and the entire inning is completed. Coaches and umpires should agree/confirm official start time prior to first pitch. Teams can continue play so long as there was time left.

3. Games Tied at End of Time Limit:

One additional “tiebreaker” inning will be played in any game that is tied at the end of an inning finishing if time allows. If the game is still tied after the extra inning, the game will be declared a tie. For playoffs, play will continue until a winner is determined.

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. If the visiting team is ahead by MORE THAN 10 runs in the top of the 4th or 5th inning and time expires, then the game will be called since the maximum runs that can be scored in one inning is 10 (exception is the 6th inning, see rule #8).

5. Free Substitution for Mandatory Play:

CP Prep and Coach Pitch Divisions use 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. After 6 pitches, the batter will be out if they swing miss or take the pitch. We are NOT using a tee in CP Prep anymore.

7. Pitching:

The adult pitcher must start his pitching motion and upon release of the baseball both feet must still be behind the 32' pitching distance.

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 an infielder returning the ball to the infield (inside the base line) and raising hands and yelling, "TIME!" Time out can be requested only by an INFILDER possessing the ball. The umpire will stop play when he/she has judged that the defense is in possession of the ball and has called time. The umpire will stop any advancement of the baserunners that are not completely beyond the "hash marks" in between the base paths at the time that "time out" was granted. The runners can only achieve the next unoccupied base when time is called when they and all other runners are beyond the hashmarks. **Time out can be requested by the infielder possessing the ball, but is not in effect until signaled by the umpire.**

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. The umpire will determine if the ball is considered an overthrow.

11. Adult Coaches:

Each team should have 4 adult coaches: Pitcher, 1B coach, 3B coach, bench/dugout coach. On defensive, 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. Keep the dugout gate closed at all times and keep bats away from anyone not hitting.

12. Coaching by Adult Catchers:

Adult catchers (who serve as back-up catchers from the defensive team) 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).

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.

Gamechanger: Please have a parent keep the score in Gamechanger. You will also use this for all team related communication. Home team is responsible for this and entering the score into the website after every game for the standings.