

Central Iowa Little League 2024 Local Regulations & Playing Rules

Managers & coaches are expected to read & understand the Official Little League Regulations & Playing Rules. This page highlights key regulations & rules. No Rules should be changed unless approved by the CILL Board.

Majors Baseball

General Rules

- Time Limit: Games will be subject to a 1 hour 45-minute time limit
 - A new inning cannot start after 1 hour 40 minutes.
- 46' pitching distance
- 5-Run Rule: A team at bat will end after 3 outs or 5 runs, whichever occurs first.
- Protective Gear: All catchers must have on protective gear. (Throat guard, protective cup and little league approved chest and head gear) – check your equipment and players prior to game time
- Injuries: If a player must leave the game during play, no penalty is charged
- Playing With Fewer Than 9 Players: No penalty
- Mandatory Play: Continuous Batting Order will be used. No player shall sit defensively for 2 consecutive innings
- Call-Up Players: With approval of the town president, managers may invite Minors players or **Majors players from other teams not having a game that day** if they expect a shortage of their normal roster that would place the team at 8 or fewer expected players. Minors players will be permitted to play in up to 7 games. Minors players or **Majors players from other teams not having a game that day** will not be allowed to pitch
- Jewelry: Jewelry – except items worn to alert medical personnel to a specific condition – is prohibited

Offense

- There is no on-deck circle. All Players must remain in the dugout until their turn to bat.
- Batting Order: Continuous Batting Order will be used
- Uncaught 3rd strike rule applies - A batter may advance if the third strike is not caught in flight by the catcher and 1st base is unoccupied (batter may attempt to advance if 1st base is occupied with 2 outs)
- Sliding: Sliding is not required, but runners who do not slide may be called out if an umpire believes the runner interfered with a defensive player. Runners must slide feet first when advancing to a base (runners may dive when returning to a base)
- Leaving Base: Runners may leave base when the pitch reaches the batter
- Stealing bases to include home is in Play

Defense

- All catchers must have on protective gear: throat guard, and little league approved chest and head gear. Play will not continue until appropriate protective gear is worn

Pitching

- Pitching Records: Date, opponent, location, names of pitchers and number of pitches thrown by each pitcher
 - Opposing managers should initial each other's records after each game.
- Catchers Who Pitch: A player who catches for 4 or more innings in a game may not pitch on that calendar day
- Pitchers Who Catch: A player who throws more than 41 pitches in a game may not play the position of catcher for the remainder of that day (includes double headers).