

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 Central Iowa Board.

Minors Baseball

General Rules

- Time Limit: Games will be subject to a 1 hour 30-minute time limit
 - A new inning cannot start after 1 hour 25 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 Rookie players or Minors players from other teams not playing that day if they expect a shortage of their normal roster that would place the team at 8 or fewer expected players. Rookie players will be permitted to play in up to 7 games.
 - Rookie players or Minors players from other teams 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 does not apply – a swinging miss or watched 3rd strike is an out
- 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).