



White Sheet Rules

2024

I. House Rule Violations (White Sheet)

The intent of the policy is to be reasonable, to understand and enforce, to not materially impact the outcome of the game or penalize the players, and to put the accountability on the Managers, umpires and Board of Directors to enforce the Chesterfield Little League White Sheet Rules (WSR) and certain fundamental LLI rules.

Official Warning

- If the opposing team Manager or umpire observes a WSR violation, the opposing Manager or an umpire immediately notifies the violating team's Manager (calling time out is recommended).
- The opposing and/or violating Manager should assist in correcting the violation.
- The situation must be reviewed with the umpire immediately.
- The umpire must ensure the violating Manager immediately corrects the violation.
- The opposing Team Manager and/or umpire is obligated to report this violation to the Division Director. The Division Director is obligated to follow up with both Team Managers/Coaches, Umpire(s) and parents as he/she deems necessary to document the violation.
- If the Division Director receives more than two (2) Official Warnings associated with the same Manager during the season, specific details (as researched by the Division Director) of both Violations are turned over to the CLL Disciplinary Committee for review and further action at their discretion.

Manager Ejection (this penalty will only apply to a limited number of core WSR and Little League (LLI) rules, as indicated in the WSR Violation Policy Addendum)

- If the Manager of the opposing team or umpire observes a WSR violation within the same game, (following an Official warning) the umpire should call time and eject the violating Manager.
- The umpire should ensure a violating team Coach corrects the violation.
- The violating team is not permitted to replace the coaching vacancy.
- The umpire should document the violation and ejection and is obligated to report the violation and ejection to the Umpire-In-Chief after the game.

After an Official Warning or Manager Ejection is reported to the Umpire-In-Chief by an umpire, the Division Director must discuss the situation with the violating Manager as soon as possible and report the situation to the CLL Disciplinary Committee for their awareness.

- For Official Warnings (first offense based on severity or intent), the Board may consider a subsequent one game suspension, in accordance with the CLL Article XIII – Disciplinary Policy for Unacceptable Behavior as administered by the CLL Disciplinary Committee.
- For Manager Ejections or continued violations of WSR's after two (2) Official Warnings (), the Board may then consider a one game or subsequent multi-game and/or remainder of the season suspensions, in accordance with the CLL Article XIII – Disciplinary Policy for Unacceptable Behavior as administered by the CLL Disciplinary Committee.

II. Pool Player Policy

1) Acquiring a pool player

- a) Pool Play is strictly overseen by the Baseball/Softball Player Agent.
- b) Only the Player Agent/designee may fill teams.
- c) Managers may not contact Pool Play players.
- d) The Manager will contact the Player Agent as soon as the Manager realizes that there will not be a minimum of 10 players available for a game.
- e) Player Agent will make every effort to select players that are entered into the pool from the same division.
- f) If it is not possible to find a player in the same division, the Player Agent will then contact Pool Play players from the division below.
- g) As a last resort, the Player Agent will contact Pool Play players from the division above as permitted by LL age rules.
- h) At no time is a player not registered with the league to be used to fill in for a missing player

Violation of H will result in the game not counting towards eligibility for either team and the game will be declared a forfeit based on little league rule violations for using a non-rostered player

2) Use of Pool Players

- Pool Play players are not allowed to play the Pitcher position (at Minor Player Pitch Level and above).
- All other Pool Player guidelines are established in Regulation V, Guidelines 1-4.

Violation of this policy will result in the following:

- First Offense – Suspension of the MANAGER for one game.
- Second Offense – Removal of the MANAGER for the remainder of the season – Ineligible to manage or coach all-star or invitational team.
- Subsequent violations by the team – Removal of acting manager for remainder of the season.

IN HOUSE TOURNAMENT POOL PLAYER RULES

- Must be approved by Player Agent and President
- Must bat last
- Must be in outfield only
- May not give a team more than 10 players or pool player is removed at that point
- **Violation without immediate correction will result in a forfeit if notified before game end.**

III. In House Rules – Baseball

- All Divisions
 - All Players that are present will be included in the batting order
- All Divisions
 - The outfield is defined as the grass line past the bases in the infield.
 - No player shall sit out defensively for two (2) consecutive innings. No player shall sit out defensively for a second time, until all other players in attendance have sat out at least one defensive inning. (Variance to rule 3.03 and Regulation V.4)
 - Minor A and Above – The Starting Pitcher and/or Catcher are exempt from this rule

Note: Starting Pitcher and/or Catcher is defined as the player that started the game at pitcher or catcher, once they vacate either of those positions, they will no longer be excluded from sitting requirements.
- All Divisions
 - The League adopts the option of allowing a team to start a game with eight (8) players in position and batting order, with the ninth position in the batting lineup being a skip without penalty. If a ninth player shows up late to a game, the manager may choose to enter the player into the lineup, with said player added to the end of the current lineup. (Variance to rule 4.04 and Regulation V.4)
- Rookie (Coach Pitch) and Above
 - Players may be substituted freely; however, no player but the pitcher may be substituted once an inning has started except for illness, injury, or a pitching change in kid pitch divisions. (Variance to rule 3.03 and Regulation V.4)
- Minor AA (Player Pitch) and Above
 - The League adopts the option of allowing a “courtesy runner” for when a catcher and/or pitcher of record when there are two (2) outs. The “courtesy runner” in a continuous batting order must be the player in the batting order who made the last out. (Adoption of Rule 7.14 (b) and Regulation V.4)
- All Regular Season Games can end in a tie
 - Playoff games must have a winner
- Time Limits and Run Limits

Division	No New Inning After	Minimum Innings Required	Run Limit	Mercy Rule
T-Ball 1 & 2	50 minutes	No Minimum	Bat Lineup	
Rookie (Coach Pitch)	1:15	No Minimum	5 Runs/3 Outs	
Minor A (Hybrid)	1:30	4, 3 ½ if Home team lead or mercy rule	5 Runs/3 Outs	15 after 3 10 after 4 8 after 5
Minor AA and AAA	1:45	Time Limit or Mercy Rule	5 Runs/3 Outs	
Major	1:45	Time Limit or Mercy Rule	None	
50/70	2:00	Time Limit or Mercy Rule	None	15 after 4 10 after 5 8 after 6
Junior	2:30	Time Limit or Mercy Rule	None	
Senior	2:30	Time Limit or Mercy Rule	None	

- The League adopts the option of not requiring the home team to bat in the bottom half of the inning should the run rule be reached.

- 50/70, Junior, and Senior Divisions- Games may continue beyond regulation (7 innings) within the allowed time limit. No new inning may be started after time limit for that division has been reached. (Variance to rule 4.10 (b))

A. Division Specific Rules - Baseball

T-Ball 1 Division

The T-Ball 1 Division is considered an instructional division.

Defense

- The defense shall field a maximum of twelve (12) players consisting of six (6) infielders and with the remaining players positioned in the general outfield area.
- All outfield players shall be positioned in the outfield grass.
- The pitcher and catcher, **if used**, must wear a batting helmet when playing defense. The catcher, **if used**, shall wear a chest protector and a throat guard, but is not required to use a catcher mitt (*variance to rule 1.12*). The throat guard shall be secured to the batting helmet face shield. The pitcher shall be positioned on the pitching rubber, or in the near vicinity of the pitcher's mound, and the catcher shall be positioned at the backstop and in line with home plate and the pitcher's mound (*variance to rule 4.03(a) and rule 8.01(f)*).
- Players may be substituted freely. (*Variance to rule 3.03*)

Offense

- **All balls must be hit from a tee; no coach pitching is allowed.**
- Balls and strikes will not be called in this division. All batters will continue to bat off the tee until the ball is put in play. (*Variance to rule 6.05 and 6.08(a)*)
- A batted ball must cross the 10-foot arc around home plate to be a fair ball. The bat must meet the ball to be considered fair
- Runners may advance to 1st base once they have successfully hit the ball from the tee.

T-Ball 2 (Coach Pitch/Tee) Division

The T-ball 2 Division is considered an instructional division.

Defense

- The defense shall field a maximum of twelve (12) players consisting of six (6) infielders and with the remaining players positioned in the outfield.
- Each player must play at least one infield position per game. This shall not include the catcher's position.
- All outfield players shall be positioned in the outfield grass.
- The pitcher and catcher must wear a batting helmet when playing defense. The catcher shall wear a chest protector and a throat guard but is not required to use a catcher mitt (*variance to rule 1.12*). The throat guard shall be secured to the batting helmet face

shield. The pitcher shall be positioned on the pitching rubber, or in the near vicinity of the pitcher's mound, and the catcher shall be positioned at the backstop and in line with home plate and the pitcher's mound (*variance to rule 4.03(a) and rule 8.01(f)*).

- Players may be substituted freely. (*Variance to rule 3.03*)

Offense

- A combination of coach-pitch and tee will be used in this division. If the batter has not successfully hit the ball after **five pitches from the coach, the batter shall complete their turn at bat by hitting from a tee.**
- Balls and strikes will not be called in this division. All batters will continue to bat until they hit a pitched ball fair or hit a fair ball off the tee. (*Variance to rule 6.05 and 6.08(a)*)
- A batted ball must cross the 10-foot arc around home plate to be a fair ball. The bat must come in contact with the ball to be considered fair.
- Runners may advance at their own risk until a defensive player has possession of the ball. The runner may only advance to the base they are going once a defensive player has possession of the ball.
- Each team's coach will pitch to their own players

Rookie - Coach Pitch (Ages 6-7)

The Rookie Division is considered an instructional division.

Coach Pitching Area/Box

- a 6-foot line will be drawn from pitcher's mound towards home plate between 37'-43' from home plate.
 - Coach must have at least 1 foot engaged with the line during the pitch.
- Coach must actively avoid interfering with a batted ball or obstructing defensive players from retrieving the ball.
 - First offense in one game is a dead ball, no pitch.
 - Second offense in one game results in the batter being called out.
- Coach must use a full wind-up motion to pitch and may not be kneeling.

Defense

- The defense shall field a maximum of ten (10) players consisting of six (6) infielders and four (4) outfielders. (*Variance to rule 1.01*)
- Each player must play at least one infield position per game. Catcher is considered an infield position.
- Outfielder must begin the play in the grass portion of the outfield.
- The pitcher shall be positioned no closer than three (3) feet on either side of the pitching rubber, no further than eight (8) feet from the pitching rubber, and shall be even with or no more than five (5) feet behind (towards outfield) the line between first base and third base.
- The pitcher cannot move forward of the pitching coach until the pitch is delivered.
- The catcher shall wear all little league regulation protective gear (catcher glove optional)

- and be positioned properly behind the plate. (*Variance to rule 1.12*)
- There is no infield fly rule in this division. (*Variance to rule 6.05*)

Offense

- There will be no “slash” bunts (batter shows bunt then pulls back and swings at the ball)
- Batters will be allowed five pitches or three swinging strikes. The batter will be called out on the 3rd swinging strike. Batters are allowed unlimited foul balls on the last pitch. (*Variance to rule 6.05(b)*)
- Batters will not be walked. (*Variance to rule 6.08(a)*)
- Runners may advance according to the following: (*Variance to rule 7.0*)
 - o A runner may advance one base per play at their own risk on overthrows.
 - o When the ball is hit into the outfield, all runner(s) may advance at their own risk until the ball is fielded by an infielder anywhere in the infield. An outfielder who fields a batted ball within the infield is not to be considered an infielder. The outfield is defined as the grass portion of the outfield no matter the field.
 - o When the ball is hit in the infield: all runner(s) may advance no more than one base at their own risk.
 - o The play ends when an infielder has possession of the ball in the infield.

Managers / Coaches

- 2 coaches, 1 manager and 1 Coach Pitcher are permitted within the playing area. Only two plus the Pitcher may be on the field and one must remain in the dugout at all times. Coach Pitcher cannot coach **runners, but may assist the batter.**
- **There will be no appeals to umpire rulings.**

Minor A - Hybrid Player/Coach Pitch (Ages 7-8)

Defense

- Player Pitcher will pitch the first 2 innings.
- A coach will pitch to the batter after pitcher has thrown 4 called balls to the batter.
- Batter will retain his strike count from Player Pitcher.
- Coach will pitch until 3 swinging strikes or five (5) pitches.
- A player will not take the base on a hit by pitch from the coach.
- Each player must play at least one infield position per game. Catcher is considered an infield position.
- Player Pitchers shall pitch from 46' distance
- **A new pitcher shall be used each inning and may not pitch consecutive games.**
- The defense shall field a maximum of nine (9) players consisting of six (6) infielders and three (3) outfielders.
- Outfielder must begin the play in the grass portion of the outfield.
- The player pitcher shall be positioned no closer than three (3) feet on either side of the pitching rubber, no further than eight (8) feet from the pitching rubber, and shall be even with or no more than five (5) feet behind (towards outfield) the line between first base and third base when coach is pitching.
- The pitcher cannot move forward of the pitching coach until the pitch is delivered.

Offense

- A runner may not advance home on a passed ball or wild pitch.
- A runner must be batted or walked in to score a run.
 - Batted in means a ball being put in play by the batter from a pitch delivered by the pitcher. During the subsequent play, runners are free to advance bases at their own risk until time is called by the umpire.
 - Walked in means any situation where runners occupy first, second, and third base simultaneously (bases loaded), and the batter is walked or hit-by-pitch and is awarded first base.
- On balls in play, runners may advance at their own risk, until one of the following occurs:
 - The defense hinders advancement of any baserunners.
 - Umpire calls time when the player pitcher has possession of the ball within the vicinity of the mound..
 - All baserunners score.
 - Run limit is reached.

Minor AA - Player Pitch (Ages 9-10)

Defense

- Each player must play at least one infield position per game by the 4th inning.

Offense

- A runner may not advance home on a passed ball or wild pitch.
- A runner must be batted or walked in to score a run.
 - Batted in means a ball being put in play by the batter from a pitch delivered by the pitcher. During the subsequent play, runners are free to advance bases at their own risk until time is called by the umpire.
 - Walked in means any situation where runners occupy first, second, and third base simultaneously (bases loaded), and the batter is walked or hit-by-pitch and is awarded first base.

IV. In House Rules – Softball

- All Divisions
 - All Players that are present will be included in the batting order
 - The outfield is defined as the grass line past the bases in the infield.
 - No player shall sit out defensively for two (2) consecutive innings. No player shall sit out defensively for a second time, until all other players in attendance have sat out at least one defensive inning. (Variance to rule 3.03)
 - Minor and Above – The Starting Pitcher and/or Catcher are exempt from this rule
Note: Starting Pitcher and/or Catcher is defined as the player that started the game at pitcher or catcher, once they vacate either of those positions, they will no longer be excluded from sitting requirements.
Major and Below: a pitcher remaining in the game, but moving to a **different position**, can return as a pitcher anytime in the remainder of the game, but only ONE time in the same inning.
Junior/Senior Divisions: A pitcher may be **withdrawn from the game**, offensively or defensively at any time, but can only return ONE time per inning.
- Rookie and Above
 - Players may be substituted freely; however, no player but the pitcher may be substituted once an inning has started except for illness or injury. (Variance to rule 3.03)
- All Regular Season Games can end in a tie
 - Playoff games must have a winner
- Minor and Above
 - A courtesy runner may be used to run for the pitcher and catcher of record. Runner must be last out recorded (either in current inning or last inning).
- Time Limits and Run Limits

Division	No New Inning After	Minimum Innings Required	Run Limit	“Slaughter Rule” Minimum Innings Specified Apply
T-Ball	1:00	No Minimum	Bat Lineup	
Rookie	1:15	No Minimum	5 Runs/3 Outs	15 after 3 10 after 4 8 after 5
Minor	1:30	4, 3 ½ if Home team lead	5 Runs/3 Outs	
Major	1:45	4, 3 ½ if Home team lead	7 Runs/3 Outs	
Junior	1:45	5, 4 ½ if Home team lead	7 Runs/3 Outs	15 after 4 10 after 5 8 after 6
Senior	1:45	5, 4 ½ if Home team lead	7 Runs/3 Outs	

- For Junior and Senior Divisions- Games may continue beyond regulation (7 innings) within the allowed time limit. No new inning may be started after time limit for that division has been reached. (Variance to rule 4.10)

Division Specific Rules – Softball

SB Rookie Division- Machine Pitch (Ages 6-8)

The Rookie Division is considered an instructional division

Machine set-up and operation

- The setting on the machine should be 4-2-4 and 35 feet from the back of plate to front of machine for the entire season.
- Height should be adjusted prior to the beginning of the game to cross through the middle of the plate between two and three feet high. The machine may be adjusted at the discretion of the umpire during the progress of the game.
- A designated machine operator shall operate the pitching machine.

Defense

- The defense shall field a maximum of nine (9) players consisting of six (6) infielders and three (3) outfielders.
- Each player must play at least one infield position per game.
- Outfielder must remain in the grass/outfield until the ball is put into play
- The pitcher shall be positioned no closer than three (3) feet on either side of the pitching rubber, no further than eight (8) feet from the pitching rubber, and shall be even with or no more than five (5) feet behind (towards outfield) the line between first base and third base. It is highly recommended (not required) that the pitcher wears a facemask while in this position.
- The pitcher cannot move forward of the pitching machine until the pitch is delivered.
- The catcher shall wear all little league regulation protective gear (catcher's glove optional) and be positioned properly behind the plate.
- There is no infield fly rule in this division. (Variance to rule 6.05)

Offense

- There will be no bunts allowed in games.
- Batters will be allowed five pitches. The batter will be called out on the 5th pitch, if not fouled off. The batter is allowed unlimited foul balls on the last pitch (Variance to rule 6.05 (c)).
- Batters will not be walked. (Variance to rule 6.08 (a)).
- A batted ball that hits the pitching machine or ball bucket is considered dead, batter and runners advance one base. If a batted ball hits the offensive coach working the machine, the play is considered dead ball and the pitch is played over.
- A thrown ball that hits the machine or ball bucket is considered dead and batter/runners are awarded the base they are going to. A thrown ball that hits the offensive coach working the machine is considered a live ball and play continues.
- Runners may advance according to the following: (Variance to rule 7.0)
 - When ball is hit into the outfield, all runner(s) may advance at their own risk until the ball is fielded by a defensive infielder within the baselines.
 - When the ball is hit in the infield: all runner(s) may advance no more than one base at their own risk.
 - Advancement of only one base on overthrows and No additional bases can be taken on

subsequent overthrows.

Managers/Coaches

- 2 coaches, 1 manager and 1 machine operator are permitted within the playing area. Up to two may be on the field and one must remain in the dugout at all times. **There will be no appeals to umpire judgment calls.**

SB Minor Division (Ages 9-10)

Defense

- Each player must play at least one infield position per game.