

2022 CHLL Minor Division Rules

The Minors Division is designed to transition players to “mostly” regular baseball rules with a few exceptions. Official score and standings are kept and season ending playoffs will occur. The main focus should be on specific player position skills, team unity, sportsmanship, and friendly competitiveness. The following “local” rules will apply to CHLL Minors Division: any/all other rules will be enforced per the official 2022 Little League Baseball Rulebook.

1. Teams must have 8 eligible players to start a game. Games that are not played due to not having enough players need to be rescheduled within two (2) weeks and played before the end of the season. If this does not occur, the team that did not have enough players will forfeit the game and record a loss. The opposing team will record the win.
2. There is no MAXIMUM time limit for a game. Games should be 6 innings long. The "Open Inning" of the game will be the first inning to begin after one hour and 40 minutes (1:40) from the start of the game, as recorded in the Official Scorebook. The Open Inning will be the final inning. If a game is tied at the end of the Open Inning teams will play one (1) additional Open Inning and if score is still tied it will be recorded as a tie. If a game is halted due to darkness it will revert the score of the last completed inning. If one team was ahead it will be declared the winner with that score. If the score is tied, the teams will resume the game from suspended point prior to their next meeting (pitchers that have already pitched and been removed from the game may not pitch again). An "Open Inning" cannot be declared before the start of the 4th inning.
3. A maximum of four (4) runs scored per half inning, except during the Open Inning. If the Visiting team leads by 10 or more runs entering the Open Inning, they will only bat until there are three outs or they have batted through their lineup once. **Note: Due to 4 run rule, there is NO “10 Run Rule” to end a game.**
4. The Umpire may **Suspend or Call** a game for multiple reasons. If a game is called, it is considered a regulation game if at least 3 ½ innings (home team ahead) or 4 innings (visiting team ahead) were completed. Suspended games that are not yet regulation games will either be completed on the day of the next scheduled game between the two teams & prior to beginning the regularly scheduled game or scheduled within two (2) weeks & played before the end of the season.
5. Only one (1) inning or completion of 3-1/2 or fourth inning is required to be completed for any suspended game resumed at a future date.
6. The Minor Division utilizes a 'Continuous Batting Order' (CBO). Excluding injury and discipline issues, all players will bat in the batting order. Players arriving after the game starts will be inserted at the bottom of the batting order.
7. Minors Division does not allow lead offs for runners, dropped 3rd strike runs to 1st base, and HEAD FIRST SLIDING ONLY ALLOWED RETURNING TO A BASE (runner may be called out for head first sliding advancing to a base).
8. One foot in the box: during an at bat, at least one batter’s foot is required to stay in the batter’s box for the entire at bat, with the following exceptions: on a swing, slap, or check swing; when forced out of the box by a pitch; when the batter attempts a drag bunt; when the catcher does not catch the pitched ball; when a play has been attempted; when time has been called; when the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher’s mound after receiving the ball; when the catcher leaves the box; on a three ball count that is a strike that the batter thinks is a ball. If none of the exceptions apply, **the umpire shall warn the batter**. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. No pitch has to be thrown, the ball is dead, and no runners may advance.
9. Players unable to bat for a valid safety or injury issue, as confirmed by the umpire, will be "**skipped**" in the batting order. The Manager will notify the umpire, other manager and score keeper if a player is "skipped". If a player misses more than one at-bat during a game due to fear of batting, you must let the safety office know.
10. A pinch runner is allowed only for injured players, with the only exception being when a catcher or pitcher who is on base with two outs. The pinch runner will be the player who made the last out.
11. Pitch count is strictly enforced and is the Defensive Managers responsibility, not the umpire or scorekeeper.

12. Managers or Coaches shall not warm up pitchers.
13. Each player must play in an infield position (P, C, 1B, 2B, SS or 3B) a minimum of **one** (1) inning per game and bat at least once, and no players are allowed to sit on the bench for more than one (1) consecutive inning.
 - a. If a player does not meet the minimum playing time of one inning per game in the infield, the next game that player must play in the infield a minimum of 2 innings.
 - b. If the Manager and League Safety Officer agree that a player is "at risk of harm or injury" when playing the infield, then this rule will not apply to that player. In the case of a player designated as a "safety issue" by the Safety Officer, the Manager will inform the Manager of the other team before the game or earlier.
14. A pool play player will be subject to minimum play requirements [must play a minimum one (1) inning at an infield position, but cannot play pitcher or catcher] and will bat at the bottom of the teams batting order.
15. All changes that involve the following must be reported to the umpire and to the official scorekeeper when those changes occur:
 - a. a player leaving or entering a game
 - b. a pitcher or catcher change
 - c. a player going from the infield position to an outfield position
16. All ties in standings will be resolved in the following order:
 - a. "head-to head" record against each team that is tied
 - b. the fewest total runs allowed in head to head games between the tied teams
 - c. a coin flip
17. Divisional playoffs will be a Double Elimination playoff, which will determine the Minor Division Champion and the League TOC (Tournament of Champions) representative. The final regular standings based on winning % will determine the "seed" for the playoffs. Games will be played as follows:
 - May 21: Game 1 – 2nd vs. 3rd
 - Game 2 – 1st vs. 4th
 - May 24: Game 3 – Winner Game 1 vs. Winner Game 2
 - May 26: Game 4 – Loser Game 1 vs. Loser Game 2 (Losing Team Eliminated)
 - May 31: Game 5 – Winner Game 4 vs. Loser Game 3 (Losing Team Eliminated)
 - June 2: Game 6 – Winner Game 5 vs. Winner Game 3
 - June 4: Game 7 Winner Game 6 vs. Loser Game 6 (if necessary)Higher seeded team will have choice of home/visitor in every game except Game 7 which would be a coin flip (called by higher seeded team).