**2025 CHLL Minor Division Rules (Fall Ball Edition)**

The Minors Division is designed to transition players to “mostly” regular baseball rules with a few exceptions. The main focus should be on specific player position skills, team unity, sportsmanship, and friendly competitiveness. The following Local Rules will apply in addition to the 2023 Little League Baseball Rulebook.

1. Minimum Play: Each player must play in an infield position (P, C, 1B, 2B, SS or 3B) a minimum of **one** (1) inning per game. No players are allowed to sit on the bench for more than one (1) consecutive inning.
   1. Each player is allowed to pitch a maximum of two (2) innings per game.
   2. If a player does not meet the minimum playing time defined above, the player must play in the infield for a minimum of 2 innings in the next game.
   3. 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.
2. Teams must have 8 eligible players to start a game. Teams may borrow players as necessary.
3. There is a two-hour MAXIMUM time limit for each game.
4. A maximum of four (4) runs scored per half inning.

The following extracts of Little League Regulations and Rules are included here for ease of reference. They are not considered Local Rules:

1. Pitch count is strictly enforced and is the Defensive Managers responsibility. [Regulation IV]
2. Managers and coaches are permitted to warm-up a pitcher [Rule 3.09]
3. 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 bottomof the batting order. [Rule 4.04]
4. 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. [Rule 4.04]
5. 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. [Rule 6.02c]
6. A batter may not advance to 1st base on a dropped 3rd strike [Rule 6.09(b) is not applicable to this division]
7. A runner will be called out for sliding headfirst when advancing to a base [Rule 7.08(a)4]. Head first sliding is only permitted when returning to a base.
8. A Courtesy Runner may be used for the pitcher/catcher of record when there are two outs and must be the player in the batting order that made the last out. [Rule 7.14b]
9. Minors Division does not allow leadoffs for runners. [Rule 7.13]