

## 2026 CHLL Minor Division Rules

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 2026 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.
  - a. 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.
  - 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.
2. Teams must have 8 eligible players to start a game.
3. Games that are not played due to not having enough players must be rescheduled within two (2) weeks and played before the end of the season or will be rescheduled by the Board. 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.
4. There is no MAXIMUM time limit for a game. 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. An "Open Inning" cannot be declared before the start of the 4th inning.
5. A maximum of four (4) runs scored per half inning, except during the Open Inning. (The only exception to the 4-run cap is in the case of a home run that travels over the fence. In this case, all runs will count for any runs accumulated because of the home run that are greater than four. 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.
6. Suspended Games will either be completed on the day of the next scheduled game between the two teams and prior to beginning the regularly scheduled game or scheduled within two (2) weeks and played before the end of the season. 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.
7. A pool play player will be subject to Local Rule #1 but cannot play pitcher or catcher and will bat at the bottom of the teams batting order.
8. 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

9. 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

10. Divisional playoffs will be a Single Elimination playoff, which will determine the Minors Division Champion and the League Tournament of Champions (TOC) representative. The final regular season standings will be based on winning percentage and will determine the "seed" for the playoffs. Higher seeded team will have choice of home/visitor in every game.

- a. First round – 1 vs 8, 2 vs 7, 3 vs 6, 4 vs 5.
- b. Second round – highest remaining seed vs lowest remaining seed, other two winners
- c. Championship – Two winners from second round

11. Safety bases will be used at first base. The double base will be considered one continuous base for both runners and fielders.

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, not the umpire or scorekeeper. [Regulation IV]
2. Managers and coaches are permitted to warm-up a pitcher [Rule 3.09]
3. The Minors 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. [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. If a game is called by the umpire, it is considered a regulation game if at least 3 ½ innings (home team ahead) or 4 innings (visiting team ahead) were completed. [Rule 4.10(c)1]
6. If a game is halted due to darkness or weather, the score will revert to the last completed inning. If one team was ahead it will be declared the winner with that score. If a tie game is

halted due to weather or darkness, 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). [Rule 4.11(e)]

7. 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]

8. A batter may not advance to 1st base on a dropped 3rd strike [Rule 6.09(b) is not applicable to this division]

9. A runner will be called out for sliding headfirst when advancing to a base [Rule 7.08(a)4]. Headfirst sliding is only permitted when returning to a base.

10. 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]

11. Minors Division does not allow leadoffs for runners. [Rule 7.13]