



2026 CLL Local Rules

Coventry Little League Local Rules, Version 4/27/26



GENERAL RULES

All baseball games shall be played by the Official Regulations and Playing Rules of LITTLE LEAGUE BASEBALL®, INC. as established for the current playing year. The priority of rules and regulations for this League shall be as follows:

- 1. Coventry Little League Local Rules and Policies**
- 2. Operating Manual for LITTLE LEAGUE BASEBALL®, INC.**
- 3. Official Regulations and Playing Rules of LITTLE LEAGUE BASEBALL®, INC.**

No rule or policy may be adopted within the League that is or may be in direct conflict with any rule, regulation or policy contained in publications of a higher priority as listed above.

SAFETY

All managers, coaches and other volunteers must adhere to the Coventry Little League ASAP Plan (Safety Manual). The ASAP plan can be obtained on the Coventry Little League website: [Coventry Little League](#)

PARTICIPANT CONDUCT

All managers, coaches, volunteers, players, and spectators must adhere to the Coventry Little League Code of Conduct.

UNIFORMS & EQUIPMENT

- Players on the field must be in full uniform to include cap, uniform jersey and uniform pants (except Tee Ball). Shirts must be tucked in the pants.
- Players must not wear watches, rings, pins, jewelry or other metallic items. Exception: items displaying medical alert information.
- Shoes with metal spikes are not permitted
- Players should provide their own glove.
- Only Little League approved bats allowed. 2019 or newer bats with USA baseball stamp will only be allowed for use.
- All male players are required to wear athletic support with cup at all times during games and practices

GAME PRELIMINARIES

Home Team:

- Provide the umpire with at least two (2) balls suitable to the umpire for play. Provide additional balls as required.

Both Teams:

- Prepare the baseball field before and after each game - including raking and chalk lines
- Provide official scorekeeper and pitch counter for game - check at end of each inning

START OF GAME

All games shall start at the scheduled time except for changes approved by the League President, Division Vice President, or Division Director.

TIME LIMIT

See division specific limits. The head umpire, or home team Manager if no umpire, will announce the start time (when the first pitch is thrown) to both teams.

GROUND RULES

Ground rules shall be established between the team Managers and umpires, as applicable, before the start of the game.

BASEBALL RULES SUMMARY FOR THE 2026 SEASON

	TEE BALL	A	AA	AAA	Majors
End of Inning	Each player bats once	3 outs or 4 runs scored	3 outs or 4 runs scored	3 outs or 5 runs scored	3 outs
# of Fielders	All players	All players (max 6 infielders)	9 players (3 true outfielders, no rover)	9 players	9 players
Minimum Playing Time	Every player shall play the entire game.	Every player shall play the entire game. Two (2) defensive innings must be played at an infield position	50% of game. May not sit for consecutive innings. Two (2) defensive innings must be played at an infield position. All players hit at least twice.	50% of game. May not sit for Consecutive innings.	50% of game. May not sit for Consecutive innings.
Pitcher	Batter hits off a tee	Coach pitches to own team. Limit of 5 hittable pitches/batter. No walks or hit-by-pitch. Batter hits off a tee after 7 pitches	Kid pitches to Opposing team. Limit of 4 balls or Hit by pitch then Coach is used to pitch an at Bat to the hitter. May strike out with coaches pitches.	Kid pitches to opposing team.	Standard baseball rules. At-bats include walks, hit-by-pitch, and strikeouts.
Pitch Count	N/A	N/A	Pitch count rules apply	Pitch count rules apply	Pitch count rules apply
Baserunning	No steals. Runners stop once the ball has been returned to the infield.	Runners may clear the bases on last batter. (Simulated Home Run)	No steals. Runners stop once the ball has been returned to the infield.	Steals allowed once ball reaches batter. 3 steals max per inning. Advancing on overthrow to pitcher do not count towards steal limit. No lead-offs. Runners may not advance past the next base once the ball has been returned to the pitcher in the pitcher's circle.	Steals allowed once ball reaches batter. No limit of steals. No lead-offs. Defense is responsible for stopping baserunners progress.
Advanced Baserunning	No bases may be taken on an overthrow.	No bases may be taken on an overthrow.	No bases may be taken on an overthrow.	No lead-offs. Runner advances at own risk once the ball reaches the batter.	No lead-offs. Runner advances at own risk once the ball reaches the batter.
Batting	Continuous Lineup.	Bunting is not allowed	Continuous Lineup. Bunting is not allowed.	Continuous Lineup. Bunting is allowed. NO Slash bunting (Batter is out)	Continuous Lineup. Bunting is allowed. NO Slash bunting (Batter is out)

Scoring	Scores will not be kept	Scores will not be kept	4 run limit per Inning.	5 run limit per inning. 9 run limit last inning. 10- run mercy rule after the 4 inning.	No run limit per inning. 10- run mercy rule
Time Limit	One (1) hour	Ninety minutes (90). Do not start inning after 75minutes	No new inning after 75 minutes	Last inning declared around 90minutes. Be mindful of doubleheader. No Time Limit in Playoffs	No new inning after 2 hours

ALL DIVISIONS

BATTING ORDER/LINE UPS

The batting order shall be continuous and shall consist of the players present on the team for the game. Players arriving after the start of the game will be added on to the end of the roster.

****NOTE** AAA/Majors only: Players arriving after their team's line-up has batted through order one time, or if two full innings have been played, is ineligible for the game**

PERSONS ALLOWED ON THE FIELD

The players and up to three adults (Manager and two (2) coaches) are the only individuals allowed on the field or in the dugout during games. In the event that a Manager or coach is absent, a parent or volunteer designated by the Manager and already registered with CLL as a volunteer may substitute. One adult must remain in the dugout when there are players in the dugout.

****NOTE** Tee Ball/Single A: Additional volunteers are allowed on the field to assist play.**

RULES, PARTICIPATION AND DEMEANOR

All players must remain on the field or seated in the dugout during the game. A player cannot leave the field or dugout to sit in the stands or purchase food or drink from the concession stand once the game has begun except to use the restroom or for treatment of an injury or illness.

ON DECK

No player shall be "on deck" during a game.

****NOTE** Only the FIRST batter of their team's half-inning may have a bat in their hands to warm-up and must be in an area outside the batter's box where no person is near them before swinging.**

BASE COACHES

T-Ball/A/AA/AAA: The Manager, coaches, or other volunteers shall coach the bases.

Majors: At the manager's discretion, players may coach a base, but must wear a helmet.

FOOD IN DUGOUT

No food or drink shall be brought into the dugout during the game except for a drinking container containing water or other suitable beverage.

POSTPONEMENTS

Games will be postponed by the Divisional Director due to weather conditions at least 1½ hours prior to game time. The Divisional Director will reschedule the game based on field availability. It is the Manger's responsibility to notify the team of postponements and rescheduled games.

GAME RULES

Game rules are played as described in the Little League Official Rules Handbook and the local rules described in this document. No gentlemen's agreements contrary to these regulations are allowed.

GAME BALLS

T ball and Single A will use AD Starr 1 balls for practices and games.

AA and AAA will use AD-100LL balls for practices and games.

Majors will use AD-100WS balls for practices and games.

BATS

Only USA stamped bats are allowed from Tee Ball through Majors. Bats marked "T-ball" may not be used in AA, AAA and Majors.

Tee Ball

PITCHING

- All players hit off of a tee.
- If a player is ready to hit a pitched ball after mid-season, the coach (adult only) may pitch a maximum of five (3) hittable balls. If the batter fails to hit the ball into fair territory after these pitches the Tee must be put in place by the coach and the batter will continue the "at bat" hitting off the Tee.
- Players may not pitch.

BALLS AND STRIKES

- No balls or strikes shall be called.

BASES ALLOWED ON A HIT BALL

- One base per runner on a ball hit to the infield.
- Two bases allowed on a ball hit to the outfield.
- Runners may not advance as a result of an overthrow.
- If a play is made in the field resulting in the batter or runner being called out, all runners will remain on base.

BASE STEALING

- Base stealing is not allowed.

END OF HALF INNING RULE

- A half inning shall be completed when every player has had an at-bat (6 batters) usually. The final batter of inning will hit, and all players on base including the batter will run all the way to home plate clearing the bases.

PLAYING TIME

- Players should be spread out to all infield positions except catcher including one player in front of the second base bag.
- Rotate players one position after each at bat. Each player shall have the opportunity to play every position per game. SAFETY is the highest priority when the Manager or Coach positions their players on the field.

TIME LIMIT

- Game time is limited to one hour.

STANDINGS

- There are no standings or win/loss records in the Tee Ball Division and there are no forfeits. All games are played regardless of absentees.

Single A

PITCHING

- The coach (adult only) may pitch a maximum of five (5) hittable balls to each batter. If the batter fails to hit the ball into fair territory after these pitches the Tee must be put in place by the coach and the batter will continue the “at bat” hitting off the Tee.
- Coaches should throw from about 15 to 20 feet away from the batter. Coaches should sit on a bucket or throw from one knee.
- Coaches should not stand and throw to players, especially from the mound.
- Players may not pitch.
- At the discretion of the manager, the catcher position may be used for pitched balls only. Catchers must bring their own gear and adhere to all safety regulations. The league does not supply catcher’s equipment for Single A.

BALLS AND STRIKES

- NO balls or strikes shall be called.

BASES ALLOWED ON A HIT BALL

- On a hit ball the runner may not advance past the next base when the ball returns to the infield.
- Runners may not advance as a result of an overthrow.

BASE STEALING

- Base stealing is not allowed.

BATTING RULES

- A half inning will be complete when the 6th batter of the inning has hit and not when three outs are recorded. However, outs will be called by coaches or managers on the field. If a player is called out they are removed from the base paths.

PLAYING TIME

- ALL team players present at the game, shall be utilized in the field for defense. All regular infield positions are filled including the pitcher who stays on the mound behind the coach throwing. • Catchers are not normally used. Three additional players are allowed in the infield. One placed between the shortstop and 3rd basemen, one between the SS and 2nd baseman in front of the 2nd base bag, and one more between the 2nd basemen and 1st baseman.
- Remaining players are placed in the outfield. All players should be rotated throughout the game from infield to outfield and every position except 1st.
- Coaches should only have players who are able to catch at 1st base. Safety is the highest priority when placing fielders.

TIME LIMIT

- No new inning may begin following the 1 hour 15minutes mark of the game start. At least 4 innings should try to be played each game time permitting. Games should not be longer than 90minutes.

STANDINGS

- There are no standings or win/loss records in the A Division and there are no forfeits. All games are played regardless of absentees.

Double A

- **A player will pitch to a hitter. The at bat will continue as normal with the umpire/coach calling balls and strikes. If the pitcher walks the batter the batter will remain at the plate. At this point the hitter will receive three hittable pitches from a coach. The result of these three pitches will be that batters turn at the plate and play will continue to the next player in the batting order. If the batter puts a ball into play prior to a walk from the player pitcher then that play will be the result of the batter's turn at the plate and play will move forward to the next hitter. Batters may strike out from the Coaches pitches.**
- **The player playing the defensive position of pitcher should be standing with at least one foot beginning on the dirt of the pitcher's mound. The player should begin the play even with the rubber.**

PITCHING

- All players deserve the opportunity to learn to pitch, however those players who are not ready to pitch in games should be given the opportunity during practices or scrimmages.
- Three hit batters by the same pitcher in the same game will result in the removal of that pitcher for the rest of that game. They may be placed at any other position in the field.
- **Pitchers new to AA may pitch from a temporary rubber** placed no closer than 42 feet (which will be measured and installed prior to AA games) to home plate. It will be determined prior to the beginning of the inning the distance at which the pitcher is able to deliver strikes without impacting their mechanics (for example: if the pitcher can effectively reach the catcher by moving in two feet, then the temporary rubber shall be placed at 44 feet from home plate). However, if a player can reach from the regular pitching mound without impacting his or her mechanics, that pitcher will pitch from the regular mound.
- Returning players who pitched previous years in AA should be encouraged to pitch from 46 feet from the beginning of the season.
- After each week or two of practices and games, coaches should teach and encourage pitchers to move back one foot from the 42 feet until they get back to the standard 46-foot mound.

PITCH COUNTS FOR AA

- League age 8 - 50 pitches
- League age 7 - 40 pitches
- League age 6 - 30 Pitches

COACHES MOUND VISITS

- Coaches may visit 3 times with one pitcher throughout a game, however a pitcher must be taken out on the 2nd visit in the same inning.

PASSED BALL ASSISTANCE

- One coach from each team should hold extra balls and may stand off the side of the backstop to aid in getting pass balls back to the pitcher. Coach or umpire can throw balls back to pitcher to speed games up. Have catcher remain at plate in squatting position.
- Coaches behind catcher should not call pitches for the pitcher or be a distraction to the batter.

UMPIRES

- Umpires for AA games, if any, are comprised of 12-16 year old junior umpires. Any arguing with these umpires is a mandatory 1 game suspension with a hearing in front of the board prior to returning to the team, including practices. Managers may only discuss calls to teach the rules of the game, but umpire ruling is final unless it's an evident error agreed upon by both managers and umpires involved. Coaches are allowed to call time and ask their manager to speak with umpire after a play is complete. Please work with your junior umpires they are learning as your players are. We encourage umpires to call strikes between the white lines on either side of the plate. Strike zone should be from the shoulders to the middle shin of the batter.
- Absence of umpires, managers will call balls and strikes as agreed upon prior to the start of the game.

BASES ALLOWED ON A HIT BALL

- On a hit ball the runner may not advance past the next base when the ball returns to the infield and is on the way back to the pitcher in the vicinity of the pitching circle. Runners may not advance as a result of an overthrow to the pitcher or if pitcher drops ball when players are attempting to end the play.
- Runners may advance one base if after hitting the ball and there is an over throw, until they reach 3rd base. Example; if ball is hit to shortstop and the ball is over thrown at 1st base, the runner may advance one base to 2nd. If the player throws to 2nd to get the runner they may be tagged out. However, if they over throw 2nd base then runners may advance 1 extra base.
- If the 1st baseman does not throw the ball to second and throws to pitcher to end play and an overthrow occurs, then the runners cannot advance. Fielder can run the ball to the pitcher and the runner can't advance either.
- If two runners are on base and there is an over throw after a hit ball, then those runners may also advance one base until they reach 3rd base.
- ****NOTE** Runners must be hit or walked in from 3rd base runners may not advance home on an overthrow.**

BASE STEALING

- Base stealing is not allowed. No Dropped thrid strike.

FOUR RUN RULE AND SCORING

- A half inning shall be completed when the team at batscores four (4) runs before the defensive team gets three (3) outs.

BUNTING

- No bunting or slashing is allowed. No fake bunting to take a pitch either.

BASE COACHES

- Only adult coaches may be base coaches

INFIELD FLY RULE

- There is no infield fly rule in AA

PLAYING TIME

- All players must sit before any player sits twice. Each player shall have the opportunity to play at different defensive positions each game. SAFETY is the highest priority when the Manager or Coach positions their players on the field. First base should only be played by a player the coaches feel is able to catch properly and protect themselves from a thrown ball.
- Only the nine defensive positions will be fielded at any time and players should be positioned in traditional fielding positions.

TIME LIMIT

- No new inning after 1hour 15 minutes.

STANDINGS

- There are no standings or win/loss records in the AA Division and there are no forfeits. All games are played regardless of absentees.

PLAYOFFS

There are no playoffs for AA

Triple A

PITCHING

- Three (3) hit batters allowed per game per pitcher, mandatory removal from pitching for that one game.
- NO 12-year-old pitchers.
- NO intentional walks.
- Both teams must sign the pitch count log
- Coaches are allowed to go to the mound to speak with the pitcher or to a pitcher/catcher combination. No team conferences allowed.
- Manager is allowed 3 visits per pitcher; the pitcher must be removed on the 2nd visit in one inning.

PITCH COUNTS

- League Age 11 and older - 85 pitches
- League Age 9-10 - 75 pitches
- League Age 8 - 50 pitches
- ****NOTE** No pitcher can pitch 40 pitches then be placed at the catcher's position •**
- ****NOTE** No player can pitch after having played 4 or more innings as catcher on the same calendar day**

ABOUT PITCH COUNTS

- If a pitcher starts a batter before the next pitch limit is reached, the pitch count will reset to the lower level.
 - EXAMPLE: If player starts batter with 34 pitches and finishes the batter with 39 pitches and is removed from the game the pitch count reverts to 35.
- Both Coaches should sign off on each other's pitch counts at the end of games. Daily pitch counts must be entered by each manager within 24 hours of the game being completed.

DAYS REST

- 1-20 pitches zero (0) days rest
- 21-35 pitches (1) calendar days rest
- 36-50 pitches (2) calendar days rest
- 51-65 pitches (3) calendar days rest
- 66 or more pitches (4) calendar days rest

BATTING

- Bunting is allowed. Slashing is prohibited and the batter is out. (Slashing is when a batter squares to bunt to draw the players in and then tries to hit the baseball).
- After entering the batter's box, the batter should remain in the box with at least one foot throughout the at bat with the following exceptions:
 1. On a swing, bunt, or check swing.
 2. When forced out of the box by a pitch.
 3. When the batter attempts a "drag bunt."

4. When the catcher does not catch the pitched ball.
 5. When a play has been attempted.
 6. When time has been called
 7. When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's rubber after receiving the ball or the catcher leaves the catcher's box.
 8. On a three-ball count pitch that is a strike that the batter thinks is a ball.
- Stepping out between pitches for an extended length of time to receive a sign or get reset will result in a reminder from the umpire.
 - No penalty will be incurred during regular season. This is to get batters used to this rule that will be enforced during tournament play.

BASE RUNNING

- Maximum of 3 successful steals per inning (Attempted steals where runner is thrown out are not counted as part of the three). Once 3rd steal is completed any further successful steal will result in runner returning to original base. If runner is thrown out or tagged out attempting a 4th or more steal, the runner is out.
- Each individual runner that advances to another base on a steal is considered (1) steal (e.g., runners on 1st and 2nd and they both successfully steal at the same time counts as (2) steals.
- If the catcher attempts to throw out a runner during the act of stealing a base, the runner CANNOT advance on an overthrow or dropped ball.
- If the catcher overthrows the ball to a base that is already occupied, any base runner may advance at their own risk a maximum one (1) base and will not count as a steal. Also known as throwing behind a runner.
- If the catcher throws the ball to a base that is already occupied by a runner, also known as throwing behind runner or pick off, base runners may advance at their own risk a maximum one (1) base on an overthrow, and will not count as a steal.
- If the catcher to pitcher exchange is mishandled (overthrown, dropped, etc.) after a non-hit pitch, the runners can advance at their own risk. This is considered advancement on an error and will NOT count as a steal. The advancing player may advance only one base. If attempt is made to throw out runner and an overthrow occurs runners may advance another base. This is continued until the play is deemed to be stopped (see below)
- No delayed stealing is allowed. Steals must occur immediately as the ball is crossing the plate or a pass ball.
 - EXAMPLE 1: Runners on 1st and 3rd. Man on 1st steals second the runner on third cannot go after the catcher throws through to 2nd base.
 - EXAMPLE 2: If there is a pass ball and both runners steal 2nd and home immediately that is not a delay steal and will count as two steals.
- If a runner attempts a delayed steal and is thrown out in the process the runner is out. If a runner is judged by the umpire to have delayed stolen a base and was safe the runner will be sent back to the base they started from.
- **PLAY STOPS** when pitcher has possession of the baseball and is inside the circle of the mound and the baseball play is completed (no further attempt to make a play by the pitcher).
- **A base runner must slide into home when attempting to avoid a tag and there is a clear attempt at making a play at the plate. If a throw from an infielder or outfielder comes into the plate well after the runner crosses the runner is considered safe. If the runner is viewed as not having slid during a play at the plate, the runner is ruled out.**
- **No stealing second on a walk as well as not advancing 2 bases on a walk.**

FIVE RUN RULE AND SCORING

- A half inning shall be completed when the team at bat scores five (5) runs before the defensive team gets three (3) outs, except in the last inning. The last inning has a 9 run limit.
- Regular Season games may end in a tie

INFIELD FLY RULE

- The infield fly is in effect.

MERCY RULE

- Ten run rule is in effect after 4 innings. 3½ if home team is in the lead.

PLAYING TIME

- All Players are to play at least ½ of each game they participate in and may not sit for consecutive innings.

TIME LIMIT

- Last inning is to be called at the top of the next inning around the 1 ½ hour mark of the game start time. If an inning hasn't started at the 90-minute mark that inning will be the last inning. **There will be no time limit for playoff games. During the regular season if the game ends in a tie after the last inning is declared, the game is over, no extra innings.**

STANDINGS

- Standings for regular season are not kept. All teams are entered into a single elimination playoff and placements will be determined by random drawing.

UMPIRES

- Umpires are comprised of one adult umpire behind the plate and one junior umpire (13–17- year-olds) out in the field.
- Coaches may call time to speak with their managers about challenging a call or rule. Only Managers may discuss calls with an umpire. Any arguing (above what a normal person would consider a discussion) with an umpire is a mandatory one game suspension with a review before the board.
- Once a call is made between both umpires after conference that call is final.
- Strike zone is from letters to middle shin and should be width of plate within to the white chalk lines.

Majors

BASEBALL PLAY

- All rules follow Little League District Rules

MERCY RULE

- Ten-run rule is in effect after 4 innings. 3 ½ if home team is in the lead.

TIME LIMIT

- First game of two-night games only: No new inning after 2 hours.

STANDINGS

- Standings are kept. All teams are seeded according to regular season record and entered into a round-robin tournament for playoffs.

UMPIRES

- Majors use a professional umpire association. Any ejection by an umpire is a mandatory one game suspension.