

2026 CFLL Baseball - Rules and Gameplay Quick Reference Guide

Division		Tee Ball	Minors A	Minors AA	Minors AAA	Majors	Juniors
Typical Little League Age Ranges (9/1 - 8/31)		4 to 6	5 to 8*	7 to 10	9 to 11	10 to 12	13 to 14
League Information	Pitching Type	Rule Reference	N/A	Machine/Coach Pitch	Player		
	Trophies		All	1st Place Regular Season			No
	Allow Makeup Games		Due to weather, field conditions, or written approval of the Board only				
	Lightning Safety	Appendix A	Activity suspended for a minimum of 30 minutes from a lightning strike within 10 miles (as determined by WeatherBug); all players and families shall seek				
Play on Sundays		Only if necessary due to weather, field conditions					
Scores and Standings Officially Recorded		No	Yes				
Equipment and Game Setup	Players Required to Start/Continue	1.01, 4.16, 4.17	N/A	8			
	Pitching Distance	1.04	N/A	46	60'6"		
	Base Distance	1.04	50	60	90		
	Ball	1.09	Marked with Tee Ball	Marked with RS or RS-T			
	Bat Specifications	1.10	USABat				USABat or BBCOR
	Bat Sizes	1.10	2 5/8", 26"L	2 5/8", 33"L			2 5/8", 34"L
	Cleats	1.11(h)	Molded Only				Molded or Metal
	Catcher's Equipment (practices, games, warmups)	1.17	N/A	Catcher's helmet (note: two piece, "skull cap" type helmets are not permitted), dangling throat guard, chest protector, leg guards; male catchers must wear a cup			
	Umpires	9.01(a)	N/A	1**	2		
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Coaches and Substitutions	Maximum Adult Coaches	3.17	4			3	
	Adults Required in the Dugout	3.17, 4.05(b)	1 adult coach required in the dugout at all times; may use a player (with helmet) as a base coach if this cannot be met				
	Coaches Allowed on Field (Defense)	3.16	Yes	Yes	No		
	Coaches Warming up Pitchers	3.09	N/A			Yes	
	Mandatory Play Rules	3.03(a), 3.03(c), 4.04	Equal OF / IF, Rotate positions	Everyone Plays in the Field. Max 4 infield. All players must play at least 1 inning of infield in the first 4 innings of the game. Everyone bats (Continuous Order)	No player may sit out 2 innings until every player has sat out 1 inning. If an inning is ended due to the 5 run max rule before 3 outs are made, it shall constitute a complete inning for purposes of mandatory play. All players must play at least 1 inning of infield in the first 4 innings of the game. Everyone Bats (Continuous order)	Substitutes must play a minimum of six defensive outs and complete one at bat (including running).	
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Game Play	Complete Game Innings	4.10(a)	4	6			7
	Cannot Start an Inning After	4.10(c)(2), 4.10(f)	1:00	1:45			N/A
	Drop Dead Time		1:15	N/A			
	Run Rule	4.10(e)	N/A	5 run limit only, No other run rules.	5 runs, No other run rules. Game ends when it is mathematically impossible for the team behind to come back to tie/win	15/3 innings, 10/4 innings, 8/5 innings	15/4 innings 10/5 innings 8/6 innings
	Maximum Runs per Inning	5.07	N/A	5			N/A
	Doubleheaders Allowed	4.13	No	Yes (1/week)			Yes (2/week)
	Protests	4.19(g)	N/A	Before the next pitch or play			
	Continuous Batting Order	4.04	Yes				
Missing Batter (when starting with 8)	4.04, 6.05(n)	Number 9 batter is skipped without penalty					
Players On Field Each Inning	4.03	All Players			Not more than 9		
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The Batter	Batter Must Remain in Box	6.02(c)	N/A	Yes (see exceptions in rule 6.02(c))			
	Infield Fly	2.00 - Infield Fly, 6.05(d)	No	Yes			
	Walks Allowed	6.08(a)	No	Yes			
	Intentional Walks	6.08(a)(2)	No	Per Rule 6.08(a)(2); Verbal once per player per game, must be declared by manager			
	Batter Becomes a Runner on Uncaught Third	6.05(b)(2), 6.09(b)	No	No	Yes		
Bunting Allowed		No	No	Yes			
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Machine Pitch/Tee Ball Specific Batting Rules	Ball Hits Machine/Coach		Dead Ball, One Base Awarded for Batter-Runner				
	No Pitch		N/A	N/A			
	Coach Pitch Rules		Allowed	Game 1 - up to 4 Games 2-4 - up to 3 Games 5-8 - up to 2 Games 9-12+ - zero			
	At Bat		N/A	6 pitch MAX or 3 strikes			
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The Runner	Base Stealing Allowed	7.13	No	Yes - once ball reaches batter			Yes
	Steal Home Allowed		No	Yes, on wild pitch/pass ball only if trailing or on an ERRANT throw from catcher			Yes
	Leading Off Allowed	7.13	No	No			Yes
	Advanced based on Overthrow		No	Runners may not advance further than the base they are heading to	Freely		
	Sliding	7.08(a)(4)	No	No	Yes (No head first slides)		
Courtesy Runner	3.04, 7.14(b)	No	No	Yes, for catcher with two outs; last out may run			
Division		Tee Ball	Minors A	Minors AA	Minors AAA	Majors	Juniors
Pitcher and Visits	Warm Up Pitches Between Innings	8.03	8 for new pitchers, 5 for returning; not to exceed 1 minute				
	Illegal Pitch	8.05	Yes				
	Balk	8.05	No				Yes
	Defensive Visits per Inning (per pitcher)	8.06	3	3	2	2	
	Defensive Visits per Game (per pitcher)	8.06	4	4	3	3	
	Pitcher Removed from Mound May Return as	3.03(c)	No	No	No	Once per game	
	Doubleheader Rules for Pitchers	Regulation VI	May not pitch in more than one game/day				May pitch in more than one game if
	League Age Band		6 to 8	9 to 10	11 to 12	13 to 14	
	Max Pitches Per Day		50	75	85	95	
	Pitch Threshold Exception		If a pitcher reaches a limit based on the pitcher's age while facing a batter, the pitcher may continue until any one of the following occurs: 1) the batter reaches base. 2) the batter is put out. 3) the third out is made to complete a half-inning or the game. 4) the pitcher is removed from the mound prior to the batter completing his/her at bat				
	Pitcher IS NOT Allowed to Catch if they Threw Catcher IS NOT Allowed to Pitch if they Caught	Regulation VI	41 or more pitches 4 or more innings				
	Days Rest Required		Days Rest Required**				
	66+		4 Calendar Days				
51-65		3 Calendar Days					
36-50		2 Calendar Days					
21-35		1 Calendar Day					
<21		No Rest Required					