

CORAL SPRINGS AMERICAN LITTLE LEAGUE

HOUSE RULES

Revision 09/04/2026

General Policies

For a thorough explanation of the rules, please download and read the official Little League rulebook.

- A continuous batting order will be used for all games.
- At least one (1) approved adult volunteer must remain in the dugout at all times.
- All players must wear a helmet while batting.
- The home team will occupy the first-base dugout, and the visiting team will occupy the third-base dugout.
- On-deck batters are not permitted in divisions below 50/70.
- Games may not be rescheduled without Board approval.
- Slash bunts, also known as butcher-boy plays, are prohibited.

Tee Ball

- Games will last a minimum of three (3) innings or 50 minutes and a maximum of five (5) innings or 75 minutes.
- No score will be kept.
- During each half-inning, the offensive team will bat through its entire lineup.
- While on offense, only the batter and baserunners may be outside the dugout. On-deck batters are not permitted.
- Each batter may receive up to three (3) pitches from a coach pitcher. If the ball is not put in play after three pitches, it will be placed on a tee.
- The coach pitcher must throw overhand from one knee at a distance of 30 feet.
- Five (5) defensive players will occupy the infield positions: pitcher, first base, second base, shortstop, and third base. No catcher will be used. All remaining players will be positioned on the outfield grass.
- The pitcher and first baseman must wear helmets while playing defense.
- Players must play a different position each inning, and every player must receive infield playing time. Coaches may rotate players during an inning, provided the pace of play is not disrupted.
- Before each swing, the defensive pitcher must have both feet behind the pitching rubber.
- All outfielders must have both feet on the outfield grass.

Batter and Baserunner Advancement

- One (1) base may be taken when the ball is touched by an infielder.
- Two (2) bases may be taken when the ball reaches the outfield grass without being touched by any player.
- Three (3) bases may be taken when the ball touches the outfield fence without being touched by any player.
- On the final at-bat of each half-inning, the final batter and all baserunners will score.

Coaches on Defense

- Two (2) approved defensive coaches may be positioned in the outfield. They must remain behind the deepest outfielders.

Machine Pitch Division

- Teams may use ten (10) defensive players: six infielders and four outfielders.
- All players must play at least two (2) innings in the infield - one inning for every three innings of gameplay.
- Each batter receives up to five (5) pitches before being declared out. A foul ball on the fifth pitch, or any subsequent pitch, keeps the batter alive.
- Two (2) approved defensive coaches may be positioned behind the outfielders.
- One (1) approved defensive coach must be positioned behind home plate to retrieve pitched balls.
- Machine Pitch teams may borrow players from another Machine Pitch team. Borrowed players must be obtained through the Player Agent, and a player may participate in only one game per day.
- Players may not sit on the bench for more than one (1) consecutive inning.

Pitching Machine

- The back heel of the pitching machine must be placed at the 40-foot pitching rubber or the chalk mark on Field 1.
- Adjustments to the pitching machine should be completed before the game begins.
- In-game adjustments may be made only while the batter is outside the batter's box.
- Players may not enter the safety circle to retrieve the ball.
- A batted ball that stops inside the safety circle or strikes the pitching machine is a dead ball. The batter is awarded first base, and all baserunners advance one base.
- The defensive pitcher must be positioned slightly behind the pitching machine on the side opposite the batter.
- The pitching coach must ensure that the defensive pitcher is safely positioned before releasing each pitch.

Game Rules

- Each half-inning ends after three (3) outs or five (5) runs, whichever occurs first.
- Each team may have up to four (4) approved coaches on the field.
- No new inning may begin after one hour and 30 minutes (1:30). A new inning begins immediately after the third out of the previous inning.
- A game may begin when there are at least sixteen (16) players combined between the two teams.
- Players borrowed from the opposing team may be used for defensive purposes only.

Machine Pitch Division - End of Play

End of Play and Baserunner Advancement

- Play stops when an infielder throws the ball toward the lead base.
- Play also stops when an outfielder throws the ball to an infielder and the infielder catches or retrieves it.
- The lead base is the base toward which the baserunner is advancing.
- When no runners are on base, an overthrow to first base is still considered a throw to the lead base.
- If a baserunner has already passed a base before the throw is initiated, the runner may continue advancing until the ball is thrown toward the new lead base.
- Baserunners may advance only to the base toward which the ball was thrown.
- Example: With a runner on first base, the batter hits the ball and a defensive player throws home. The runners may continue advancing because home plate is not the lead base.
- If a defensive player throws behind a baserunner, the runner may continue advancing until a throw is made toward the lead base - the base the runner is attempting to reach.

"A" Coach/Player Pitch Division

- Courtesy runners are not permitted.
- A game may begin when there are at least sixteen (16) players combined between the two teams. Players borrowed from the opposing team may be used for defensive purposes only.
- Games may not be rescheduled without Board approval.
- A total of four (4) approved volunteers are permitted per game: one manager and three coaches.
- The adult coach will pitch to their own team from one knee or a standing position, with the back toe touching the 46-foot pitching rubber.
- The coach pitcher may have three (3) baseballs at the mound and must secure them so they are not left on the ground.
- Each half-inning ends after three (3) outs or five (5) runs, whichever occurs first.
- Each batter receives five (5) pitches per at-bat. An at-bat may not end on a foul ball.
- A continuous batting order will be used.
- Ten (10) defensive players will be used, including four outfielders positioned on the outfield grass.

"A" Coach/Player Pitch Division - Continued

- The catcher must wear full protective gear, including a protective cup.
- Two (2) approved offensive coaches must be used as the first-base and third-base coaches, provided an approved adult coach remains in the dugout at all times.
- One (1) approved defensive coach should be positioned near or against the backstop, provided an approved adult coach remains in the dugout at all times.
- Walks, bunting, stealing, the infield-fly rule, and leading off are not permitted.
- Before each pitch, the player occupying the pitcher position must have both feet on the pitching-mound clay, next to or behind the coach pitcher.
- Free substitutions are permitted. All players must play at least one (1) inning in the infield by the end of the fourth inning. No player may sit for more than one (1) consecutive inning.
- The coach pitcher must attempt to avoid a batted ball and must not interfere with a defensive player's throw or path to a batted or thrown ball.
- A batted ball that strikes the coach pitcher is a dead ball and is ruled no pitch. All runners must return to their previous bases.
- Each team is permitted one (1) timeout per inning on offense and one (1) timeout per inning on defense.
- No new inning may begin after one hour and 30 minutes. On weekday nights, play ends at 7:15 p.m. There is no drop-dead time on weekends.
- The mercy rule applies when a team leads by eleven (11) runs after four innings or six (6) runs after five innings.
- All post-game meetings must be held off the field so the next teams can enter the dugouts and begin on time.

Baserunners

- The pitcher must possess the ball with at least one foot on the mound to end the play.
- Baserunners may advance at their own risk to the next base, provided they have already passed the previous base when the pitcher gains possession of the ball while on the mound.
- If the pitcher makes a baseball move - such as running toward a base, throwing the ball, or feinting a throw - after possessing the ball, the play remains live, and all baserunners may advance at their own risk.

"AAA" Player Pitch Division

- A courtesy runner is permitted only for the catcher of record with two outs when that catcher will return to the position in the next half-inning.
- Each team is strongly encouraged to have an official scorekeeper, using GameChanger or a physical scorebook, and an official pitch counter. One person may perform both duties.
- The home team's scorebook is the official scorebook of the game.
- Teams may have one (1) manager and two (2) coaches during games, for a total of three approved volunteers. This is a Little League rule.
- All managers and coaches must remain inside the dugout while their team is on defense.
- Each half-inning ends after three (3) outs or five (5) runs, whichever occurs first.
- A continuous batting order will be used.
- All players must keep at least one foot in the batter's box during each at-bat.
- Ten (10) defensive players will be used, including four outfielders.
- No player may sit for more than one (1) consecutive inning.
- All players must play at least one (1) inning in the infield by the end of the fourth inning.
- No new inning may begin after one hour and 45 minutes. On weeknights, the game must end at 9:30 p.m. or after two hours of play, whichever occurs first.
- The mercy rule applies when a team leads by eleven (11) runs after four innings or six (6) runs after five innings.
- If a team will have fewer than nine players, contact the Player Agent for pool players as soon as the need is known.

Majors and 50/70 Division

- A courtesy runner is permitted only for the catcher of record with two outs when that catcher will return to the position in the next half-inning.
- Each team is strongly encouraged to have an official scorekeeper, using GameChanger or a physical scorebook, and an official pitch counter. One person may perform both duties.
- The home team's scorebook is the official scorebook of the game.
- All managers and coaches must remain inside the dugout while their team is on defense.
- Both teams must have nine (9) players to begin the game.
- No new inning may begin after one hour and 45 minutes.