

CORAL SPRINGS AMERICAN LITTLE LEAGUE HOUSE RULES Rev 2/24/26

T-Ball DIVISION

- At least 1 approved adult volunteer must ALWAYS be in the dugout.
- All players must wear a helmet while batting.
- The Home team is in 1st base dugout & Visiting team is in 3rd base dugout.
- The games will be a minimum of 3 Innings or 1 hr and a maximum of 5 innings or 90 minutes.
- There will be NO scorekeeping.
- Each 1/2 inning, the teams will bat through the entire lineup.
- When on offense, no players are allowed out of the dugout other than the batter and base runners. This means “No On Deck Batters”
- When on defense, 5 players will play the infield positions of P, 1B, 2B, SS & 3B. No catcher will be used. The remaining players will play in the outfield grass. (The pitcher & 1st baseman must wear a helmet)
- All players must play at least two (2) innings in the infield, which must happen by the end of the game.
- The pitcher must have their feet on the pitching mound clay behind the pitching rubber prior to each swing.
- All outfielders must have their feet on the grass in the outfield.
- The batter & base runners may advance as follows:
 - 1 base on a ball that is touched by any infielder,
 - 2 bases on a ball that gets to the outfield grass without being touched by any player,
 - 3 bases on a ball that touches the outfield fence without being touched by any player.
 - The last batter and all base runners will all score on the last at bat of every ½ inning.
- When on defense, 2 approved coaches may be used in the outfield, (they must stand BEHIND the deepest outfielders)

Coach Pitch Division

- For a thorough explanation of the rules please download and read the Little League rulebook.
- At least 1 approved adult volunteer must **ALWAYS** be in the dugout.
- All players must wear a helmet while using the batting cages.
- The Home team is in the 1st base dugout and visiting team is in the 3rd base dugout.
- No courtesy runners are allowed.
- Games will start providing there are 16 players between the two teams. Players borrowed from the opposing team will be supplied for defensive purposes only.
- Games may not be rescheduled without the consent of the Board.
- A **TOTAL** of 4 approved volunteers per game (1 manager & 3 coaches).
- The adult coach will pitch from a **knee or standing** to his/her own team, with back toe touching the 46' pitching rubber.
- The coach pitcher is allowed 3 baseballs at the mound and must secure them so they are not left on the ground.
- Three (3) outs or five (5) runs constitutes a half-inning.
- Each batter will get five (5) pitches to hit during the at-bat. An at-bat cannot end on a foul ball.
- There will be a continuous batting order used in all games.
- Ten (10) defensive players shall be on the field (4 outfielders in the outfield grass).
- The catcher will be in full gear and **MUST** wear a protective cup.
- Two (2) approved offensive coaches must be used (First base & Third base coach), provided there is an adult rostered coach in the dugout at **ALL** times.
- One (1) approved defensive coach should be positioned close to or against the backstop, provided there is an adult rostered coach in the dugout at **ALL** times.
- No walks, bunting, stealing, infield fly, or leading off from base.
- The pitcher position player must have their feet on the pitching mound clay, next to

or behind the coach pitcher prior to a pitch.

- **Free substitutions. All players must play at least one (1) inning of the game in the infield, which must happen by the end of the 4th inning. No player(s) may sit for more than (1) one inning in a row.**
- **The Coach Pitcher must make an attempt to get out of the way of a batted ball and avoid being in the way of a defensive player's throw or path to a batted or thrown ball. A batted ball that hits the adult pitching coach will be a dead ball, ruled as no pitch and runners must return to their previous base.**
- **One (1) timeout per inning for both offense and defense.**
- **No new inning after 1 hr. 30 min. & drop dead at 1 hr. 45 min.**
- **The mercy rule is in effect if a team is up by 11 runs after 4 innings or 6 runs after 5 innings.**
- **ALL weekday games will have a drop-dead time of 7:15pm.**
- **All post-game meetings will be held off the field, so the next team can get in the dugout to start their game on time.**
- **No on deck batters allowed, donut weights are not permitted.**

REGARDING BASERUNNERS:

- **Runners may not advance after a throw to the pitcher is made (when the ball enters the pitcher's circle while the pitcher has at least one foot in the circle), whether or not the pitcher gets possession of the ball. If a runner is less than halfway to the next base when the ball enters the circle, the runner will be returned to the previous base at the conclusion of the play.**
- **Runners unable to advance because of a throw into the pitcher's circle may still be tagged out when advancing, however, if a baseball play is made by the defense after the ball enters the circle then runners may advance until the ball is returned to the pitcher's circle.**
- **If an overthrow to a base occurs, base runners may advance only one base, at their own risk. The play stops when a runner safely reaches the next base.**

Minors Player Pitch Division

- For a thorough explanation of the rules please download and read the Little League rulebook.
- At least 1 approved adult volunteer must **ALWAYS** be in the dugout.
- All players must wear a helmet while using the batting cages.
- The Home team is in the 1st base dugout & Visiting team is in the 3rd base dugout.
- A courtesy runner is allowed only for the catcher of record with 2 outs when the catcher is returning to the position in the next half inning.
- It is strongly advised that each team have an official scorekeeper (GameChanger or physical Score Book) as well as an official pitch counter. This can be the same person.
(Note: the home team's scorebook is the official scorebook of the game).
- Games may not be rescheduled without the consent of the Board.
- During games, teams may have 1 manager & 2 coaches (a **TOTAL** of 3 approved volunteers). This is a Little League rule.
- All managers & coaches must stay **INSIDE** the dugout when their team is on defense.
- Each 1/2 inning will consist of 3 outs or 5 runs, whichever occurs first.
- There will be a continuous batting order used in all games.
- All players **MUST** keep at least 1 foot in the batters box during their at bat.
- 10 players will be used on defense, 4 of whom are outfielders.
- No player(s) may sit for more than one (1) inning in a row.
- All players must play at least one (1) inning of the game in the infield, which must happen by the end of the 4th inning.
- No new inning after 1 hr. 45 minutes. Game must stop at 9:30 or 2 hrs on weeknights, whichever comes first.
- The mercy rule is in effect if a team is up by 11 runs after 4 innings or 6 runs after 5 innings.

- Players can advance to home on a passed ball.
- If you are short players for a game, please call the league for pool players to fill your roster.
- No Slash Bunts/ Butcher Boy

12U Majors & 50/70 DIVISION

- For a thorough explanation of the rules please download and read the Little League rulebook.
- At least 1 approved adult volunteer must ALWAYS be in the dugout.
- All players must wear a helmet while using the batting cages.
- The Home team is in 1st base dugout & Visiting team is in 3rd base dugout.
- There will be a continuous batting order used in all games.
- A courtesy runner is allowed only for the catcher of record with 2 outs when the catcher is returning to the position in the next half inning.
- It is strongly advised that each team have an official scorekeeper (GameChanger or physical Score Book) as well as an official pitch counter. This can be the same person. (Note: the home team's scorebook is the official scorebook of the game).
- Games may not be rescheduled without the consent of the Board.
- During games, teams may have 1 manager & 2 coaches (a TOTAL of 3 approved volunteers). This is a Little League rule.
- All managers & coaches must stay INSIDE the dugout when their team is on defense.
- Continuous batting order will be used for all games.
- Both teams must have 9 players to start the game.
- No new inning will be started after 1 hour 45 minutes.
- No Slash Bunts/ Butcher Boy