



# **2026 GROUND RULES**

**Approved by Board**

**T-Ball, A Divisions – CNLL and CALL**

**AA, AAA, Majors Divisions – CNLL and CALL**

**Interleague**

**Spring 2026 Season**

## ALL DIVISIONS GROUND RULES

- 1.1. Starting of the game: All games shall start with both teams lined up on the first and third base lines by reciting the Little League Pledge.
- 1.2. Teams shall arrive at the playing field at least 30 minutes prior to game time.
- 1.3. Copy of lineup shall be handed over to the Scorekeeper at least 10 minutes prior to start. (Excluding T-ball and Single A Divisions)
- 1.4. Scorekeeper to be provided by Home Team (Excluding T-ball and Single A Divisions)
- 1.5. Pitch Counter to be provided by Visitor Team. (Excluding T-ball and Single A Divisions)
- 1.6. Home Team to occupy 3rd base dugout; Visitor Team to occupy 1st base dugout.
- 1.7. Official game time is what is scheduled unless the Umpire delays the start.
- 1.8. Defensive team coaching staff must remain in the dugout at all times, unless to attend to an injured player or with permission of the umpire. (Excluding T-ball and Single A Divisions)
- 1.9. Dugout coaching staff limits
  - 1.9.1. T-Ball and Single-A Divisions: Team manager and unlimited badged coaches are allowed.
  - 1.9.2. Double-A Divisions and Above: Team manager and 2 badged coaches are allowed Max.
  - 1.9.3. All division require 1 coaching staff to remaining in the dugout at all times.
  - 1.9.4. Violation of this rule
    - 1.9.4.1. 1st Violation – Documented warning.
    - 1.9.4.2. 2nd Violation – Manager game ejection, without replacement.
    - 1.9.4.3. 3rd Violation – Manager game ejection without replacement plus next game suspension and board review.
- 1.10. Coaching staff must display their valid League photo ID badge. This is enforced by the Board Member on Duty (BMOD).
  - 1.10.1. Failure to have League photo ID badge will result in being removed from the field.
- 1.11. Players shall refrain from attempting to distract or harass the opposing pitcher/players.
- 1.12. All cheering to be in a positive reference and directed towards their own teammates unless in a congratulatory manner towards the opposing team, and shall stop when pitcher comes set.
- 1.13. Field preparation is the responsibility of both teams playing the first game of the day. clean-up, including dragging of the dirt, putting away all field equipment, and locking up all bins are the responsibility of both teams from the final game of the day.
- 1.14. All music played in the field shall not contain any inappropriate language.
- 1.15. All walkup music must stop when the batter reaches the batter's box.
- 1.16. Protests must be submitted to the Presidents of each team's respective leagues, in writing within 24 hours of the end of the protested game.

1.17. **Thrown Bat Rule**

1.18. **1st offense:**

1.18.1. When a batter carelessly releases his/her bat after hitting the ball, the play will be permitted to continue.

1.18.2. At the conclusion of the play, the umpire should issue a warning to that player for the carelessly thrown bat.

1.19. **2nd offense:**

1.20. The next time that same player carelessly throws his/her bat, the play will again be permitted to continue.

1.21. At the conclusion of the play, using Rule 9.01(c) as a guideline, the umpire should give the offensive manager the opportunity to remove the player from the game for safety reasons.

1.22. He/she is not out.

1.23. If on base, he/she will be replaced by a substitute runner.

1.24. The player will not be permitted to re-enter the game.

1.25. Since the player was substituted for, he/she is not bound to the ejection requirements of serving a one (1) game suspension, as listed in Rule 4.07.

1.26. If the offensive manager chooses not to remove the player from the game, the umpire can, and should, eject the player for unsportsmanlike conduct under Rule 9.01(d).

1.27. The player would then be suspended for the team's next physically played game, as required in Rule 4.07.

1.28. Throwing the bat is an unsafe act.

1.29. Continuous unsafe acts, falls under the classification of unsportsmanlike conduct.

**CNLL T-BALL DIVISION**  
**GROUND RULES FOR SPRING 2025**

<b>League Age:</b>	4, 5, & 6
<b>Division type:</b>	Developmental; Non-Competitive
<b>Player Placement:</b>	Placed by Player Agent
<b>Game Length:</b>	1 hour
<b>Mound/Base Distance:</b>	35 feet / 50 feet
<b>Scorekeeping:</b>	No
<b>Bats:</b>	Maximum barrel of 2 5/8". Must have USA Label or USA T-Ball Label. Wood bats OK.
<b>On Deck Circle:</b>	No; per LL Rules & Regs
<b>Batting Order:</b>	Continuous Batting Order
<b>Bunting:</b>	No
<b>Stealing bases:</b>	No
<b>Lead off bases:</b>	No
<b>Inning Ends:</b>	After batting through the entire line-up each inning.
<b>Defense:</b>	All players play defense and must be positioned behind the imaginary arc of the pitching rubber. Players are not to be positioned on the pitching rubber. Players
<b>Pitching:</b>	All players hit off a tee. Coach may pitch from a knee for 3 pitches then move to tee.
<b>Batter Receives:</b>	3 swings off the tee to put the ball in play.
<b>Baserunning:</b>	Outs are not recorded. If runner is out as a result of the play, they will remain on the base.
<b>Play stops when:</b>	Ball is returned to the infield whether or not a defensive player has gained control of the ball; OR, the ball is thrown out of play. (Runner shall only be awarded base they are approaching)
<b>Coaching Offense:</b>	Coaching may be done from the 1 <sup>st</sup> and 3 <sup>rd</sup> base coaching boxes and one at the plate to assist the batter. Offensive coach handles the home plate area to retrieve balls and instruct the catcher. There must be an approved volunteer with the bench players at all times.
<b>Coaching Defense:</b>	Coaches are allowed on the field of play as need for the season. There must be an approved volunteer with the bench players at all times.

These Ground Rules are provided as a reference summary of the Official Little League Rulebook. They do not cover every possible circumstance and are not a substitute for reading and fully understanding the Official Little League Rulebook.

## **2. A DIVISION - LOCAL LEAGUE RULES**

- 2.1. Starting of the game: All games shall start with both teams lined up on the first and third base lines by reciting the Little League Pledge.
- 2.2. Field preparation and clean up shall be the responsibility of both teams, including watering, and dragging infields areas, chalking baselines/batter's box, and placing all bases.
- 2.3. Time Limit: 1:15 Drop Dead
- 2.4. Machine pitch ALL season.
- 2.5. Five pitches MAXIMUM unless the fifth pitch is a foul.
- 2.6. There will be no walks.
- 2.7. For the ENTIRE GAME a team has completed they're at bat when:
  - 2.7.1. 3 outs are made.
  - 2.7.2. 5 runs have been scored.
  - 2.7.3. The entire roster has batted once through the lineup.
- 2.8. No stealing bases in the Single A Division. Only one base is allowed on an overthrown ball.
- 2.9. Any ball unintentionally caught by the coach/pitcher is considered a DEAD BALL and the batter will redo the hit with the same pitch count.
- 2.10. If the coach is hit by the ball (not caught) the play will continue.
- 2.11. On balls hit to the outfield, the play will be stopped when:
  - 2.11.1. The baseball touches the dirt of the infield.
  - 2.11.2. The player catches the ball inside the infield area.
    - 2.11.2.1. At either point base runners must return to the last base occupied, unless said runner is more than halfway to the next base.
    - 2.11.2.2. Runners trying to advance to the next base when the ball reaches the infield do so at their own risk and may be tagged out. Returning to the previous base after play is dead will be done under a "dead ball" condition.
    - 2.11.2.3. PLAY WILL FINISH and then the batter/runner(s) will return under dead ball conditions.
- 2.12. Score will not be kept in the Single A Division.
- 2.13. Mechanical machine pitch has been approved by the BOD.
- 2.14. Ball pitch speed will be set by the Home Manager and Confirmed by Visiting Manager.
- 2.15. Ball speed to not to be altered by any coaching staff member.

**CNLL A DIVISION – CNLL and CALL  
GROUND RULES FOR SPRING 2025**

<b>League Age:</b>	5, 6, & 7
<b>Division type:</b>	Developmental; Non-Competitive
<b>Player Placement:</b>	Placed by Player Agent
<b>Game Length:</b>	Drop dead at 1 hour 15 minutes; Max 6 innings
<b>Mound/Base Distance:</b>	46 feet / 60 feet
<b>Scorekeeping:</b>	No
<b>Bats:</b>	Maximum barrel of 2 5/8". Must have USA Label. Wood bats are OK. No choke up knobs, extenders, alterations to bat.
<b>On Deck Circle:</b>	No; per LL Rules & Regs
<b>Batting order:</b>	Continuous Batting Order
<b>Bunting:</b>	No
<b>Stealing Bases:</b>	No
<b>Lead off Bases:</b>	No
<b>Mercy Rule:</b>	No, see 3-5 Rule below
<b>Defense:</b>	All players play defense. 4 outfielders. Standard positions only in the infield; C, P, 1B, 2B, SS, 3B. Pitcher position must stand to the side or behind coach pitcher or machine. Remaining players to be positioned in the outfield and should stay out of the infield area (Grass on Fields 3 and 4 or more than 15 feet beyond the infielders on Fields 1 and 2). Players must play at least 3 consecutive outs or one complete inning in the infield.
<b>Pitching:</b>	Pitching Machines shall be used and set up at base of mound. Speed of pitch shall be set from 33 to 40 mph.
<b>Batter Receives:</b>	5 machine-pitched balls. If last pitch is fouled off, batter receives another pitch until the batter swings and misses or puts ball in play. There are strikeouts.
<b>Batted Ball:</b>	Ball striking machine or coach, the play will continue.

**CNLL A DIVISION**  
**GROUND RULES FOR SPRING 2025**

<b>Play stops when:</b>	Ball is returned to the infield whether or not a defensive player has gained control of the ball; OR, the ball is thrown out of play. (Runner shall only be awarded base they are approaching)
<b>3 - 5 Rule:</b>	A team will terminate their at-bat when 3 defensive outs are recorded, or 5 runs have been scored. When 5th run crosses the plate, the half inning is over.
<b>Common Sense to Baserunning:</b>	For the most part the players will be going base to base as a ball to the OF could result in a HR every time if we do not apply some sense to this. Ball hit beyond the outfielders then it would be ok to allow that player to get a double or triple in some cases. Even a home run if the outfielders have yet to begin advancing the ball back to the infield. Please be conservative with this. The more runners on, the more opportunities the defense has to get outs. Players will learn faster with recording outs then they will running the bases without ever stopping.
<b>Minimum Play:</b>	LL Rules & Regulations. No player shall sit 2 innings until each player has sat 1 inning with the exception being the current pitcher. Players must play at least 3 consecutive outs or 1 complete inning on infield unless safety waiver is on file for that player with PA. If the player does not receive the minimum playing time in current game, the player must start the next game, play the time missed plus the minimum playing time before being removed from the lineup.
<b>Coaching 1<sup>st</sup> half:</b>	Allowed on field of play as needed for 1 <sup>st</sup> half of the season.
<b>Game Balls:</b>	Home League shall provide 2 game balls to Home Manager. Home Manager to obtain game balls at the Board Member on Duty Table.
<b>** Second Half of the Season **</b>	
<b>Coaching Offense:</b>	May not coach from within the field of play. Coaching may be done from the 1st and 3rd base coaching boxes and one on the mound as the pitcher. Defensive coach handles the home plate area to retrieve balls and instruct catcher, and shall stand at backstop on the side of the batter.
<b>Coaching Defense:</b>	May not coach from within the field of play. Coaching may be done from the LF and RF foul lines beyond the 1st and 3rd base coaches. Three coaches max on defense, one up each line and one behind the catcher.

These Ground Rules are provided as a reference summary of the Official Little League Rulebook. They do not cover every possible circumstance and are not a substitute for reading and fully understanding the Official Little League Rulebook. One manager and 2 coaches allowed in dugout.

### **3. AA DIVISION - LOCAL LEAGUE RULES**

- 3.1. Starting of the game: All games shall start with both teams lined up on the first and third base lines by reciting the Little League Pledge.
- 3.2. Field preparation and clean up shall be the responsibility of both teams, including watering, and dragging infields areas, chalking baselines/batter's box, and placing all bases.
- 3.3. Time Limit: 1:30 No new inning; No "dead drop" to align with TOC rules.
- 3.4. At this division 1 Manager and 2 Coaches per team. Only 1 Manager and 2 Coaches total will be allowed on the field and/or dugout during a game.
- 3.5. Both Managers are to verify pitching rubber measure 46' from tip of home plate to front of pitching rubber.
- 3.6. Only 1 Manager and 2 Coaches total will be allowed on the field and/or dugout during a game.
- 3.7. Home league will provide umpires 2 new unwrapped baseballs, if playing inter-league.
- 3.8. Inter-League protests must be submitted to the CNLL and CALL Presidents, in writing within 24 hours of the end of the protested game.
- 3.9. Continuous Batting Order- All players hit in the lineup.
- 3.10. A ball hit to the outfield will be played until a designated infielder has secured possession of the ball. At the point of possession, the batter and all runners may advance to the next base at their own risk. (i.e., If the runner is between first and second when the shortstop possesses the ball, that runner may advance to second base or return to first base.)
- 3.11. Only 1 extra base will be awarded on overthrows, up to third base.
- 3.12. There will be no stealing Home in AA (3rd base is locked).
- 3.13. Runners may only advance to home on a batted ball OR if a walk or hit by player pitched ball forces the runner from third to home.
- 3.14. During the season, the Five (5) run rule is enforced, except during open inning.
- 3.15. Open inning
  - 3.15.1. Teams are allowed to score unlimited runs until 3 outs are recorded or team has bat entire lineup.
  - 3.15.2. Open inning shall be played and announced by Umpire prior to the start of the new inning, based on time and only in the 4th (AA only), 5th or 6th inning. No new inning after Open Inning played.
- 3.16. 10 Run Rule applies.
  - 3.16.1. When a team is leading by 10 or more runs after 4 innings or 3 1/2 innings if the home team is ahead, the game is over.
- 3.17. Pitching: All games count for pitching eligibility.
- 3.18. Pitching Log and Line up Cards:
  - 3.18.1. Managers are required to keep a pitching log.
  - 3.18.2. The pitching log must be signed by the Official Scorekeeper.
  - 3.18.3. Line up cards must list pitchers that are NOT eligible to pitch.
  - 3.18.4. If a manager fails to present his pitching log prior to the start of the game, the league disciplinary committee will review the matter.
  - 3.18.5. A second offense will result in at least a one game suspension.
- 3.19. All games count toward standings.
- 3.20. Playoff seeding is determined by regular season record.

**CNLL AA DIVISION**  
**GROUND RULES FOR SPRING 2025**

<b>League Age:</b>	6, 7, 8, & 9
<b>Division type:</b>	Competitive
<b>Player Placement:</b>	By LL Draft Plan A
<b>Replacement Players:</b>	No
<b>Pool Players:</b>	Yes, but they can't pitch or play infield
<b>Forfeits:</b>	Yes, if cannot field 8. Pool players may be used. See Div Rep or PA.
<b>Scorekeeping:</b>	Yes
<b>Pitch Cards Maintained:</b>	Yes, Pitch Count
<b>Pitch Count</b>	League Age 6-8: 50 pitches per day. League Age 9: 75 pitches per day
<b>Mound/Base Distance:</b>	46 feet / 60 feet
<b>Game Length:</b>	No new inning after 1 hour 30 minutes, finish what you start. Max 6 innings
<b>Mercy Rule:</b>	3-5 Rule below for Innings 1-3. Open Inning available in innings 4-6, must be declared by umpire at beginning of inning. No New Inning after Open Inning is declared by umpire. Trailing by +15 runs after 3 innings OR by trailing +10 after 4 innings.
<b>Batting order:</b>	Continuous Batting Order
<b>On Deck Circle:</b>	No; per LL Rules & Regs
<b>Bats:</b>	USA Labeled bats. Wood bats are OK. No choke up knobs, extenders, alterations to bat.
<b>Bunting:</b>	Allowed but cannot return to a regular swing during that pitch.
<b>Stealing bases:</b>	Yes
<b>Lead off bases:</b>	No
<b>Defense:</b>	9 Defenders. (Use 3 Outfielders) No Coaches in Field on Defense.
<b>Infield Fly Rule:</b>	No
<b>Drop Third Strike:</b>	No
<b>3<sup>rd</sup> Base is Locked:</b>	There are only 2 ways to advance a runner to home plate: 1) Bases loaded and a walk or HBP occurs; or, 2) The ball is put into play.
<b>Runners Advancing:</b>	Only one base is allowed on a walk, passed ball, or steal attempt. Overthrown ball will result in one base awarded. Runners allowed to advance after walk per Rule 5.00.

**CNLL AA DIVISION**  
**GROUND RULES FOR SPRING 2025**

<b>Minimum Play:</b>	LL Rules & Regulations. No player shall sit 2 innings until each player has sat 1 inning with the exception being the current pitcher. Players must play at least 3 consecutive outs or 1 complete inning on infield unless safety waiver is on file for that player with PA. If the player does not receive the minimum playing time in current game, the player must start the next game, play the time missed plus the minimum playing time before being removed from the lineup.
<b>Play stops when:</b>	Umpire calls time or stops play. Also, when pitcher receives the ball in the mound area (not just dirt area) from another defender (not a batted ball to the pitcher). Runners may continue to the base they are approaching but no further. Pitcher does not have to be on the rubber.
<b>3 - 5 Rule:</b>	Innings 1-3: A team will terminate their at-bat when 3 defensive outs are recorded, or 5 runs have been scored. When 5th run crosses the plate, the half inning is over. Innings 4-6, umpire can declare open inning at the beginning of the inning per Little League Rule 29.17. Not advised with less than 20 minutes left of game time.
<b>Pitching Rest:</b>	0-20 pitches = 0 days rest; 21-35 pitches = 1 day rest; 36-50 = 2 days rest; 51+ = 3 days rest.
<b>Pitcher to Catcher:</b>	Must meet all requirements for Regulation VI (C). If 41 or more pitches are reached and is not covered under the threshold exception the player may not play the position of catcher for the remainder of that day.
<b>Catcher to Pitcher:</b>	Must meet all requirements for Regulation VI (A). A catcher who catches 4 or more innings in a game may not pitch during that calendar day. One pitch caught in an inning = 1 inning caught.
<b>Extra bases on overthrows:</b>	On any overthrow, a baserunner may only attempt to advance 1 base regardless of how many overthrows that happen during that play. When advancing, the runner is at risk of being put out. (ex. Batter hits ground ball to 3B and throw goes over 1B head and up RF line, batter may attempt to go to 2nd at own risk but may not continue to 3B even if the defense attempts the out at 2B and overthrows again. This is counted from the original overthrow.
<b>Scorekeeper / Pitch Counter:</b>	Home Team will provide the Scorekeeper and the Visiting Team will provide the Pitch Counter. Both the Scorekeeper and Pitch Counter will sit at the designated table throughout the game.
<b>Game Balls:</b>	Home League shall provide 2 game balls to umpire. Umpire to obtain game balls at the Board Member on Duty Table.

These Ground Rules are provided as a reference summary of the Official Little League Rulebook. They do not cover every possible circumstance and are not a substitute for reading and fully understanding the Official Little League Rulebook. One manager and 2 coaches allowed in dugout.

#### **4. AAA DIVISION - LOCAL LEAGUE RULES**

- 4.1. Starting of the game: All games shall start with both teams lined up on the first and third base lines by reciting the Little League Pledge.
- 4.2. Field preparation and clean up shall be the responsibility of both teams, including watering, and dragging infields areas, chalking baselines/batter's box, and placing all bases.
- 4.3. Both Managers are to verify pitching rubber measure 46' from tip of home plate to front of pitching rubber.
- 4.4. Time Limit: 1:45 No new inning
- 4.5. At this division 1 Manager and 2 Coaches per team. Only 1 Manager and 2 Coaches total will be allowed on the field and/or dugout during a game.
- 4.6. Continuous Batting Order- All players hit in the lineup.
- 4.7. If a 12-year-old has been deemed unsafe to play in the Majors division, he/she cannot pitch in any Minors division.
- 4.8. Inter-League protests must be submitted to the CNLL, CALL, in writing within 24 hours of the end of the protested game.
- 4.9. Home league will provide umpires 2 new unwrapped baseballs, if playing inter-league.
- 4.10. Pitching: All games count for pitching eligibility.
- 4.11. Pitching Log and Line up Cards:
  - 4.11.1. Managers are required to keep a pitching log and complete schedule.
  - 4.11.2. The pitching log must be signed by the home scorekeeper.
  - 4.11.3. Line up cards must list pitchers that are NOT eligible to pitch.
  - 4.11.4. If a manager fails to present his pitching log prior to the start of the game, the league disciplinary committee will review the matter.
  - 4.11.5. A second offense will result in at least a one game suspension.
- 4.12. All games count toward standings.
- 4.13. Playoff seeding is determined by regular season record.

**CNLL AAA DIVISION**  
**GROUND RULES FOR SPRING 2025**

<b>League Age:</b>	8, 9, 10, 11, & 12*	<b>Mound/Base Distance:</b>	46 feet / 60 feet
<b>Division Type:</b>	Competitive	<b>Play stops when:</b>	Umpire stops play
<b>Player Placement:</b>	By LL Draft Plan A	<b>Defense:</b>	9 players
<b>Pool Players:</b>	Yes, but they can't pitch or infield	<b>Replacement Players:</b>	No
<b>Substitutions:</b>	Free defensive subs	<b>Lead off bases:</b>	No
<b>Forfeits:</b>	Yes, if can't field 8	<b>Stealing bases:</b>	Yes (All, including Home)
<b>Scorekeeping:</b>	Yes	<b>Batting order:</b>	CBO - All players bat
<b>Pitch cards maintained:</b>	Yes	<b>On Deck Circle:</b>	No; per LL Rules & Regs
<b>Pitching Rules</b>		<b>Composite Bats:</b>	USA Labeled Bats
<b>8 Yr Olds:</b>	Max 50 pitches per day		
<b>9 - 10 Yr Olds:</b>	Max 75 pitches per day	<b>Wood Bats:</b>	OK
<b>11 Yr Olds:</b>	Max 85 pitches per day	<b>Balks Called:</b>	No
<b>*12 Year Olds:</b>	Not allowed to pitch	<b>Mercy Rule:</b>	Trailing by +15 runs after 3 OR trailing by +10 after 4
<b>21 - 35 pitches:</b>	1 day rest	<b>Infield Fly:</b>	Yes
<b>36 - 50 pitches:</b>	2 days rest	<b>Drop Third Strike:</b>	No
<b>51 - 65 pitches:</b>	3 days rest	<b>Game Length:</b>	No new inning after 1:45
<b>66 + pitches:</b>	4 days rest	<b>Innings:</b>	6
<b>Minimum Play:</b>	LL Rules & Regulations. Minimum 6 defensive outs and 1 at-bat. If the player does not receive the minimum playing time in current game, the player must start the next game, play the time missed plus the minimum playing time before being removed from the lineup.		
<b>Pitcher to Catcher:</b>	Must meet all requirements for Regulation VI (C). If 41 or more pitches are reached and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.		
<b>Catcher to Pitcher:</b>	Must meet all requirements for Regulation VI (A). A catcher who catches 4 or more innings in a game may not pitch during that calendar day. One pitch caught in an inning = 1 inning caught.		

**CNLL AAA DIVISION**  
**GROUND RULES FOR SPRING 2025**

<b>Line Up and Player Substitution Changes:</b>	Managers are responsible for ensuring that the UIC is notified of all player changes to both the Pitcher and Catcher positions and all Substitutions. Offensive substitutions will only take place when the team is on Offense and Defense substitutions will only take place when team is on Defense.
<b>Line Up Cards:</b>	Managers will clearly indicate the following on all Line Up Cards (including copies): Each Player's Jersey Number, Full Last Name, First Name (Full or Initial), and Starting Position. Starting Pitcher and Starting Catcher must be indicated. Any Player who is ineligible to pitch for that day must be indicated. Any Player who is not present at the start of the game must be indicated.
<b>Scorekeeper / Pitch Counter:</b>	Home Team will provide the Scorekeeper and the Visiting Team will provide the Pitch Counter. Both the Scorekeeper and Pitch Counter will sit at the designated table throughout the game.
<b>Game Balls:</b>	Home League shall provide 2 game balls to umpire. Umpire to obtain game balls at the Board Member on Duty Table.

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## **5. MAJORS DIVISION - LOCAL LEAGUE RULES**

- 5.1. Starting of the game: All games shall start with both teams lined up on the first and third base lines by reciting the Pledge of Allegiance and the Little League Pledge.
- 5.2. Field preparation and clean up shall be the responsibility of both teams, including watering, and dragging infields areas, chalking baselines/batter's box, and placing all bases.
- 5.3. Both Managers are to verify pitching rubber measure 46' from tip of home plate to front of pitching rubber.
- 5.4. Time Limit: 2:00 No new inning
- 5.5. At this division 1 Manager and 2 Coaches per team. Only 1 Manager and 2 Coaches total will be allowed on the field and/or dugout during a game.
- 5.6. The Majors roster will consist of no less than 12 players and no more than 12 players.
- 5.7. Continuous Batting Order- All players hit in the lineup.
- 5.8. Inter-league protests must be submitted to the CNLL, CALL, and in writing within 24 hours of the end of the protested game.
- 5.9. All games count towards team standings, even inter-league games.
- 5.10. All scheduled games should be played. Make up games should be scheduled with the priority given to the games that will affect division standings and player tournament eligibility regardless of the league.
- 5.11. Any disciplinary action of a manager will be the responsibility of that specific manager's Board of Directors, if playing inter-league.
- 5.12. Home league will provide umpires 2 new unwrapped baseballs, if playing inter-league.
- 5.13. Pitching: All games count for pitching eligibility.
- 5.14. Pitching Log and Line up Cards:
  - 5.14.1. Managers are required to keep a pitching log and complete schedule.
  - 5.14.2. The pitching log must be signed by the home scorekeeper.
  - 5.14.3. Line up cards must list pitchers that are NOT eligible to pitch.
  - 5.14.4. If a manager fails to present his pitching log prior to the start of the game, the league disciplinary committee will review the matter.
  - 5.14.5. A second offense will result in at least a one game suspension.
- 5.15. All games count toward standings.
- 5.11. Playoff seeding is determined by regular season record.

**CNLL MAJOR DIVISION  
GROUND RULES FOR SPRING 2025**

<b>League Age:</b>	9*, 10, 11, & 12	<b>Mound/Base Distance:</b>	46 feet / 60 feet
<b>9 Year Olds:</b>	May play in Majors with BOD approval.	<b>Play stops when:</b>	Umpire calls time
<b>Division Type:</b>	Competitive	<b>Defense:</b>	9 players
<b>Late Registrations:</b>	To Waiting List	<b>Replacement Players:</b>	Yes
<b>Player Placement:</b>	By LL Draft Plan A, Duration of title	<b>Lead off bases:</b>	No
		<b>Stealing bases:</b>	Yes (All, including Home)
<b>Pool Players:</b>	Yes: No Pitch, No infield	<b>Substitutions:</b>	LL Rules & Regs - 4.04
<b>Forfeits:</b>	Yes, if can't field 8	<b>Batting order:</b>	CBO - All players bat
<b>Scorekeeping:</b>	Yes	<b>On Deck Circle:</b>	No; per LL Rules & Regs
<b>Pitch cards maintained:</b>	Yes	<b>Composite Bats:</b>	USA Labeled Bats
<b>Pitching Rules</b>		<b>Wood Bats:</b>	OK
<b>9 - 10 Yr Olds:</b>	Max 75 pitches per day	<b>Balks Called:</b>	See LL Rules & Regs
<b>11 - 12 Yr Olds:</b>	Max 85 pitches per day	<b>Infield Fly:</b>	Yes
<b>0 - 20 pitches:</b>	0 days rest	<b>Drop Third Strike:</b>	Yes
<b>21 - 35 pitches:</b>	1 day rest	<b>Mercy Rule:</b>	Trailing by +15 runs after 3 innings OR by trailing +10 after 4 innings
<b>36 - 50 pitches:</b>	2 days rest		
<b>51 - 65 pitches:</b>	3 days rest	<b>Game Length:</b>	No new inning after 2:00
<b>66 + pitches:</b>	4 days rest	<b>Innings:</b>	6
<b>Minimum Play:</b>	LL Rules & Regulations. Minimum 6 defensive outs and 1 at-bat. If the player does not receive the minimum playing time in current game, the player must start the next game, play the time missed plus the minimum playing time before being removed from the lineup.		
<b>Pitcher to Catcher:</b>	Must meet all requirements for Regulation VI (C). If 41 or more pitches are reached and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.		

**CNLL MAJOR DIVISION**  
**GROUND RULES FOR SPRING 2025**

<b>Catcher to Pitcher:</b>	Must meet all requirements for Regulation VI (A). A catcher who catches 4 or more innings in a game may not pitch during that calendar day. One pitch caught in an inning = 1 inning caught.
<b>Running for Catcher or Pitcher :</b>	With 2 outs.
<b>Line Up and Player Substitution Changes:</b>	Managers are responsible for ensuring that the UIC is notified of all player changes to both the Pitcher and Catcher positions and all Substitutions. Offensive substitutions will only take place when the team is on Offense and Defense substitutions will only take place when team is on Defense.
<b>Line Up Cards:</b>	Managers will clearly indicate the following on all Line Up Cards (including copies): Each Player's Jersey Number, Full Last Name, First Name (Full or Initial), and Starting Position. Starting Pitcher and Starting Catcher must be indicated. Any Player who is ineligible to pitch for that day must be indicated. Any Player who is not present at the start of the game must be indicated.
<b>Scorekeeper / Pitch Counter:</b>	Home Team will provide the Scorekeeper and the Visiting Team will provide the Pitch Counter. Both the Scorekeeper and Pitch Counter will sit at the designated table throughout the game.
<b>Game Balls:</b>	Home League shall provide 2 game balls to umpire. Umpire to obtain game balls at the Board Member on Duty Table.

These Ground Rules are provided as a reference summary of the Official Little League Rulebook. They do not cover every possible circumstance and are not a substitute for reading and fully understanding the Official Little League Rulebook. One manager and 2 coaches allowed in dugout.

