

Central Chesterfield Little League 2026 Local League Rules

Central Chesterfield Little League will abide by the 2026 Little League Baseball Rule Book, approved Interleague rules, and the following Local League rules, during the 2026 competition year.

1) The following are the regulation game criteria per division:

Baseball Divisions	Local League / Interleague Games
Buddy Ball	The max time limit for games will be 1 hour
Tee Ball	The max time limit for games will be 1 hour & 30 minutes
Rookie	The max time limit for games will be 1 hour & 30 minutes
Coach Pitch	6 innings or a time limit of 1 hour & 30 minutes
Minor	6 innings or a time limit of 1 hour & 45 minutes
Major	6 innings or a time limit of 1 hour & 45 minutes
Intermediate	7 innings or a time limit of 2 hours
Junior/ Senior	7 innings or a time limit of 2 hours (2 hours & 15 minutes – Inter-league)
No Interleague Games or time adjustments at Buddy Ball, Tee Ball, Rookie, or Coach Pitch levels	
Doubleheaders will be limited to no new inning at: Intermediate/Senior - 1 hour 45 minutes per game, with a 5 inning maximum Minors/Majors will be 1 hour 30 minutes per game, with a 4 inning maximum.	

- a. Any inning that begins before the time limit expires will be played to completion. The only exception is when the time limit expires during the bottom half of the inning and the home team is already leading; in that case, the game may end. This exception applies only when another game is scheduled on the same field immediately afterward.
- b. No new inning will begin once the time limit has expired. This provision does not apply during playoffs if a game is tied.
- c. If games are stopped before a regulation game is played, the game may be rescheduled for completion later in the regular season.
- d. Full games will be played unless one of the following conditions is met: the time limit expires, the run-limit rule ends the game, or both managers and the umpire crew agree to stop play. This provision does not apply during playoffs if a team is mathematically eliminated.

**Central Chesterfield Little League
2026 Local League Rules**

2) The following are half-inning completion requirements per division:

Baseball Divisions	Local League / Interleague Games
Buddy Ball	All players in line up complete an at bat
Tee-Ball & Rookie	Half of Available Players (Split Line-Up)
Coach Pitch & Minors	5 runs are scored or 3 outs recorded
Majors, Intermediate & Senior	7 runs are scored or 3 outs recorded

- 3) Teams may start and play games with a minimum of 8 players. If playing only 8, the 9th position in the batting line-up will not be considered an out. If at any time a team has fewer than 8 players (left early, ejection, injury, etc.), the game cannot be continued as a regulation game.
- 4) During the regular season, managers may request a player from the player pool if they expect to have fewer than nine players for a game. Requests should be submitted to the Player Agent at least two days before the game. Pool players are assigned on a rotating basis, may not pitch, and must play a minimum of nine consecutive defensive outs and bat at least once. If a manager uses a player from another team without going through the player-pool process, the game will not count as a regulation game. This rule does not apply to Buddy Ball, Tee Ball, or Rookie.
- 5) Continuous batting order will be used at all levels of play. Therefore, no player shall sit more than one consecutive inning.

Buddy Ball:

- 1) All players will be played defensively and hit each inning. NO outs are recorded, and NO score is kept.
- 2) Games may be played in the outfield grass with drop-down bases and/or cones placed roughly 35 feet apart to accommodate the players' age and size. A coach will manage the area behind home plate to keep the game safe and moving. A coach will manage the bench area to keep the kids out of play and ready to hit.
- 3) Each player will hit off a tee to put the ball in play. The batter will run one base at a time. The final batter in the lineup will run all the bases. A coach will help direct the runner around the bases.

Tee Ball: 50-foot bases

- 1) All players will be played defensively with one at each infield position, excluding catcher, and additional players positioned in the outfield. Outs are enforced, but not recorded, and no score is kept.
- 2) Each player shall have a limit of 5 attempts to hit the ball off the tee. After 5 attempts, without putting the ball in play, the batter will be out. Exception: the at-bat can continue if the batter fouls off the 5th attempt from the tee, or any subsequent attempt. They are allowed to continue the at-bat until the ball is put in play or a

**Central Chesterfield Little League
2026 Local League Rules**

strike (non-contact) is recorded. A hit ball from the tee that travels less than approximately 6 feet from home plate is considered a foul ball.

- 3) When any fielder has possession of the ball, all runners must stop at the base they are approaching.
- 4) Any ball fielded by the pitcher MUST be THROWN to the appropriate base for an out to be recorded. If the pitcher RUNS to ANY base with the baseball to record an out, the coach/umpire will call the runners SAFE, and no OUT will be recorded unless it is a "Natural Baseball Play." Example: If the pitcher makes a play on a ball that is near a baseline and tags the runner, the result is an out. Or the pitcher makes a play on the ball near a base and steps on the base.
- 5) Coaches will be used as umpires. Coaches/Managers are allowed in the outfield on defense.

Rookie:

- 1) All players will be played defensively with one at each infield position, excluding catcher, and additional players positioned in the outfield. Outs are enforced but not recorded, and no score is kept.
- 2) Each player shall have a limit of 3 pitches delivered by a coach pitcher to put the ball in play. The batter may swing at all 3 pitches. After 3 pitches, without putting the ball in play, a tee (kept nearby) will be used for the player to hit from. If the tee comes into play, the batter may make up to 2 attempts to hit the ball off the tee. After 2 attempts, without putting the ball in play, the batter will be out. Exception: the at-bat can continue if the batter fouls off the 3rd attempt from the coach or the 2nd attempt from the tee, or any subsequent attempt. They are allowed to continue the at-bat until the ball is put in play or a strike (non-contact) is recorded. A hit ball from the tee that travels less than 8 feet from home plate is considered a foul ball. If the player is hit by the coach pitcher on the 3rd pitch, or subsequent earned pitches, the result will be a dead ball, and the player will receive an additional pitch from the coach pitcher.
- 3) When any fielder has possession of the ball, all runners must stop at the base they are approaching.
- 4) Any ball fielded by the pitcher MUST be THROWN to the appropriate base for an out to be recorded. If the pitcher RUNS to ANY base with the baseball to record an out, the coach/umpire will call the runners SAFE, and no OUT will be recorded unless it is a "Natural Baseball Play." Example: If the pitcher makes a play on a ball that is near a baseline and tags the runner, the result is an out. Or the pitcher makes a play on the ball near a base and steps on the base.
- 5) Coaches will be used as umpires. Coaches/Managers are allowed in the outfield on defense.
- 6) The coach pitcher will pitch from a minimum of 25 feet from the back of home plate as indicated by the marked line. The pitch must be thrown overhand, either standing

**Central Chesterfield Little League
2026 Local League Rules**

or on one knee. Pitcher coaches may talk to and coach the batter while pitching at this level.

- 7) When a ball hits the coach, pitcher, or a defensive coach, the ball is dead, and all base runners advance one base.

Coach Pitch:

- 1) The pitcher (player) stands with one foot on the bottom of the mound, either to the right or left side of the coach pitcher. The player is not allowed to stand in front of the mound.
- 2) Base stealing is not allowed at this level.
- 3) There is a 5-pitch limit from the coach pitcher. The batter will be called out if they have 3 strikes or they reach the 5 pitch limit. Strikes are called when a non-contact swing occurs, or the batter fouls off a ball with a 0 or 1 strike count. The at-bat can continue if the batter has a foul ball with 2 strikes. After 5 pitches, the batter is out regardless of count. Exception: the at-bat can continue after 5 pitches if the batter has a foul ball with the 5th pitch, or any subsequent pitch. They are allowed to continue the at bat until the ball is either put in play or a strike (non-contact) is recorded. If the batter does not swing on a subsequent pitch, they are considered out. If the player is hit by the coach pitcher on the 5th pitch, or subsequent earned pitches, the result will be a dead ball, and the player will receive an additional pitch from the coach pitcher.
- 4) When the ball is touched by a defensive coach or the coach pitcher, the ball is dead, and all base runners advance one base.
- 5) Any ball fielded by the pitcher MUST be THROWN to the appropriate base for an out to be recorded. If the pitcher RUNS to ANY base with the baseball to record an out, the umpire will call the runners SAFE, and no OUT will be recorded unless it is a "natural baseball play." Example: If the pitcher makes a play on a ball that is near a baseline and tags the runner, the result is an out. Or the pitcher makes a play on the ball near a base and steps on the base.
- 6) Once an infield player retains possession of the ball, in the diamond shaped area formed with lines between the bases (based on the judgment of the umpire), the play ends, and the baserunners must stop at the base they are approaching.
- 7) Defensively, 10 players are allowed on the field (4 outfielders). A maximum of 4 coaches/adults, including the manager, may be in the dugout. One coach must remain in the dugout at all times. A maximum of 2 defensive coaches are allowed on the field, standing approximately 10 to 15 feet behind the outfielders.
- 8) The coach pitcher must pitch overhanded. The coach pitcher may speak to the batter until the pitch is thrown. Once the ball is put into play, the coach pitcher shall not interfere in the play or coach the runners. Before April 13th, the coach pitcher may pitch from a minimum of 35 feet from the back of home plate. Starting April 13th the coach pitcher will move to the standard 46-foot distance and must be in contact with

**Central Chesterfield Little League
2026 Local League Rules**

the pitching plate.

- 9) Managers and coaches may be used as umpires for regular-season games.
- 10) In the event of an overthrow to any base during a baseball play by the defense, a base runner may advance one additional base at their own risk. Starting April 13th, this rule is no longer enforced. This rule remains for all Fall Ball games.

Minor:

- 1) As soon as the pitched ball reaches the batter, a base runner may steal one base at a time. In an attempt to throw the runner out, should the throw from the catcher be missed or thrown into the outfield, the runner can advance as far as third base. Once a runner obtains 3rd base, they are eligible to steal home after a new pitch reaches the batter. Starting April 13th, this rule is no longer enforced. This rule remains for all Fall Ball games.
- 2) The batter may not advance to second base on a walk unless the ball is overthrown to the pitcher. Starting April 13th, this rule is no longer enforced. This rule remains for all Fall Ball games.

Note – The following divisions do not have local league rules outside of what is mentioned in the “All Levels” section of this document and will follow the rules outlined in the Little League Rule Book: Major, Intermediate, and Senior.

Approved January 30, 2026