

Central Chesterfield Little League 2025 Local League Rules

All Levels:

1) The following are regulation game criteria per division:

Baseball Divisions	Local League / Interleague Games
Buddy Ball	The max time limit for games will be 1 hour – No Inter-league
Rookie	The max time limit for games will be 1 hour & 30mins– No Inter-league
Coach Pitch	6 innings or a time limit of 1 hour & 30 minutes – No Inter-league
Minor/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)
Any inning which has been started prior to the time limit expiring will be completed.	
No new inning will begin once the time limit has expired.	
If games are stopped before a regulation game is played, the game may be rescheduled for completion later in the regular season.	
Doubleheaders will be limited to no new inning at 1 hour 45 min per game with a 5 inning max	

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 – No Inter-league
Rookie	6 batters - No Inter-league
Coach Pitch / Minor / Major	5 runs are scored or 3 outs recorded
Intermediate/Junior/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 less than 8 players (left early, ejection, injury, etc.), the game cannot be continued as a regulation game.
- 4) During the regular season, Team Managers may request from the Player Agent a player from the player pool if they anticipate having less than 9 players for a game. The request must be made 2 days prior to the scheduled game. The player will be assigned to teams on a rotating basis. Assigned players are not permitted to pitch in that game. Assigned players must play at least 9 consecutive defensive outs and bat once. If a manager borrows a player from another team outside of the player pool process, the game will not be considered a regulation game. (This rule does not apply to Buddy Ball and 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 40 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.

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 that is kept nearby will be used for the player to hit. If the tee comes in to 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.
- 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 may be used as umpires. Coaches/Managers may be 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 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 the 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.
- 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, the play ends. If a base runner has already left their base to advance, they are not permitted to advance beyond the base to which they are currently advancing.
- 7) Defensively 10 players are allowed on the field (4 outfielders). A maximum of 4 coaches 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 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. Prior to April 14th, the coach pitcher may pitch from a minimum of 35 feet from the back of home plate. Starting April 14th the coach pitcher will move to the standard 46 foot distance and must be in contact with the pitching plate.
- 9) Managers and coaches may be used as umpires for regular season 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 14th, this rule is no longer in force. This rule remains in force 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 14th, this rule is no longer in force. This rule remains in force 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, Junior and Senior.