

CHLL Minor and Major Rules - 2022

General Philosophy

The rules contained in the "Official Regulations and Playing Rules, 2022" governing play for the 11U (Minor) and 12U (Major) League Divisions will be adhered to during regular and post-season play. The rules listed below are considered local league rules and amend, clarify or supersede the Official Rules in Clarendon Hills. To the extent that a rule in this list differs from a rule in the Official Little League Rulebook, the rule listed below is considered to be in effect during regular season and postseason play.

The minor division is predominately a 9- and 10-year old league. The major division is predominately a 11- and 12-year old league.

First and foremost, have fun. Little League baseball is a game played by kids who are led and taught by adults. If we keep this simple idea in mind, the year will be a great one for the kids, coaches, parents, umpires, and all involved.

CLARENDON HILLS LITTLE LEAGUE LOCAL LEAGUE RULES

1) MANAGERS AND COACHES

- a) Number of Managers And Coaches
 - i) All coaches must be approved by the CHLL Board and must complete background checks.
 - ii) For DRAFT – only two coaches allowed per team. Once roster is established, additional coaches can be added.
 - iii) For GAME - Only one (1) manager and two (2) assistant coaches are permitted. At least one (1) adult must be in the dugout at all times. No other adults are allowed in the dugout or on the playing field during the game without the agreement of the other team's coaches.
 - iv) 12U: Two (2) adult base coaches or one (1) player with a helmet and one (1) adult coach is allowed.
 - v) 11U: Two (2) adult base coaches are allowed.
 - vi) Its mandatory that each head coach fills out an All Star ballot for each age division of players they are coaching. For example, a majors coach must fill out a ballot for both the 5th and 6th grade teams. Failure to do so will make them ineligible to be selected by the board as a All Star coach.
- b) Board of Directors
 - i) All members of the Board of Directors are eligible to participate as Managers or coaches.

2) UNIFORMS

- a) Rule 1.11 part (a)(3) will be revised to allow for players to wear a white T-shirt or sweatshirt under their uniform jersey.

3) GAME RULES

- a) Leadoffs
 - i) Leadoffs are not allowed. The runner may not leave the base until the ball has been delivered and has reached the batter. See Rule 7.13, as it covers all situations that may occur relative to a violation of this rule.
- b) Base Stealing
 - i) Majors: Stealing of second, third and home plate is allowed once the pitched ball crosses the plate.
 - ii) Minors: Stealing of second is NOT allowed, even on wild pitch/passed ball. Stealing of third is allowed,

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once the ball crosses the plate. Stealing of home plate is NOT allowed. The only way a runner may score is by the batter putting the ball in play, or by the runner being forced in due to a walk or a hit by pitch.

c) The "Mercy" Rule

- i) If at anytime after four (4) innings, three and one- half innings if the home team is ahead, a team has a lead of twelve (12) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If at anytime after five (5) innings, four and one- half innings if the home team is ahead, a team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. See Rule 4.10e.

It is strongly encouraged that should the Mercy rule apply, the game should continue for the allotted time period to provide the players with some practice and a chance to play other positions.

- ii) Minors (Additional rule circumstance): Due to the six (6) runs per inning rule (see section d below), if after five (5) innings, four and one-half innings if the home team is ahead, if a team has a lead of seven (7) or more runs, the losing manager shall concede the victory.

d) Batting Order & Limit=

- i) A continuous batting order will be used. Each manager will submit a batting order for each game consisting of all eligible players in attendance. Each player will bat in his or her spot regardless of his or her status in the defensive lineup.
- ii) Run Limit per Inning
 - (1) Minors: No limit to the number of batters per inning. A team is allowed only six (6) runs per inning. This rule modifies the definition of "Inning" contained in the official rulebook. A half inning shall end after either the third out or after the sixth run has scored.

e) USA Bat Rule

- All players must use the approved Little League "USA Bat" (must have marking on bat).
- Any player using an illegal bat will result in an automatic out.
- The batter is called out once they step into the batters box with an illegal bat.
- There are no warnings.
- Runners return to appropriate bases.

f) Thrown Bat CHLL House rule

- Rule applies to all leagues that record batted outs
- CHLL will advance a modified thrown bat rule:
 - If a thrown bat interferes with a defensive player the batter will be called out.
 - If a batter throws his bat after a ball is put in play, and the bat does not interfere with the defensive player, the player will be given a warning.
 - Warnings should be given to both player and coach
 - Second occurrence of a thrown bat with same batter will result in the batter being given an out on the play.

g) Intentional Walks

- i) Minors – not allowed
- ii) Majors – allowed. Pitcher does not have to throw 4 balls. Batter is automatically sent to 1st base. However, pitcher is assessed four (4) pitches to his/her overall pitch count.

h) Sliding

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i) The “Avoid Contact”/“Must Slide Rule”

- (a) (Rulebook Rule 7.08a) Any runner is out when ... the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make a tag.
 - (i) This is an often-misunderstood rule. The purpose of the rule is to prevent collisions and injuries. It is quite simple: If a fielder has the ball and is waiting to make a tag, the runner has three choices: (1) slide, (2) go around the fielder, but risk the base path rule, or (3) retreat.
 - (ii) Remember: A fielder without the ball has no right to block the base path. On a thrown ball, the runner has the right of way. This does not give the runner the right to charge into or violently collide with a fielder. Unsportsmanlike conduct covers this action. In case of the catcher, the catcher should not be in the base path or blocking the plate without the ball. On a play at the plate, catchers should be taught to defend on the inside of the diamond. Proper teaching of the players can prevent many collisions and injuries.
- (b) Headfirst Sliding
 - (i) No headfirst sliding. A runner may dive headfirst back to a base in the case of overrunning the base or run-downs. Sliding is from a dead run, and diving is done from a stationary position relatively close to the base.

i) Pitching Rules

i) Pitch Counts: The pitch counts and associated rest periods are defined as follows:

(1) Maximum pitches per day

- (a) Majors: 85 Pitches
- (b) Minors: 75 Pitches

(2) Rest Rules

(a) Pitch count limitations

- (i) 66 or more pitches – four (4) calendar days of rest - Example: A pitcher throws 70 pitches on Sunday, the earliest he/she can pitch again would be Friday
- (ii) 51 – 65 pitches – three (3) calendar days of rest Example: A pitcher throws 55 pitches on Sunday, he/she cannot pitch again until Thursday
- (iii) 36 – 50 pitches – two (2) calendar day of rest Example: A pitcher throws 40 pitches on Sunday, he/she cannot pitch again until Wednesday.
- (iv) 21 – 35 pitches – one (1) calendar day of rest Example: A pitcher throws 25 pitches on Sunday, he/she cannot pitch again until Tuesday.
- (v) 1 – 20 pitches – zero (0) days rest
- (vi) Under any circumstances, a pitcher can't pitch three days in a row (regardless of pitch count).
- (b) During the Play-offs, a pitcher may pitch in the resumption of a suspended game, as long as they are otherwise eligible, and also pitch in a 2nd game being played that same day as long as they do not exceed 20 pitches in the completion game.
- (c) If a team uses an ineligible pitcher, the game is officially a forfeit. The pitcher must immediately be removed from the mound, but play will continue. All stats during the continued game count as official stats (meaning pitch counts, home runs hit).
- (d) If a pitcher throws 41 or more pitches, he/she can't play catcher.
- (e) The pitcher is allowed to finish the batter even if he/she hits pitch count under scenarios listed above.

ii) Definition of a Pitch: A pitch is counted for every pitch thrown by the pitcher to a batter during the

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course of a game. All balls, strikes, two strike foul balls and batted balls in play shall be counted as a pitch. Warm up pitches are not counted as pitches. Warm up pitches should be limited to five (5) pitches between half innings.

- iii) Coaches may visit the pitcher at the pitching mound during the game. If a coach visits a pitcher three times in an inning, on the third trip to the mound, the pitcher has to be removed. A coach may only visit a pitcher 4 times in an entire game and on the forth visit, the pitcher must be removed
- iv) If a team uses an ineligible pitcher, the game is officially a forfeit. The pitcher must immediately be removed from the mound, but play will continue. All stats during the continued game count as official stats (meaning pitch counts, home runs hit).
- j) Hit Batters Rule
 - i) A pitcher hitting two batters with a pitched ball in an inning or three within the game will be removed from the game as a pitcher.
 - ii) This rule applies to CHLL house league games only and does not apply to cross town games with Westmont or other towns
- k) Bunting
 - i) Majors: Bunting is allowed. A batter is not allowed to fake a bunt and then swing at a pitched ball. Violation of this rule will result in the batter being called out.
 - ii) Minors: Bunting is not allowed.
- l) Game Length
 - i) Games shall be six (6) innings. A game is considered an official game after four (4) innings or 3 1/2 innings if the home team is leading.
 - ii) For regular season games, No new inning can start after 1 hour and 45 minutes has passed since the start of the game. 2 hours after the start time, the game is "hard-stopped" and reverts back to the last fully completed inning for the final outcome. The umpire determines and controls the official start time.
 - iii) For Play-off games, no inning shall begin after the scheduled start time of the next game. If the game has not completed (6) six innings (5-1/2 if the home team is leading) and was not shortened due to the "Mercy" rule, it will be considered suspended.
 - iv) It is the Manager's responsibility to be prepared and to have their team ready for the start of the next inning. Any Manager deemed purposely delaying the continuation of a game will be warned by the Board President and be subject to forfeit.
 - v) With 2 outs and a catcher on base, the coach MUST get a courtesy runner (which ever player made the last out). We must have the catcher dressed and prepared for the next half inning.
- m) Suspended Games
 - i) Time Limit: In regular season only, no new inning can start after 1 hour and 45 minutes has passed since the start of the game. 2 hours after the start time, the game is "hard-stopped" and reverts back to the last fully completed inning for the final outcome. The umpire determines and controls the official start time.
 - ii) A Regular season Game shall be considered "Suspended" if the following two conditions are met:
 - (1) Game play is stopped due to weather or darkness and,
 - (2) The game is not an official game as defined above, or in an official game,
 - iii) A Play-off game shall be considered "Suspended" if it is not completed and has not been shortened

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due to the "Mercy" rule.

- iv) Suspended Regular season games will be resumed at a later date set by the league scheduling director.
 - v) Before leaving the playing field of any suspended game, each manager shall record the offensive situation in effect at the time of the suspension.
 - vi) Each manager shall sign the other manager's scorebook providing assurance that the resumption of the suspended game will occur with complete agreement.
 - vii) For regular season suspended games, Pitching rules always take precedent in determining the pitcher for the resumption of a suspended game; i.e., the pitcher in the game, at the time it was suspended, may not be eligible to continue pitching in the resumed game depending how many day's rest s/he has had since their last pitching outing
 - viii) For suspended play-off games, the resumption of the game is considered an extension of the previously partially completed game as far as pitching eligibility. If a pitcher was eligible for the game on the original start date, then he/she remains eligible for the continuation part of the game. If a player was not available for the partially played original suspended game, but is available for the resumption of the game, he/she will not be eligible to pitch and they will be added to the end of the original batting order. A pitcher will not lose eligibility for a game being played the same day of the completion of a suspended game if they pitched less than 21 pitches in the suspended game. In essence, the completion of a suspended game shall be as if it was played in it's entirety on the original date.
 - ix) (Prospect Lighted Field only) When the light buzzer sounds, the game in progress shall be immediately stopped.
- n) Playoff Seedings
- i) Seeding – based on win percentage. Teams must play at least 90% of scheduled games. Any game not made up will result in a tie.
 - ii) Home Team – will be the lower seed. For example, the Tigers are the "2" seed and the Cubs are the "4" seed, the Tigers "2" will be home team
 - (1) If there is a second game between the two teams in the playoffs, then the winner from the previous game will be home seed.
 - iii) The team that comes in first place during the regular season is only guaranteed a 1st round bye, nothing else. They are NOT entitled to their choice of game times or dates.

4) PLAYING TIME AND SUBSTITUTION RULES

- a) Each player not playing defensively in an inning must play defensively the following inning.
- b) Each player shall play four (4) innings defensively, unless the game is shortened by suspension or the "Mercy" rule.
- c) A player, once removed as a pitcher, may not pitch again in the same game. This rule includes games resumed due to suspension.
- d) A manager who fails to comply with the 'must play' and 'pitching rules' will be subject to action by the League Board, which may include suspension and or forfeiture of the game in question.

5) RE-SCHEDULING GAMES

- a) Regular season games should be played at their scheduled dates and times if at all possible.
- b) Replacement players should be used at every opportunity to avoid the re-scheduling of games.
- c) Re-scheduling regular season games should only be requested when all three coaches and/or only 6 regular rostered players are available for a game. If one coach and 7 players are available for a game, replacement players should be called up, a player's parent should be asked to help coach and

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the game should be played as scheduled.

- d) Rain-outs or necessary re-scheduled games must be completed within 7 days of their original date if there are field times available. This is regardless of other regular scheduled games that might create back-to-back games or create pitcher availability concerns. If no field times are available within this 7 day period of time, the game will be re-scheduled to the next available field time.
- e) Play-off games may be moved to ensure a situation that enables better player attendance. This is a board of director decision and it could affect eligibility of individual players.

6) REPLACEMENT PLAYERS

- a) Any team that does not have 9 regular rostered players available for a scheduled game may call up a replacement player or players (so there are 9 total players available) from the next lowest division. During the regular season a team may only use a particular replacement player three (3) times. During the playoffs, a particular replacement player may play for a team only once. Due to injuries or special circumstances, the Board of Directors has the option of waiving this rule. Each team can play an official game with eight players, with the opposing team optionally supplying an outfielder. Less than eight players present will result in a forfeit, but the teams are encouraged to play the game as a practice game if at all feasible.
- b) If a team has only 9 regular rostered players available at the start of a game and suffers an injury to one of these players, it is the option of the opposing team's coach to allow a replacement player to enter the game. An injured player that recovers from the injury may re-enter the game only after the replacement player has completed a full inning or innings in that game. At that time the replacement player is removed from the game. A team shall not forfeit a game because of an insufficient number of players if it started the game with a sufficient number of players.
- c) A replacement player called up by a manager expecting to be short players may play even if a team has 9 regular rostered players available at game time. The call-up player may play up to three (3) innings and bat last in the regular batting order. No regular rostered player may sit more than one inning during the game while the called up player is in the field.
- d) A replacement player's first obligation is to the team that drafted him/her. At no time may s/he play for a team in a higher division, if that game conflicts with one of his/her own team's game.
- e) A replacement player must play the outfield and bat last in the batting order.

7) CONDUCT

- a) Discussions with umpires must be low key and in no way theatrical. Umpires have the unrestricted authority to eject anyone who becomes abusive. When a manager, coach, player or spectator is ejected from a game, they shall leave the field immediately and take no further part in the game. They shall not sit in the stands or in the immediate vicinity of the field of play. An ejected player must sit in the stands if no parent or guardian is present to remove him or her from the field area. If any Manager, Coach, Player or Spectator is ejected, that individual will be suspended from the next game. If the same individual is ejected from another game his or her conduct shall be reviewed by the League Board and further disciplinary action or suspension of the individual may take place.
- b) Managers are responsible for the conduct of their spectators and players.
- c) All players, managers and coaches on the offensive team, who are not on base, up to bat, or coaching a base, must remain in the dugout. All players, managers, and coaches of the defensive team who are not in the lineup must remain in the dugout.
- d) The manager or coach may request timeouts from the bench, but they may not leave the dugout until the umpire grants timeout.
- e) Profanity by any individual is automatic ejection.
- f) Use of tobacco in any form is strictly prohibited on or near the field of play.
- g) Use of alcohol or any illegal controlled substance is strictly prohibited on or near the field of play. It

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is illegal to possess alcohol on Park District property in Clarendon Hills.

- h) Cheer for your team in a positive way. Cheering against the opposing team is considered unsportsmanlike conduct and disciplinary action will be taken up to and including the offending team forfeiting the game.

8) LIGHTNING SAFETY

- a) On fields with a lightning indicator, games must be immediately suspended when an indicator warning is heard and fields must be cleared until an all-clear warning is given by the indicator.
- b) Discretion should be used at all times regardless of indicator warnings. It is the responsibility of the two managers with assistance of the umpires to officially suspend games when lightning is spotted in the area
- c) Item b should be followed for games held on fields with no lightning indicators.

9) SPIRIT OF PLAY

- a) All Players should get an opportunity to play both infield and outfield positions.
- b) All Players should get an opportunity to bat in different positions in the batting order.
- c) Coaches should give pitching opportunities to players not normally considered pitchers.
- d) This is an ALL-INCLUSIVE league. Everyone pays the same registration fee.
- e) Every team makes the Play-offs. There is no regular season Champion.
- f) During the Play-offs, it becomes more acceptable to shorten your pitching rotation and place the players in the batting order and at the field positions that will best help the team be successful.

THESE RULES ARE MEANT AS GUIDELINES FOR THE LEAGUE. IN THE END COMMON SENSE AND SPORTSMANSHIP SHOULD PREVAIL ON ALL ISSUES.

At any point during the season, the CHLL Board reserves the right to alter, add or eliminate certain rules, if it's determined that it will better serve the league.