

# DIVISION A RULES & REGULATIONS

## Chino Hills Little League Spring '07

The 2007 Little League Baseball Official Rule Book shall be used as the official rules guidelines. Final interpretation of any rule shall be the responsibility of the CHLL Board of Directors:

1. There shall be a drop dead time limit of a 1 hour 15 minutes **from the regularly scheduled start time** or 6 innings.
  - a. No new inning shall be started more than 1 hour beyond the scheduled game time.
  - b. Managers are obligated to play for the entire allotted time period, and are not permitted to terminate a game prior to the drop dead time for any reason, except for the reasons specified in section 1a, or if otherwise authorized by the Division Vice President or other CHLL board member.
2. A Little League Level 5 baseball shall be used during games.
3. All defensive players may be placed on the field with a regulation 6-player infield and the remaining players in the outfield.
  - a. Managers are expected to rotate infielders and outfielders every inning.
4. The batting order shall consist of all rostered players.
  - a. The team's official batting order shall be submitted to the Division Vice President at the start of the season.
  - b. The submitted batting order will remain continuous from game to game (i.e., if the 5<sup>th</sup> batter makes the last out of the game, the 6<sup>th</sup> batter will bat first in the following game).
  - c. If an additional player is added to the roster at a later date, said player shall be added to the bottom of the originally submitted batting order.
5. The offense is retired when three (3) outs have been recorded **or** nine (9) players have batted in an inning.
6. In the event 9 batters are used, the inning concludes when the defense puts the 9<sup>th</sup> batter out or when a defensive player has possession of the ball at home plate; no tag of any player at home plate is required on this play.
7. No players may stand in the on-deck circle during the game; all offensive players waiting to bat must remain in their dugout until they are called upon to hit by their manager or coach.
8. Coaches will pitch to the batter until the batter gets a hit or strikes out swinging.
  - a. Any batter hit by a pitch shall **not** be awarded first base.
  - b. A ball shall be considered "in play" if it is placed within the foul lines and at least 5 feet from home plate.
  - c. The pitching plate shall be a distance of 40 feet from the back edge of home plate.
  - d. The pitchers circle shall have a radius of approximately 3 feet from the center of the pitching rubber.
9. Coaches may pitch from either the pitcher's mound rubber (underhand or overhand is OK) or in front of the pitcher's mound. However, during the second half of the season we discourage coaches from moving up or pitching underhand pitches to their batters, unless very special circumstances exist.
10. While coaches are pitching, the player-pitcher shall **not** position him/herself in front of the coach who is pitching, but must remain within three (3) feet of the pitching rubber until the ball is hit.
11. After a ball has been hit, players are not allowed to advance bases once the ball has been returned to the pitcher, when he or she is within the vicinity of the pitcher's circle.

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12. Players may advance one base only on any overthrows. Runners that are tagged or forced out must return to the dugout.
13. Players shall not advance bases on passed balls or wild pitches.
14. If a fielder interferes with a base runner and is not attempting to field a ball the runner will be awarded the next base even if they are forced or tagged out.
15. No infield fly rule.
16. A maximum of two (2) defensive coaches shall be allowed on the field at any time, plus one manager in the dugout.
17. Defensive coaches on the field shall act as umpires. (Remember these are scrimmage games and we are not keeping official score)
18. Both teams are responsible for supplying one (1) new game ball.
19. Both teams (home and visiting) are responsible for preparation of the playing field and securing equipment at the end of the game.
20. No official standings or scorekeeping shall be kept.
21. No official protests of any game shall be allowed.

**Note: Managers shall not modify these rules at game time. These rules are in place for safety and fair play. The Division Vice President shall approve any modification of these rules. If you have any questions regarding these rules please contact the Division VP, the Division player agent and or the Umpire in Chief.**