

CU Little League Playing Rules

All games in CU Little League and all member Leagues shall be governed and abide by the “Official Regulations and Playing Rules” provided by Little League Baseball. Any exceptions or so-called “local rules” will take precedent over official rules.

Little League bases its rules on those of Major League Baseball, which are available at www.majorleaguebaseball.com. Since many are familiar with MLB rules, this document starts with a summary of the major differences between Little League and Major League Baseball rules.

A second section contains the local rules of the Champaign-Urbana Kiwanis Little League. This section contains several local rules that supersede national Little League rules.

A second document, *CU Little League Regulations* contains guidelines of player eligibility, draft rules, league organization, team formation and team dissolution

Differences Between Little League and Major League Baseball Rules

Rule 1.04 - The Playing Field

- **Distance Between Bases**
 - Little League - 60 feet
 - Major League - 90 feet
 - **Distance from Front of Pitcher's Rubber to Tip of Home Plate**
 - Little League - 46 feet
 - Major League - 60 feet, 6 inches
 - **Distance from Front of Pitcher's Rubber to Outfield Grass**
 - Little League - 50 feet (recommended)
 - Major League - 95 feet
 - **Size of Pitcher's Rubber**
 - Little League - 18 x 4 inches
 - Major League - 24 x 6 inches
 - **Size of Bases**
 - Little League - 14 x 14 inches
 - Major League - 15 x 15 inches
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Rule 1.08 - Benches

- **On-Deck Area**
 - Little League - Not permitted
 - Major League - Usually located just outside dugout
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Rule 1.10 - The Bat

- **Maximum Length**
 - Little League - 33 inches
 - Major League - 42 inches
- **Maximum Barrel Width**
 - Little League - 2 1/4 inches
 - Major League - 2 5/8 inches
- **Aluminum Bats**
 - Little League - Permitted
 - Major League - Not Permitted

Rule 1.11 - The Uniform

- **Jewelry or Other Metallic Items**
 - Little League - Not permitted
 - Major League - Not permitted for pitcher
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Rule 2.00 - Definitions

- **Strike Zone: Top of Zone**
 - Little League - Armpits
 - Major League - Halfway between shoulder and belt
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Rule 3.03 - Substitutions

- **Re-entry Rule**
 - Little League - A starter may re-enter, at any point in the batting order, provided the re-entrant's substitute has played six consecutive outs and batted at least once.
 - Major League - No re-entries permitted. A player removed from the line-up may not re-enter.
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Rule 3.17 - Bench Personnel

- **Bench Restrictions**
 - Little League - Only manager, 2 coaches, and uniformed players are permitted on bench. Bat boys, etc., are not allowed.
 - Major League - Trainers, bat boys, and any listed coaches are permitted in dugout.
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Rule 4.05 - Base Coaches

- **Who May Be a Base Coach**
 - Little League - Uniformed players; one adult base coach is permitted.
 - Major League - Non-roster players permitted, but must be in uniform.

Rule 4.10 - Ending a Game

- **4.10 (a) - Duration of Game**
 - Little League - 6 innings
 - Major League - 9 innings

Note: All references to the 9th inning in the Major League are changed to the 6th inning in Little League.

- **4.10 (c) - Regulation Game**
 - Little League - 4 innings (3½ if home team leads)
 - Little League - 10 Run rule: If, after 4 innings (3½ if home team leads) one 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.
 - Major League - 5 innings (4½ if home team leads)
- **4.10 (d) - Tie Games**
 - Little League - suspended games (but see Rule 4.12)
 - Major League - written up as a tie, played off at later date
- **4.10 (e) - Games Called Prior to Regulation**
 - Little League - suspended game if at least 1 inning completed, otherwise "no game"
 - Major League - "no game"

Rules 4.11 (d) and 4.12 - Regulation Game Called

- **If score is tied at end of inning, visitors score, home team does not re-tie ...**
 - Little League - Suspended game
 - Major League - Tie game, must be replayed in its entirety
- **If home team leads at end of inning, visitors tie or take lead, home team does not reverse ...**
 - Little League - Game over, score reverts to end of previous inning, home team wins
 - Major League - Suspended game

Rule 4.13 - Doubleheaders

- **Two Games Involving Same Teams on One Day**
 - Little League - Limited to once in a calendar week, Sunday through Saturday, unless first game is completion of previously suspended game

- Major League - Permitted; second game begins 20 minutes after first game ends
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Rules 4.15 - 4.18 - Forfeits

- **Administering a Forfeit**
 - Little League - Board of Directors must rule on validity of any forfeit
 - Major League - No rule
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Rule 6.05 - Batter Is Out

- **6.05 (c) - Dropped Third Strike**
 - Little League - Batter is out on third strike, whether caught by catcher or not
 - Major League - Batter not out on third strike dropped by catcher unless first base is occupied with fewer than two out
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Rule 6.10 - Designated Hitter

- **Additional Player in Line-Up, Batting for Pitcher**
 - Little League - Not permitted
 - Major League - May be adopted by a league (currently used in AL, not in NL)
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Rule 7.03 - Home Run

- **Minimum Distance for Home Run Over Fence**
 - Little League - 165 feet
 - Major League - 250 feet
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Rule 7.08 - Runner Is Out

- **7.08 (a) (3) - Slide or Avoid**
 - Little League - Runner is out if no attempt made to slide or get around fielder with ball waiting to make tag

- Major League - No rule
 - **7.08 (a) (4) - Head First Slide**
 - Little League - Runner is out on head-first slide except when returning to a base or in rundown play
 - Major League - No rule
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Rule 7.13 - Leaving Base Too Soon

- **Position of Runners at Time of Pitch**
 - Little League - Runner may not lead before pitch reaches batter. If violation, no runner may advance farther than forced by batter's action.
 - Major League - No rule
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Rule 8.01 - Legal Pitching Delivery

- **Pitching from "the Stretch"**
 - Little League - Complete stop not required
 - Major League - Must come to "complete and discernable stop"; penalty, balk (rule 8.05 (j))
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Rule 8.06 - Visits to Pitcher

- **Position of Manager**
 - Little League - Must not cross foul line when visiting pitcher
 - Major League - No rule
 - **Number of Visits Allowed**
 - Little League - Must change pitcher on third visit of inning (or fourth of game, in tournament rules)
 - Major League - Must change pitcher on second visit of inning
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CU Kiwanis Little League Local Rules

These rules apply to Major and Minor Little League Divisions. Note: When conflicting with Official Little League Rules, local rules take precedent

I. Schedule

All Major League teams should play a minimum of 16 CU Kiwanis Little League games. Failure to meet that schedule may result in losses being awarded to determine seeding for the annual Twin City Tournament. Makeup scheduling is the responsibility of the opposing coaches. Any exceptions to the 16 game requirements will be determined and/or awarded by the CU Kiwanis Little League Executive Committee.

II. Playing time

Any player that does not meet his/her required playing time (2 defensive innings and one at bat) shall **start** the next official game (regular season or tournament), completing the remaining requirement **and** the minimum requirement of the subsequent game **before** being removed.

Failure to comply with this requirement will be a one game suspension for the coach and a 1 game forfeiture, awarded to the subsequent (or second) games' opponent. An explanation of extenuating circumstances must be submitted for consideration and ruling to the CU Kiwanis Little League Executive Committee within 48 hours of the violation of this rule.

Note: An *initial* game interrupted early (weather/darkness) shall not be considered a violation of this rule. A player injury or ejection is not considered a violation. In addition, a coach may elect to discipline a player by benching him/her for team disciplinary reasons, but must advise the parents and the opposing coach in advance of the game, and by providing such advance notice avoids a violation of this rule.

As no violation is deemed to have occurred in these instances, a coach does not risk a suspension or forfeit for not starting a player who did not meet the requirements, however, coaches are expected to demonstrate good judgment in this regard.

III. Games

CU Kiwanis Little League games will be subject to the following:

- a. The official mercy (10 run) rule (see above) is **not** used in CU Little League play.

- b. No inning shall start after 8:00PM on a non-lighted field; 10:00PM on a lighted field (Tournament games may differ)
- c. **Two** adult base coaches may be used, provided that there is adult supervision in the dugout.
- d. A defensive coach may cross the foul lines to converse with a pitcher during an official visit.

IV. Field decorum

All players on a team must be consistently outfitted and wear **the uniform issued by CU Kiwanis Little League**. All teams, Major and Minor are required to wear the issued apparel during games. This issued apparel may be supplemented with pants, socks, shoes, etc., but all teams should be outfitted in a similar fashion.

Tobacco and alcohol in all forms are prohibited on the playing field, benches, and dugouts. No coach, player, spectator or umpire should use tobacco or alcohol immediately before or during games or practices.

V. Pitchers

Pitching rules are important for the health and safety of players. As such, all coaches, parents and players should understand these pitching rules. These rules shall be applied during all regular season league games, inter-league games and Twin City Tournament games.

- a. Any player is eligible to pitch, **except** for Minor league players who have attained league age of twelve.
- b. A player may pitch in a maximum of 6 innings per week, with no more than 6 innings in a game. A calendar week is defined as Sunday through Saturday.
- c. Delivery of a single pitch constitutes having pitched in an inning.
- d. A player who has pitched **four or more** innings in a day must take **three** calendar days of rest. The following table shows when a pitcher is eligible to pitch again.

Pitched on:	Eligible to pitch again on:
Sunday	Thursday
Monday	Friday
Tuesday	Saturday
Wednesday	Sunday
Thursday	Monday
Friday	Tuesday
Saturday	Wednesday

- e. A player who has pitched **less than four** innings in a day must take **one** calendar day of rest. The following table shows when a pitcher is eligible to pitch again.

Pitched on:	Eligible to pitch again on:
Sunday	Tuesday
Monday	Wednesday
Tuesday	Thursday
Wednesday	Friday
Thursday	Saturday
Friday	Sunday
Saturday	Monday

- f. Major League: Only **three** players of league age 12 may be used as pitchers during a calendar week.
- g. Major League: The total number of innings pitched by 12 year olds shall not exceed **12** innings in a calendar week (Sunday thru Saturday).
- h. Once a player has been removed as a pitcher, he/she may not pitch again in that game.

Note: Innings pitched in suspended or called games count toward pitchers' eligibility for the current week. Eligibility in a suspended game is determined strictly by innings pitched in the week in which the game is resumed, except that a pitcher removed from the suspended game may not return.

Failure to comply with this requirement will be a 1 game suspension for the coach and a 1 league game forfeiture, awarded to the subsequent (or second) games' league opponent. To avoid a forfeit, an explanation of extenuating circumstances and appeal must be submitted, in writing, for consideration and ruling to the CU Kiwanis Little League Executive Committee within 48 hours of the violation of this rule.

More Links

[Rules of Major League Baseball](#)

The complete rules of major league baseball.

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