CLL 2014 Minor Rules

**Game Time**

1. Regular season games are played using a 2hr time limit, regardless of whether there is another game after yours or not.  The 2 hours starts at the first pitch of the game. Game is official after 4 innings (3½ if home team leads) are completed.

2. Innings 1-5 of every game are maximum of 5 runs scored per team per inning.  The 6th inning is all you can get - no limit.  6th inning only - not the "final" inning of the game.  For example, if you've completed 4 innings and time determines that the 5th inning will be the "final" inning of the game, the 5th inning is still 5 runs max.

3.  10-run rule is in effect.  If, after 4 innings (3½ if home team leads) one team has a lead of ten (10) runs or more, the game is over.

**Reporting Game Results and Pitch Counts**

1. The coach of the **HOME** team must report score of game, pitchers and pitch count in an email to Scott English(senglish60@yahoo.com) and to the opposing coach by **NOON** the following day.

2.  List the pitchers by team in the order that they pitched in the game and be sure to designate the 9 yr olds.

3.  Scott will post the results on the website in order for all coaches to view availability of pitchers.  He even lists the date when each pitcher is available to pitch again.

**Pitching**

1.  Pitch Count rules will be strictly enforced.

 Pitches Rest

 20 0

 21 – 35 1

 36 – 50 2

 51 – 65 3

 66+ 4

 Max pitches 75

 A pitcher can finish a batter at 20 or 75 pitches

5.  Pitch Count still applies for games that are suspended due to rain/lightning.

6. Player cannot pitch if he's caught more than 3 innings, so catching 3 innings plus 1 pitch in a 4th inning makes him ineligible to pitch that game.

7. Maximum pitches allowed for the first 5 games will be 55 pitches.

**Steals**

1. We will begin stealing 2nd and 3rd base with games beginning on **4/21**.  No steals before that date.

2.  Kids cannot attempt to steal a base until the ball crosses home plate.  There are no leads.

4.  If a player is attempting to steal 3rd, they cannot score on an overthrow to 3rd base.

**Overthrows**

Runners can advance from third to home on an over throw from a non-stealing throw. He can only score on a BATTED BALL or bases loaded walk/hit batter.

*Example - Catcher fields batted ball in front of plate and makes throw to third to get the runner out that is advancing from second.*

**Add'l Rules**

1. If a pitcher hits 2 batters in the same inning or 3 batters in the same game, he must be removed from the game.

2. You must bat your full lineup for each game.

3. Each player **Must** play a minimum of 2 innings on defense per game.

4. Catchers must wear a cup.  If they forgot to wear cup for a particular game, they can't catch.  Be sure to ask if they're wearing it before each game.

5. Runner must slide if there's a play at the plate.

6.  No head first slides, but runners may dive back to a base.

**Call Up Players**

If you are short on players you must request a call up player through the coordinator. Please be sure to provide me as much advanced notice as possible. We will use players from the Rookie Call Up List, by way of the “next up” policy. The purpose of the list is to ensure that all call up players have an opportunity to play.

YOU CANNOT CHOOSE A PLAYER ON YOUR OWN, CONTACT THE PARENTS DIRECTLY AND PUT HIM/HER ON YOUR ROSTER FOR THAT GAME. DOING SO WILL RESULT IN YOU FORFEITING THE GAME.

Also, if you have 10 players, the Call Up Player cannot play more defensive innings than any one of your players.

Call Up Player CANNOT Pitch; one pitch will result in a forfeit.