



2025

CVLL Junior & Senior Divisions Playing Rules

Please take note that these rules are in addition, not a replacement, to the 2025 Official Little League Rulebook.

1. Home Team Responsibilities: The home team is responsible for the field set up before each game and conditioning the field after each game & practice. This includes putting out/away bases, raking and/or dragging the infield and LOCKING the boxes before you leave. The visiting team is expected to assist the home team. Both teams are responsible for cleaning up dugouts; garbage must be IN the can & not left loosely in the dugout. Failure to do so will result in reduced privileges of the field & equipment; and any equipment lost due to unlocked boxes will be replaced by the home team manager. The home team is responsible for recording the score on the league website.

2. Minimum Participation Requirement:

- A.** Each player on a team must play a **minimum of 2 innings (6 outs) in every regular season game.**
 - a. **NOTE:** Any player that does not meet the minimum requirements due to the game being shortened because of weather or time limit must play a complete game at the next regular season game.
- B.** CONTINUOUS BATTING ORDER: Each team will make up a batting order consisting of all members of the team that are present for the game, regardless of the number of players present for the opposing team. Unlimited defensive substitutions are permitted, however all teams must abide by rule 1A (above).
- C.** No courtesy runners or special pinch runners are permitted with a continuous batting order.
- D.** Any player who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that game and day.
- E.** When playing inter-district games the non CVLL team only may elect to play by standard Little League rules or use the continuous batting order. If they play by standard Little League Rules, they could bat 9 players, and allow a starter to return to any spot in the batting order once his sub has batted once and met the minimum play in rule 1A above. Additionally they could then use the courtesy runner and the special pinch runner (Rule 7.14).

3. Bat Rules:

- A.** Junior Division bats may be not more than 34 inches in length, and not more than 2 5/8" in diameter. All composite barrel bats shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, with the certification mark visible.
- B.** Senior Division bats shall not be more than 36 inches in length, and not more than 2 5/8" in diameter. The bat shall not weigh more than three ounces less than the length of the bat (i.e. a 33 inch bat may not weigh more than 30 ounces). All non-wood bats shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard and bear the certification mark.
- C.** Players league age 13 may use bats with the "USA Baseball" stamp.
- D.** Bats may not exceed the standards set forth by Little League Inc. for each Division. Refer the Little League website for the complete list of bats allowed to be used during the 2023 season.

4. Borrowing of Players: NOTE: No borrowed player shall be allowed to pitch.

- A.** Teams will be allowed to have not less than 8 but not more than 9 players defensively.
- B.** If a team cannot field 9 players, the opposing team could lend players to the other team for fielding purposes only. The last out(s) from the previous half inning MUST take the field until the end of the inning or if their spot in the order comes up.
- C.** Teams may borrow players from other teams if they know they are going to be short players prior to a game. When borrowing a player, team managers should seek borrowed players from teams who are not scheduled to play on the day in question. Any player that is borrowed from another team MUST wear their original team uniform.
- D.** Teams may borrow enough players to make a roster of 12, although all players on normal team roster must play more than any borrowed player.

5. Time Limit: Time Limit will be 2 hours which means no inning shall start after 2 hours.

.

6. "Balk" Rule:

****Below lists the different kinds of ways for a pitcher to commit a balk, but you should bear in mind that a balk is the pitcher intentionally trying to deceive the runner(s).**

- A.** stepping quickly onto the pitcher's plate and pitching, better known as a "quick pitch"
- B.** from the Windup position, a pitcher cannot raise either foot from the ground except in the actual pitch to a batter
- C.** from the Windup, the pitcher cannot disengage the rubber with his/her free foot
- D.** pitcher cannot change from the Windup to the Set position without stepping legally off the rubber
- E.** pitchers must step and throw to a base from the rubber. The "snap throw" is not allowed

- F. if the ball slips out of the pitcher's hand and doesn't cross either foul line.
- G. if the pitcher spits on the ball, hand, or glove
- H. pitchers cannot rub the ball on the glove, a teammate, or clothing
- I. while on the rubber, if the pitcher makes any move normally associated with the pitch and doesn't deliver, a balk will be called
- J. a balk is called if the pitcher fakes a throw to 1st base while on the rubber
- K. the pitcher cannot fake a throw or throw to unoccupied base, except for the purpose of making a play
- L. if the pitcher makes any movement associated with a pitch while not touching the rubber
- M. the pitcher cannot unnecessarily delay the game
- N. if the pitcher stands on the rubber without having the ball
- O. the pitcher cannot drop the ball while touching the rubber
- P. after coming to a legal position, the pitcher cannot remove one hand from the ball other than to pitch

BALK WARNINGS: From April to Memorial Day weekend, teams will be given 2 warnings for balks per game. After Memorial Day weekend, only 1 warning will be issued for balks. **In the Senior division, no warnings will be given for balks.**

**** There are more ways than this to balk, but these are right out of the rulebook. We are hoping there won't be any controversy over calls like these****

7. Trips to the mound:

- A. Manager/Coach can visit the mound and conference with their pitcher once in an inning. On the 2nd visit in an inning, the pitcher must be removed.
 - B. Manager/Coach can visit the mound and conference with their pitcher two times in a game.
- On the 3rd visit in a game, the pitcher must be removed.
- C. When a new pitcher takes the mound, the visits are nullified and start over.
 - D. A maximum of 8 preparatory pitches will be allowed for new pitchers coming into the game and between innings, but warm-up will not exceed 1 minute in duration.

8. Pitching Rules:

- A. Every player on a team may pitch, except borrowed players or a player who has played catcher for four or more innings in a game, that player may not pitch the **remainder of that day!**
- B. Rest Requirements: vary **by league age**. **Pitchers league age 14 and under**, 1-20 pitches no rest, 21-35 pitches, one calendar day, 36-50 pitches-two calendar days, 51-65 pitches-three calendar days, 66 or more pitches-four days rest. **For a pitcher league age 15 and 16**; 1-30 pitches no rest, 31-45 pitches-one calendar day, 46-60 pitching-two calendar days rest, 61-75 pitches-three calendar days rest, 76 pitches or more-four calendar days rest..

- C. The Maximum allowed pitches by any player depends on **their league age**:
- I. A pitcher who is league age 13 - 16 may pitch a maximum of 95 pitches in game or day.
 - II. A pitcher who is league age 12 may pitch a maximum of 85 pitches in a game or day *Managers shall be notified when a Pitcher is within 10 pitches of his maximum allowed pitches.
- D. Intentional Walk: Prior to a pitch being thrown, the defensive Manager may “Intentionally Walk” a batter. The ball is dead and no runners may advance unless forced. Four (4) pitches will be added in a pitcher’s official pitch count.
- E. At the end of each ½ inning Pitch counts are to be reviewed & agreed upon by both team Pitch counters.
- F. **Arm Bands**-Outlines the use of arm bands for on-the-field play. Any part of the pitcher’s undershirt or T-shirt exposed to view shall be of a solid color. The pitcher’s undershirt sleeves, if exposed, shall not be white or gray. Neoprene sleeves, if worn by a pitcher, must be covered by an undershirt.
- G. The use of play calling bands by defensive players is permitted under the following conditions: The equipment must be worn as the manufacturer intended (i.e. on either the wrist or forearm). The play calling band may not be attached to the belt or any other location on the player’s person.
- H. Pitchers are permitted to wear a play calling band on their non-pitching (glove) arm, provided it is a solid color and not white, gray, or optic yellow. If the umpire considers it distracting to the batter, he/she may have it removed.
- I. Managers or coaches **ARE** permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time including in-game warm-up, pre-game warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen.

NOTE: A pitcher shall not wear any items on his/her hands, wrists, or arms which may be distracting to the batter, e.g. sweat bands.

- 9. Jewelry:** Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic/decorative items. This rule applies regardless of the composition of such jewelry, hard cosmetic item, or hard decorative item. Hard items to control the hair, such as beads, are permitted.

EXCEPTION: Jewelry that alerts medical personnel to a specific condition is permissible.

10. Mercy Rule:

1. If after (3) **innings [Intermediate (50-70) Division / Junior / Senior League: four innings]**, two and one-half innings **[Intermediate (50-70) Division / Junior / Senior League: three and one-half innings]** if the home team is ahead, one

team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

2. If after four (4) innings **[Intermediate (50-70) Division / Junior / Senior League: five innings]**, three and one-half innings **[Intermediate (50-70) Division / Junior / Senior League: four and one-half innings]**, if the home team is ahead, 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.
3. If after five (5) innings **[Intermediate (50- 70) Division / Junior / Senior League: six innings]**, four and one-half innings **[Intermediate (50-70) Division / Junior / Senior League: five and one-half innings]**, if the home team is ahead, one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
4. **NOTE: (1)** If the visiting team has a lead of fifteen (15), ten (10), or eight (8) runs or more respectively, the home team must bat in its half of the inning. **(2)** The local league may adopt the option of not utilizing this rule. A game determined by the 15-run rule, 10-run rule, or 8-run rule shall be considered a regulation game