



2026 CVLL Minor Division Playing Rules

These rules are specific to Clinton Valley Little League or are here for clarification purposes. They are not a replacement but are a supplement 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 also responsible for entering the game score into the website.

2. Minimum Participation Requirement:

- A. No player can sit on the bench defensively more than 1 inning (3 outs) unless all players have sat on bench defensively 1 inning (3 outs), except a starting pitcher who is pitching and still within their pitch count. Starting Pitcher must sit for remainder of the inning after being removed from pitcher if everyone else has sat already.
- B. No player can sit on the bench defensively more than 2 innings (6 outs) unless all players have sat on bench defensively 2 innings (6 outs).
- C. Every player must play at least 1 inning at an infield position. Any player not meeting the minimum requirements due to the game being shortened because of weather or time limit must start defensively the next scheduled game.

3. Substitution Rules:

- A. A Continuous Batting order shall be used for all games, meaning every player present for the game will bat when it is their turn in the batting order regardless if they are in the game defensively.

- B. Unlimited defensive substitutions: Any player on the team can be entered as a defensive substitution at any time but will remain in the same position in the batting order.
- C. A pitcher that was removed from the pitching position cannot return as a pitcher later in the game.
- D. If a player leaves the game for any reason and their spot comes up in the batting order they will simply be skipped over that time and any other time they miss. If the player returns, the player will assume the same place in the batting order.
- E. Any player who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that game and any other game on that day.
- F. Any Player that has played the position of catcher 4 or more innings in a game is not eligible to pitch on that calendar day. If you catch one pitch it is considered a full inning.
- G. No courtesy runners or special pinch runners will be allowed with the exception of the "last out" running for the catcher.

4. Infield Fly Rule:

- A. The Infield Fly Rule is as follows: with runners on 1st and 2nd OR the bases loaded with less than 2 outs, the batter pops up a ball that can be caught with ordinary effort. Ordinary Effort meaning that if a fielder has to sprint or dive to get to the ball, it would not be considered an Infield Fly. This is the umpire's judgment.
- B. A ball that lands or is caught in foul territory is not an Infield Fly.
- C. When the umpire declares an Infield Fly, the ball remains live. Runners can advance at their own risk. If the ball is caught runners must tag up before advancing as with any other caught ball. If the ball is not caught the runners do not have to tag up to advance.
- D. A line drive or a short, low pop up is not an Infield Fly.
- E. An infield fly can be called on a pop up that is in the shallow outfield, but again only if it can be caught with ordinary effort in the judgment of the umpire.

5. Borrowing of Players:

- A. Teams will be allowed to have not less than 8 but not more than 10 players defensively.
- B. If a team cannot field 9 players, the opposing team should 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 are also allowed to borrow players from other teams from the Coach Pitch or Minor Divisions only, 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 field a team defensively plus one additional player. Although when doing so all players on the normal team roster must play more defensively than any borrowed player.

- E. Borrowed players may only play in the outfield and must bat last in the lineup.
- F. Players MAY NOT be borrowed during playoffs.

6. Bunting:

- A. Bunting is permitted and encouraged in the Minor Division

7. Stealing Bases

- A. Base runners are not permitted to steal home. Stealing of 2nd or 3rd is permitted
- B. On a walk, the batter may not advance past first base until after the next pitch crosses home plate. However, if the defensive team puts the ball back into play (defined as anything except a direct throw from the catcher to the pitcher) the batter may steal second base.

8. Game Time:

- A. All games will be six innings.
- B. A one hour and 45 minute time limit of will be imposed. No inning shall start after 1:45 hours of play. An inning starts when the third out of the previous inning is made.
- C. The batters will start with a 1-1 count.
- D. In the event of a tie score extra innings will be allowed if there is still time remaining. Otherwise the game will be recorded as a tie.

9. Trips to the Mound:

- A. A Manager/Coach can visit the mound and conference with their pitcher twice in an inning. On the 3rd visit in an inning, the pitcher must be removed.
- B. A Manager/Coach can visit the mound and conference with their pitcher three times in a game. On the 4th 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.

10. The Five Run Rule:

- A. A team's turn at bat will end prior to the 3rd out in a single inning under any of the following conditions:
 - i. Immediately upon scoring of the 5th run for the team that is ahead in score or tied at the start of their half-inning
 - ii. When a team begins an at bat behind in score, the at bat will end when that team has tied the score and has gone ahead by 5 runs.
 - iii. There will be no mercy rule with this rule in effect.

EXCEPTION: In the 6th inning (or last inning due to time constraints), there is no limit to the amount of runs a team can score.

11. Pitching Rules (eligibility rules):

- A. Every player on a team may pitch except players who are league age 12.
- B. Rest Requirements:
 - i. If a player pitches 1 – 20 pitches there is no required rest period.
 - ii. If a player pitches 21 – 35 pitches, 1 calendar day of rest is required.
 - iii. If a player pitches 36 – 50 pitches, 2 calendar days of rest is required.
 - iv. If a player pitches 51 – 65 pitches, 3 calendar days of rest is required.
 - v. If a player pitches 66 or more pitches, 4 calendar days of rest is required.
- C. If a pitcher reaches a pitch count threshold in the middle of a batter, he is allowed to finish that batter and still maintain the lower days rest requirement provided that he does not throw any pitches to another batter.
- D. If pitching on Monday:
 - i. One day of rest means the pitcher can pitch again on Wednesday.
 - ii. Two days of rest means the pitcher can pitch again on Thursday.
- E. The maximum allowed pitches by any player depends on their league age:
 - i. A pitcher who is league age 11 may pitch a maximum of 85 pitches in a game.
 - ii. A pitcher who is league age 9 or 10 may pitch a maximum of 75 pitches in a game.
 - iii. A pitcher who is league age 8 may pitch a maximum of 50 pitches in a game
- F. Umpires & Managers shall be notified when a Pitcher is within 10 pitches of his maximum allowed pitches.
- G. 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.
- H. At the end of each ½ inning Pitch Counts are to be reviewed & agreed upon by both team Pitch Counters.
- I. Any player that has played the position of catcher four (4) or more innings in a game is not eligible to pitch on that calendar day. If you catch one pitch it is considered a full inning.
- J. Any player who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that game and any other game on that day.
- K. Pitching Distance is 46ft. as stated in the Little League Rule Book.
- L. Balks – There will not be any balks called in the Minor Division. This is an instructional division. If umpire sees a balk he shall notify the pitcher what was wrong.
- M. **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.

- N. 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.
- O. 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.

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.

- P. **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.

12. Bat / Equipment Requirements.

- A. All male players are required to wear athletic supporters with metal, fiber, or plastic protective cup.
- B. Spikes or cleats must be molded plastic or rubber
- C. Bats may not exceed the standards set forth by Little League Inc. for the Minor Division.
- D. All bats must have the USA Baseball approved stamp.
- E. Refer to the Little League website for the complete list of bats allowed to be used during the 2022 season.

13. On-Deck Batter & Warming Up Pitchers

- A. On deck batters are not permitted at any time or place on or off the playing field during the game. This is an Official Little League Inc. rule. The only persons permitted to leave the dugout in an offensive situation is the batter, 2 base coaches, any runners that have legally acquired the right to a base, or a person that has been given permission by the umpire(s).
- B. Managers, Assistant Coaches, and players with a catcher's mask are allowed to warm up pitchers off the field and away from all other players and spectators.

14. Sliding Rules:

- A. Runners will be called "OUT" for sliding headfirst while advancing to another base.
- B. Runners DO NOT have to slide on close plays; rather they **must avoid contact with a fielder**. Umpires will use their best judgment on contact between players at the bases and on any possible interference or obstruction.

15. Catcher:

- A. Catchers who are on base may have the last out player, run in their place for an equipment change (except for the final inning).
- B. Catchers cannot become the pitcher during a ½ inning of play.

16. Third Strike:

- A. The batter is out on the third strike and may NOT advance or “steal” first on a dropped third strike.
- B. Runners already on base may advance at their own risk.

17. Safety:

- A. Arguments about calls between coaches or parents and umpires will not be tolerated. Any person found to be doing so will be disciplined by CVLL Board of Directors. This disciplinary action will be at the discretion of the CVLL Disciplinary Committee. ***Coaches and parents are expected to set an example for the kids – be a leader.***
- B. To help keep both runners and fielders safer, CVLL has provided a double first base system. If there is a play at first base, the runner must make every attempt to run to the orange base to be safe. The first baseman must also attempt to only have one foot on the white base. It will be at the discretion of the coaches to determine if the batter/runner or fielder properly using the double first base system. Please stress with your players how to use first base properly and safely.