

# **2020 Colorado Springs Little League**

## **Local Supplement Guide**



**Created by: CSLL Competition Committee**

**Approved by: CSLL Board of Directors**

**Dated: 1 March 2020**

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## Safety Information

### EMERGENCY CONTACT INFORMATION

\*This information will be displayed in the dugout \*

**EMERGENCY NUMBERS INCLUDING POLICE, FIRE  
AND MEDICAL** 911

**NON-EMERGENCY NUMBERS**

Colorado Springs Police Department: (719) 385-2100  
Colorado Springs Fire Department: (719) 576-1200

Be Prepared To Tell:

- Location
- Street Address
- City
- Directions
- Telephone number from where the call is being made from
- Your name
- What happened (be brief but answer questions)
- Your assessment of the condition of the injured party
- Be able to tell what is being done for the injured party

**DO NOT HANG UP FIRST**

**LET THE DISPATCHER HANG UP FIRST**

League President: Brian Moreno	(719) 337-5272
League Equipment Manager: Rob Halligan	(719) 659-6636
League Safety Officer: Jaime Pascucci	(719) 722-1793
Special Needs Advocate: Chris Robinson	(719) 661-8071

## Colorado Spring Little League Board of Directors

Name	Position	Email
Brian Moreno	President	pres@coloradospringslittleleague.com
Jeff Schmidt	Vice President – Upper Baseball Divisions	vicepres@coloradospringslittleleague.com
Bruce Pascucci	Vice President – Lower Baseball Divisions / Coach Coordinator	vpres@coloradospringslittleleague.com coachcoordinator@coloradospringslittleleague.com
Jessica Robinson	Vice President - Softball	vicepressoftball@coloradospringslittleleague.com
Chris Robinson	Vice President - Challenger	vicepreschallenger@coloradospringslittleleague.com
Liz Robinson	Special Needs Advocate	challengerbuddies@coloradospringslittleleague.com
Jason Wulf	Treasurer	treasurer@coloradospringslittleleague.com
Lindsey Almeida	Secretary / Volunteer Coordinator	sec@coloradospringslittleleague.com volunteercoordinator@coloradospringslittleleague.com
Melissa Johnson	Information Officer / Registrar / Scheduler	informationofficer@coloradospringslittleleague.com
Bill Heckard	Player Agent	playeragent@coloradospringslittleleague.com
Rob Halligan	Equipment Manager	equipment@coloradospringslittleleague.com
Jaime Pascucci	Safety Officer	safetyofficer@coloradospringslittleleague.com
Brad Hunt	Softball Coordinator	majorsoftball@coloradospringslittleleague.com

## Weather procedures

**Little League gives sole authority to the umpire to determine when a game shall be called, halted, or resumed on account of weather or conditions of playing fields**

**Rain:** If it begins to rain:

1. Evaluate the strength of the rain. Is it a light drizzle or is it pouring?
2. Evaluate the playing field as it becomes more and more saturated
3. Stop practice if the playing conditions become unsafe--use common sense
4. If playing a game, consult with the other coach and the umpire to formulate a decision
5. Standing water on the infield, a muddy pitching mound, and soggy grass areas, all create unsafe playing conditions. Do not hesitate to cancel a game for safety issues.

**Lighting:** Recommend downloading the Weather Bug APP or Lightning Tracker App on your phone

If you can HEAR, SEE OR FEEL A THUNDERSTORM:

1. If the lightning is within 7 miles of the field, suspend all games and practices immediately
2. Leave all equipment and immediately have all players and family members walk, not run to their parent's or designated driver's cars and wait for your decision on whether or not to continue the game or practice
3. Play cannot resume until 15 minutes from the last lighting strike
4. If after the delay conditions remain unsafe, a CSLL Board member will notify coaches of cancellation
5. If the game is called, PARENTS must retrieve the equipment

**\*\*During official games, a CSLL Board member must give the all clear for the teams to continue playing\*\***

**Cold:**

1. Recommend practice cancellation if the temperature is below 40 degrees with a wind chill of 5 degrees (ages 8 and above), and below 45 degrees (ages 8 and below)
2. Game cancellations will be determined by CSLL Board members

**Darkness:** Not all fields that CSLL uses have lights!

1. Darkness creates hazardous conditions for play when players **cannot see the ball**
2. Use Commonsense, consult with the Umpire and/or other coach

## Coaches Pre-Game Safety Check List

- Walk the field for debris/Foreign objects, holes, rough, slippery and uneven spots
- Inspect helmets, bats, catchers gear
- Make sure first aid kit is available with ice packs
- Make sure working telephone(s) is/are available
- Check fences, backstops, bases, and warning track
- Have water available at all practices and games
- Ensure your team properly warms-up!
- Make sure pitchers are authorized to pitch as mandated by LL requirements
- Ensure all volunteers are properly screened/authorized to participate
- Ensure players remove all jewelry (except medical jewelry which needs to be taped in place)

## Modified Tee Ball Division

1. Time limit: 1 hour and 15 Minutes or 6 innings
  - a. Whichever comes first
2. Field will be a 60 foot diamond
3. Home Team sits in the 1st Base Dugout, Away Team sits in the 3rd base Dugout
4. Compression Baseballs will be used
  - a. Each coach will provide 2 game balls per game
5. Players will hit off a batting tee or be pitched to by a coach
  - a. This is up to the coach. If ball is pitched, then:
    - i. It must be overhand (not underhand)
      1. Recommend pitching from one knee.
    - ii. The batter will receive 4 pitches.
      1. If 4<sup>th</sup> pitch is a foul ball, then coach can continue pitching until there is a swing and miss or the ball is put in play.
    - iii. If the batter does not hit, then the coach will use the tee.
6. Batted ball must travel 10 feet to be considered fair. If it does not travel this far, player can continue to hit.
  - a. Use best judgement
7. 3 outs or 5 runs per half inning
  - a. Whichever comes first
    - i. Player must go back to the dugout when he/she is out
8. Hitter can advance 1 extra base on balls hit to the outfield grass
  - a. Base runners can also advance 1 extra base on balls hit to the outfield grass
    - i. i.e. Runner can run from Home to 2nd, 1st to 3rd or 2nd to home
9. Runners cannot advance on overthrows
10. Every player will play in the field
11. Infielders must be correctly positioned
  - a. Example: There cannot be more than 1 pitcher.
  - b. Recommend use of cones (or something similar) so players know where to stand.
12. Outfielders must be in the outfield grass
13. No home runs for the last batter

## Machine Pitch Baseball Division

1. No new inning after 1 hour and 30 minutes or 6 innings
2. In the event of a game being called early due to weather, curfew, lighting, and/or another safety issue, refer to Rule 4.10-4.12 of the rule book.
3. Game can be extended due to a tie score
  - a. California-Rule
    - i. In the event of a tie game at the end of 6 innings or when time expires: Child that was the last batted out will be put on 2nd base and the inning will start with 1 out
    - ii. No new inning will start after 2 hours in a tie game. Game will end in a tie if score is still equal at the 2 hour mark
4. Maximum of 4 coaches allowed in the dugout/on the field per team
  - a. 1<sup>st</sup> Base Coach, 3<sup>rd</sup> Base Coach, Coach running Pitching machine, and Bench Coach
5. Field will be a 60 foot diamond
6. Home Team sits in the 1st Base Dugout, Away Team sits in the 3rd base Dugout
7. 10 Fielders (4 outfielders will be used)
8. No forfeits
9. No infield fly rule
10. 3 outs or 5 runs per half inning
11. No mercy rule
12. No walks
13. No lead offs or stealing
14. Each team will position 10 defensive players (4 outfielders)
  - a. Outfielders must be in grass
15. Pitchers must not enter the machine circle
  - a. For safety reasons, players playing the position of Pitcher with long hair must pull it back and/or secure it in their hat to avoid it getting caught in the machine.
16. Continuous batting order (everyone bats)
17. All kids must play 6 defensive outs (minimum)
18. NO coach catchers; only player catchers
  - a. Mandatory wear of protective cup for male players
19. If the batted ball makes contact with the pitching machine before being touched by a defensive player, it is considered a dead ball and the batter is awarded 1<sup>st</sup> base.
20. Runners can advance 1 base on overthrows
21. On hits to the outfield grass, once the ball is returned to the infield and possessed by an infielder, the runners may not continue advancing beyond the base to which they are running
  - a. Possession is defined as an infielder player holding the ball on the infield dirt
  - b. Outfielder cannot run the ball into the infield
22. If a runner is caught between bases when the ball is returned to the infield and possessed by an infielder, then the runner can take the base in which they are heading at their own risk
23. Runners leaving the base early violations
  - a. Reference Section 7.13 of the 2018 Little League Baseball Rulebook
24. Pitching Machine:
  - a. Machine Speed setting – 32-35 MPH

- b. Pitching Machine Distance – Approximately 36 feet
- c. Batter will receive 6 pitches in every at-bat (or until there is a fair ball, whichever happens first). If the batter does not reach base on the 6<sup>th</sup> pitch, then the batter is out.
  - i. If last pitch is foul, then batter can continue hitting.
- d. If the machine is throwing too high or too low, properly adjust the settings ASAP.
- e. Coach running machine must wear a baseball glove.

25. Reporting Final Scores

- a. During the Game:
  - i. Each team will keep the score of both teams.
  - ii. After each half inning, scorekeepers will meet to ensure numbers match and resolve discrepancies.
  - iii. Umpire may ask for pitch count at any time.
- b. After the Game:
  - i. Each team will compare scores one final time to ensure numbers match and discrepancies are resolved.
  - ii. Home Team will turn in final scores via email to their respective Commissioner, AND courtesy copy the Away Team, within 24 hours of the game being complete.

26. Standings / Tie-Breakers (In order)

- a. Best record
  - i. Either Win-Loss or Win % depending on if teams have a different amount of games played
- b. Head-to-Head
  - i. Record against team tied with
- c. Runs Against
- d. Runs For
- e. Coin Toss
  - i. Overseen by the respective Division Commissioner or disinterested third party if Commissioner is not available

27. Postseason

- a. All team will make playoffs
  - i. Upper: Top 4
  - ii. Lower: Bottom 5
- b. Single Elimination
- c. Postseason can be subject to change due to weather, field availability, make-up games, etc



## Common Rules in Minors Baseball & Majors Baseball

1. Game can be extended due to a tie score
  - a. California-Rule
    - i. In the event of a tie game at the end of 6 innings or when time expires: Child that was the last batted out will be put on 2nd base and the inning will start with 1 out
2. No drop dead time. Once an inning has started it must be completed. In the event of a game being called early due to weather, curfew, lighting, and/or another safety issue, refer to Rule 4.10-4.12 of the rule book.
3. Home Team sits in the 1st Base Dugout, Away Team sits in the 3rd base Dugout
4. No unlimited scoring in the last inning
5. Maximum of 3 coaches allowed in the dugout/on the field per team
  - a. 1<sup>st</sup> Base Coach, 3<sup>rd</sup> Base Coach, and Bench Coach
6. Coach Visits to the Pitcher's Mound
  - i. Reference Rule 8.06(a) and (b) in the 2019 Official Little League Rule Book
7. After entering the batter's box, batters must keep one foot in the batter's box throughout their entire at-bat IAW Rule 6.02(c) in the 2018 Official Little League Rule Book
  - a. First offense is a warning given by the umpire
  - b. After the first warning, the umpire will give the batter a strike for each offense
    - i. Any number of strikes can be called on each batter
  - c. No pitch has to be thrown, the ball is dead, and no runners may advance
8. Continuous batting order
  - a. Everyone bats
9. Open substitutions
  - a. Players, at a minimum, must play 6 defensive outs and have 1 at-bat in a 6-inning game
    - i. 7 innings for 50/70
10. Courtesy Runner (Optional)
  - a. The last batted out may be used as a courtesy runner for a Pitcher or Catcher to allow that player to prepare for defense
  - b. This can be done with 0, 1, or 2 outs
11. Standings / Tie-Breakers (In order)
  - a. Best record
    - i. Either Win-Loss or Win % depending on if teams have a different amount of games played
  - b. Head-to-Head
    - i. Record against team tied with
  - c. Runs Against
  - d. Runs For
  - e. Coin Toss
    - i. Overseen by the respective Division Commissioner or disinterested third party if Commissioner is not available
12. Interleague Games will not count towards standings for CSLL playoff tournament
13. Postseason
  - a. All teams make postseason playoff tournament
  - b. Playoff tournament is single elimination

- c. Postseason can be subject to change due to weather, field availability, make-up games, etc
- d. Majors:
  - i. Upper: Top 4
  - ii. Lower: Bottom 4
- e. Minors:
  - i. Upper: Top 4
  - ii. Lower: Bottom 4

#### 14. Pitch Count Tracking and Reporting Procedures

- a. Before the Game:
  - i. Pre-Game Meeting: This meeting takes place prior to each game with the umpire
  - ii. Pitch Counts are exchanged from the previous game along with ineligible pitchers
    - 1. Ineligible Pitcher: Pitcher that has not fulfilled the days rest requirement from previous game.
- b. During the Game:
  - i. Each team will keep the pitch count of both teams.
  - ii. After each half inning, scorekeepers/pitch counters will meet to ensure numbers match and resolve discrepancies.
  - iii. Umpire may ask for pitch count at any time.
- c. After the Game:
  - i. Each team will compare scores and pitch counts one final time to ensure numbers match and discrepancies are resolved.
  - ii. Home Team will turn in pitch count worksheets and final scores via email to their respective Commissioner, AND courtesy copy the Away Team, within 24 hours of the game being complete.

## Minors Baseball Division

1. No new inning after 1 hour and 45 minutes or 6 innings
2. 46/60 Field Dimensions
3. Maximum of 5 runs scored per half inning
4. No infield fly rule
5. No dropped 3rd strike
6. Intentional walks are allowed
  - a. This can be done by announcing the decision to the home plate umpire. After the notification, the ball is ruled dead and no other runners may advance unless forced by the batter's award of 1st base. Once the award is granted, 4 pitches will be added to the Pitcher's pitch count total.
7. Runners leaving the base early violations
  - a. Reference Section 7.13 of the 2018 Little League Baseball Rulebook
8. "Stealing" Bases
  - a. The "stealing" of bases is allowed once the ball is pitched and crosses home plate
9. "Stealing" Home Plate
  - a. There can only be 2 successful steals of home plate per half inning
  - b. Successful steals of home will NOT be charged when there is an overthrow back to the pitcher or on an attempt to throw a runner out at any base
  - c. Any other situation that would render an attempt to steal home will be counted and applied in accordance with rule 20(a)
10. The Pitcher is considered to be in control of the ball when he is on the mound
  - a. Runners must return to the base when the Pitcher has this control

## Majors Baseball Division

1. No new inning after 2 hours or 6 innings
2. 46/60 Field Dimensions
3. No cap per team on ages in the Draft
4. Maximum of 5 runs scored per half inning
5. The infield fly rule is applicable
6. Dropped 3rd strike is applicable
7. Intentional walks are allowed
  - a. This can be done by announcing the decision to the home plate umpire. After the notification, the ball is ruled dead and no other runners may advance unless forced by the batter's award of 1st base. Once the award is granted, 4 pitches will be added to the Pitcher's pitch count total.
8. Runners leaving the base early violations
  - a. Reference Section 7.13 of the 2018 Little League Baseball Rulebook
9. No leading off of bases
10. "Stealing" bases
  - a. The "stealing" of bases is allowed once the ball is pitched and crosses home plate
  - b. No restriction on attempts of stealing home plate
11. The Pitcher is considered to be in control of the ball when he is on the mound
  - a. Runners must return to the base when the Pitcher has this control

## Juniors Baseball Division

1. No new inning after 2 hours and 15 minutes or 7 innings
2. Reference Official 2020 Little League Baseball Rule Book & Amendments

## Pitch Count Regulations

### Regular Season Pitching Rules – Baseball

#### Regulation VI – Pitchers

Reference Pages 65-69 for full documentation

Age	Daily Max (Pitches in Game)	Required Rest (Pitches)				
		0 Days	1 Day	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66 or more
11-12	85	1-20	21-35	36-50	51-65	66 or more
13-14	95	1-20	21-35	36-50	51-65	66 or more
15-16	95	1-30	31-45	46-60	61-75	76 or more

# Softball Divisions

## 2020 Softball Supplemental / Interleague Rules

Contains guidance for Minors Softball, Majors Softball, & Juniors Softball

### SECTION I: General

1. PURPOSE: These rules are intended to supplement, or extend the contents of the current Regulations and Playing Rules published by Little League Baseball, Inc., Williamsport, PA. Unless otherwise stated, all Little Leagues will follow the 2020 Little League Softball rules.

### SECTION II: Local Responsibilities

#### 1. Scorekeeper:

- a. The home team shall provide the official game scorekeeper.
- b. The visiting team scorekeeper should verify the score following each inning with the official scorekeeper and any discrepancies must be rectified before the game continues.
- c. The Umpire, all coaches from both teams, and home team scorekeeper are all notified and in agreement of official game time start.

#### 2. Umpires

- a. Minors Division: The home team Little League Board is responsible for scheduling one umpire for all games.
- c. Majors: The home team Little League Board is responsible for scheduling one umpire for all games.

If the umpire(s) fail to show, each team will provide a substitute umpire; these substitutes should share the responsibilities, such as exchanging positions after each inning. A coach for either team may NOT umpire his/her own game. An impartial volunteer and/or parent is an appropriate substitute. If an umpire fails to show for tournament play, only a board member or impartial volunteer can umpire the game. The tournament game may be subject to reschedule.

### SECTION III: Field Preparation

#### 1. Pre-Game:

- a. The home team is responsible for getting the field ready to play at least 30-minutes prior to the scheduled game time, so each team has a minimum of 30 minutes to warm up prior to each game.
- b. The home team shall provide two game balls to the home plate umpire at the start of the game. The team at bat shall be responsible for recovering balls hit out of play.

#### 2. Post-Game:

- a. The home team is responsible for securing the field after the game by putting the bases away, raking in the holes as needed and dragging the field.
- b. After each game both teams will clean up their own dugout and pick up all trash around the stands on their side of the field. Trash bags should be brought to the games to haul away the trash in case trash cans or dumpsters are not provided.

## **SECTION IV: Divisional Rules**

### **Rookies/Minors Division**

All official rules of this division shall be the 2019 Little League Baseball/Softball Official Regulations and Playing Rules except and/or to include the following:

#### **The Game**

A maximum of ten (10) players may play defensively at a time. The 10th player will play as a fourth outfielder (in the grass and must align with other outfielders). Out of courtesy, if an opposing team can only field 9, defense should only play 9 and rotate their other players.

Teams are allowed to start a game with only 8 players. Any team that cannot field a team with 8 players at the scheduled game time forfeits that game. While the game may be forfeited the coaches may elect to play the game by loaning the other team players. The game is marked as a forfeit and should be treated as a non-regulation scrimmage.

Offensively, there will be a continuous batting order. Meaning, all players will bat, regardless if they are playing defense at that time.

A game shall consist of 6 innings, but no new inning may start after 1 hour and 30 minutes has elapsed, from the game time recorded by the home team scorekeeper at the start of the game. The current inning however will be completed in its entirety. A complete game is a minimum of 3 innings (if time limit has been reached at the end of the 3<sup>rd</sup> inning, game is called due to weather, darkness, and/or the sunset rule applies. See rules for a tie breaker).

Tie Games: If a game is tied after time has expired or six innings have been played, the teams will continue playing for one additional inning. If the additional inning has been completed, the score stands at the end of that additional inning, regardless of a tie. If the additional inning was not completed, the score at the conclusion of the regular play stands, again regardless of a tie.

There is a 5 run maximum per inning rule for each team that is batting. Once 5 runs have crossed home plate the teams will switch sides regardless of the outs

Mercy Rule: There is a ten (10) run mercy rule after three and a half (3 1/2) completed innings.

For Tournament Play, the umpire will toss a coin to decide home and away team, unless specifically stated in schedule. If seeding is used to determine tournament play, the home and away teams will already be decided and listed on the seeding schedule.

#### **Player Pitch/Coach Pitch**

For the 2019 season, including Tournament Play, **Minor Division softball will have no walks issued by the umpire, including when the batter is hit by a player pitch.** This does not preclude the Pitcher from striking out a batter. The Player Pitcher will start each at bat.

The Player Pitcher will pitch until:

- a) The Batter puts the ball into play, either for a hit or an out.
- b) The Batter is called out on Strikes.
- c) The Player Pitcher throws Ball Four before either a) or b) occurs.

If the Player Pitcher throws Ball Four before the at bat is completed, the Coach Pitcher of the team at bat will take over.

The Coach Pitcher must attempt to pitch from the pitching rubber (Minors is 35' Feet). The opposing team's pitcher must remain within the pitching circle to either side of the Coach Pitcher. \*The Coach Pitcher gets an automatic 3 pitches per batter. No matter what count the batter already has. Each pitch received from the Coach Pitcher constitutes as a strike. Within those 3 pitches received by the Coach Pitcher, the batter must either:

- a) Put the ball into play, either for a hit or an out.
- b) Batter Strikes out.

After three pitches (three strikes) from the coach pitcher, the batter is called out on strikes, if (a) does not occur. The only time a Coach Pitcher can pitch a 4th+ pitch is IF: The player fouls off their third strike. The Coach Pitch can continue pitching and the batter may continue their at bat until either (a) or (b) occurs.

There is no limit on foul balls hit off of a third strike either by the Player Pitcher or the Coach Pitcher.

### Miscellaneous

- A dropped third strike is an out.
- No stealing is allowed. The runner may lead off once the pitched ball reaches the batter. A First time warning on an early lead off will be issued, the second time the Runner will be called out.
- A ball going back to the pitcher from the catcher is considered a dead ball regardless of whether the coach is pitching or a player is pitching. There will be no running/stealing allowed on an overthrow from the catcher to the pitcher.
- Mandatory play for every player is three (3) defensive outs and one at bat.
- Free Substitutions are permitted between innings, including Pitcher, at discretion of the coach.
- For the safety of all players, if there is a play on the runner the runner must attempt to slide.
- A play is called dead when the ball is in the possession of a pitcher within the pitching circle.
- Infield fly rule will not be enforced.
- Each runner(s) is only allowed to advance ONE base at the time of an over throw, per play.
- Out of play is defined by extending an imaginary line from the end of the dugout into the outfield parallel to the first and third base foul lines. Runners are allowed to advance only one base at the time of an overthrow (This rule in effect for fields that are not fully enclosed by fence).
- Infielders should not stand on the bags when no play is being made, this is to protect the defensive and runners from injuries and obstruction calls.
- When there is no play at the plate, catchers either stand behind or in front of home plate to prevent contact and injury with the runner going home. When there is a play at the plate, the catcher should be in front of the plate. A tag should be made, or attempted, at or in front of home plate, the tag should be applied low and not at the chest, head or face to avoid injury on the runner.

### Pitching Limits:

- Minors division will set their pitching rubber at 35 feet.

- No pitch count is taken, however, if a player pitches in one or more innings, one calendar day of rest is mandatory. One pitch in a game is considered one inning. A player may pitch a maximum of 6 innings in 1 calendar day. Consisting of 1 day of rest after. (Please read Tournament rules in 2020 Little League rule book for Tournament play).
- “Crow Hop” or when a pitcher’s pivot foot leaves the ground is considered an illegal pitch. (See Section V. for additional Pitching Rules.)

### Majors Division:

- All official rules of this division shall be the 2019 Little League Baseball/Softball Official Regulations and Playing Rules except and/or to include the following:
- Teams are allowed to start a game with only 8 players. Any team that cannot field a team with 8 players at the scheduled game time forfeits that game. While the game may be forfeited the coaches may elect to play the game, unofficially, by loaning the other team players.
- The drop 3rd strike is allowed when the batter runs directly from the batter’s box to first base, within the baseline. Batters who walk out of the batter’s box toward their dugout forfeit their opportunity to advance to first base under this rule and are called out, regardless of whether they reach their dugout or not. The umpire will make the final rule on the batter’s actions, based upon the completion of the play.
- Infield fly rule is in effect.
- Bunting is allowed.
- Offensively, there will be a continuous batting order. Meaning, all players will bat, regardless if they are playing defense at that time.
- A game shall consist of 6 innings, but no inning may start after 2 hours have elapsed from the game time recorded by the home team scorekeeper at the start of the game. The current inning however will be completed in its entirety. A complete game is 4 innings (3 ½ if the home team is ahead) in the event time has been called and the current inning is complete, do to weather, darkness stops the game, or the sunset rule applies.
- Tie Games: If a game is tied after time has expired or six innings have been played, the teams will continue playing for one additional inning, unless the umpire calls the game due to darkness or weather. If the additional inning has been completed, the score stands at the end of that additional inning, regardless of a tie. If the additional inning was not completed, the score at the conclusion of the regular play stands, again regardless of a tie.
- There is a 5 run maximum per inning rule for each team that is batting. Once 5 runs have crossed home plate the teams will switch sides regardless of the outs.
- Stealing is allowed. A runner may not advance until the ball is released out of the pitcher’s hand.
- Mandatory play for every player is six (6) defensive outs and one (1) at bat for games with four (4) or more completed innings. When less than four (4) innings played, mandatory play is three (3) defensive outs with one (1) at bat.
- If there is a play on the runner, the runner must attempt to slide.



- Out of play is defined by extending an imaginary line from the end of the dugout into the outfield parallel to the first and third base foul lines. Runners are allowed to advance one base at the time of the throw. (This rule in effect for fields that are not fully enclosed by fence)
- A play ends when the ball is in the possession of a pitcher within the pitching circle.
- Majors pitching rubber will be set at 40 Feet.
- Pitcher subs – pitcher can be replaced in an inning one time and be placed on the field in a defensive position and brought back to pitch again in the same inning. If pulled off the field and placed in the dugout that pitcher can only be brought back in one time.
- Infielders should not stand on the bags when no play is being made, this is to protect the defensive and runners from injuries and obstruction calls.
- When there is no play at the plate, catchers either stand behind or in front of home plate to prevent contact and injury with the runner going home. When there is a play at the plate, the catcher should be in front of the plate. A tag should be made, or attempted, at or in front of home plate, the tag should be applied low and not at the chest, head or face to avoid injury on the runner.
- If a player pitches in one or more innings, one calendar day of rest is mandatory. One pitch is one inning. A player may pitch a maximum of 9 innings in a game and 18 innings within a calendar week (Sunday – Saturday).
- “Crow Hop” or when a pitcher’s pivot foot leaves the ground is considered an illegal pitch.

## **SECTION V – Softball Pitching Rule**

1. Tri Lakes, Colorado Springs, and High Plains Little League Softball will teach every pitcher the ASA Pitching Rules and perform them in the games. We will adhere to the ASA pitching rules as defined in Rule 6 of the Official Rules of Softball which states:

### Position

The pitcher is not allowed to take the pitching position on the plate if she does not have the ball. The pitcher also is not officially in pitching position unless the catcher is in the proper position to receive her pitch, according to the ASA Official Rules of Softball: Umpire Edition. Both of the pitcher's feet have to be on the ground and touching the pitcher's plate. The pitcher's shoulders need to be in line with third and first bases.

### Foot Placement

Female pitchers must have both of their feet in contact with the pitcher's plate, according to ASA.

### Procedure

The pitcher is required to either take, or appear to take, a signal and have separated hands prior to pitching. The ball can stay in the glove or pitching hand at this time. The pitcher then needs to bring her hands together for 1 to 10 seconds before releasing the ball. Prior to taking a forward step, both feet have to stay in contact with the pitcher's plate in women's play, according to ASA.

### Motion

The pitcher cannot make movements that resemble pitching without delivering the ball. The pitcher also cannot stop forward motion after separating the hands. A pitcher is required to take one step forward toward the batter with the non-pivot foot. This has to be simultaneous with releasing the ball.

### Windmill

A pitcher is not allowed to make two arm revolutions on a windmill pitch. The pitcher can, however, drop her arm to the rear and side before starting her windmill motion, advises ASA.

### Delivery

Ball delivery must be underhanded in a windmill fashion. The hand has to be below the pitcher's hip on delivery.

The wrist cannot be farther from the pitcher's body than her elbow.

## **Guidance & Resources**

1. 2020 Official Little League Baseball Rule Book
2. 2020 Official Little League Softball Rule Book
3. 2020 CSLL “A Safety Awareness Program” (ASAP) Plan
4. CSLL Coach’s Dugout Web Page
5. Little League International Website
6. This Document

## **Disclaimer**

1. The rules and regulations put forth in this local supplementation have been created, voted on, and approved by the volunteers of the CSLL Competition Committee and the CSLL Board of Directors. This was all accomplished with the best interest of the child in mind.
2. Any questions, concerns, or issues with this document can be brought up to your respective Division Commissioner. It will then be brought to the attention of the Board of Directors by the Commissioner. At this point, it will be decided if the Competition Committee needs to convene to examine the issue.