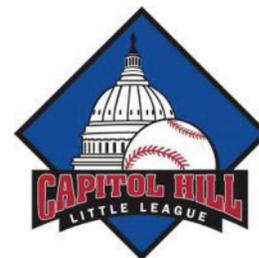


Capitol Hill Little League 2015 House Rules

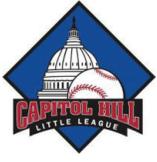


The general rules apply to all CHLL baseball and softball divisions unless otherwise noted. They are divided into four categories:

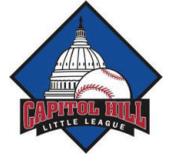
- (1) Sportsmanship Rules;
- (2) Safety Rules
- (3) General Game rules; and
- (4) Baseball Pitching Rules (softball pitching rules are included with the softball specific rules).

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Capitol Hill Little League House Rules



Sportsmanship Rules

All players, coaches, and parents will learn and follow principles of good sportsmanship, which include respecting umpires, teammates, coaches, the fields, and especially players and coaches on the opposing team.

1. Teams will shake hands after each game
2. Each team is responsible for cleaning up their bench areas after the game. The home team is responsible for **field preparation** prior to games and providing game balls for the game. The visiting team is responsible for field clean up, including raking the field and returning equipment (e.g., pitching machine) to the shed and locking up. Teams should also rake the field, return any equipment, and lock up following practice.
3. Players and coaches will encourage teammates.
4. Players, coaches, and parents will recognize good play by the opposing team and, in all instances, refrain from shouting at, taunting, attempting to distract (e.g., the catcher may not speak to an opposing batter), or making disparaging comments (such as “no batter”) directed at players on the opposing team.
5. Players, coaches, and parents are not to sit behind the backstop because doing so distracts the players, especially the pitcher.
6. When a batter is hit by a pitch, the batter and pitcher will shake hands.
7. At no time will any player, coach, or parent curse or use abusive language.
8. Players, coaches, and parents are not to question the umpire’s call of balls and strikes, fair and foul, or safe and out. Coaches may ask umpires before the start of a game to describe the strike zone that will be used during the game and communicate the answer to the players.

9. Players will not argue with an umpire. A coach who has a question about an umpire’s call may ask for time and in a calm and respectful tone ask the umpire to explain the call. At no time is a coach to raise his or her voice and argue. If a coach believes that an umpire has improperly interpreted the rules, the coach has the right to continue to play a game under protest and/or report the matter to the Division Commissioner.

10. Players and coaches will thank and/or shake hands with the umpires at the end of each game.

11. The display or consumption of tobacco or alcoholic beverages in any form is strictly prohibited on the playing field, benches, dugouts, or bleachers.

Per Little League regulations, the actions of players, managers, coaches, umpires, and league officials must be above reproach. Any player, manager, coach, umpire, or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity, is subject to disciplinary action by the local league board of directors. When a manager, coach, or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. A manager or coach ejected from a game must not be present at the game site for the remainder of that game. Any manager, coach, or player ejected from a game is suspended for his or her team’s next physically played game and may not be in attendance at the game.

Note: In Little League programs, **if the player will not cause a disturbance for the remainder of the game, it’s acceptable, and advisable, to leave him/her in the dugout.** At least he/she will be supervised there. However, the player will take no further part in the game, including serving as a base coach or warming up other players.

Little League Safety Rules

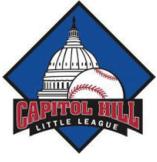
Little League Rules and Regulations Reminders

All players shall sit on their team’s bench or in the dugout unless participating in the game or preparing to enter the game.

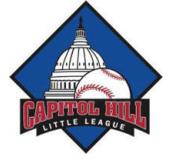
There is no on-deck batter. Only at-bat batters may have a bat in their hands.

Batters and base runners must wear helmets.

Managers and coaches (adults) are prohibited from warming up a pitcher either on or off the field. A registered Capitol Hill Little League player must warm up the pitcher.



Capitol Hill Little League House Rules



Any runner is out who does not either **slide feet first or attempt to get around a fielder** who has the ball and is waiting to make the tag. The penalty is that the player is out. (House rules: The ball is dead.)

Headfirst sliding is not allowed. The penalty for sliding headfirst is the runner being called out. A headfirst slide is only permitted when returning to a base.

A defensive player without the ball may not fake a tag to induce a runner to slide unnecessarily or to return to previous base. This is considered an **obstruction**. If a play is being made on the obstructed runner, the runner shall be awarded at least one base beyond the base last legally touched by such runner, before the **obstruction** and the ball is dead.

Catchers and **defensive players will not block a base, home plate,** or the base line without possession of the ball.

This is considered an obstruction. The obstructed runner is safe and a dead ball is called.

Male catchers are **required to wear a protective cup.** All male players at the AAA level and above are encouraged to wear a protective cup.

Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic/decorative items. **EXCEPTION:** Jewelry that alerts medical personnel to a specific condition may be worn.

Players and umpires may not wear casts during the game. Persons wearing casts, including managers and coaches, must remain in the dugout during the game.

Shoes with **metal spikes or cleats are not permitted.** Shoes with molded cleats are permitted.

CHLL Safety “House” Rules

In the Junior, Intermediate, Major, AAA, and softball divisions, penalties are enforced solely by the umpires. In the AA and Single A divisions, penalties are enforced by coaches. (Any reference to “umpire” included in this document refers to the individual(s) responsible for enforcing penalties at a given division level.)

The home team is responsible for having the first aid kit in a dugout during the game.

Throwing the bat is an automatic out. It is at the umpire’s discretion on whether a bat has been thrown. Warnings should be given to players who show this tendency.

A base runner must **never purposefully remove his/her**

helmet while on the field. The penalty is that the player is out.

Runners must avoid contact with all defensive players at bases. The best practice with respect to this issue is if there is a play at second base, third base, or home plate, a player should slide. **Sliding, however, is not required.**

There is **no sliding into first base** except when returning to the base. The penalty is that the player is out.

All injuries where a player is unable to return to a game or practice or must seek outside medical assistance must be reported to the Safety Officer and the CHLL President within 48 hours of the incident. An incident form must also be completed and submitted to the Safety Officer.

Little League General Game Rules

Little League Rules and Regulations Reminders

Official Game:

Intermediate/Junior Division: Little League rules will be followed. Where the rules permit discretion (e.g., use of a continuous batting order), decisions will be made at the District level.

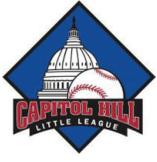
AA, AAA, and Majors division games are six innings long. A game is declared official if the home team is ahead after 3 1/2 innings or the visiting team is ahead after 4 innings. Single A division games will be four innings or 90 minutes, whichever is reached first.

Continuous Batting Order:

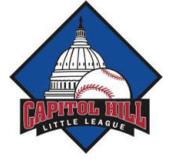
The batting order will contain the entire roster of players present at the start of the game.

Late Arrivals:

If a player arrives late to a game, it is up to the team manager to determine whether the player will be inserted in the lineup. If the manager chooses to enter the player, he/she will be added to the end of the current lineup.



Capitol Hill Little League House Rules



Foul Balls:

A ball should not be called foul until it passes first or third base, goes out of play, or has been touched while in foul territory. Please note that a seemingly apparent foul ball can roll into fair territory before reaching first or third base. In Single A baseball, balls that travel less than 15 feet from home plate are also foul balls.

Mercy Rule:

During Phase I of the Majors season, if the home team is ahead by 10 runs after 3 1/2 innings, or if the visiting team is up by 10 runs after 4 innings, the game is over.

If both teams agree, they may continue to play the remaining innings as a scrimmage. During Phase II of the Majors and AAA seasons, if the home team is ahead by 10 runs after 3 1/2 innings, or if the visiting team is up by 10 runs after 4 innings, the game is over. No scrimmage may be played. The mercy rule does not apply during Phase I of the AAA season or to the AA and single A divisions.

Suspended Game:

A game is to be suspended if the umpire determines that darkness prevents the game from being completed safely.

CHLL Game Play "House" Rules

Playing Time

A player may not sit out from the field for more than two innings in a row and must have at least one at bat per game. (This may be adjusted for teams with rosters of 15 or more players.) Managers should attempt to have players play in the field at least half of the innings played. **There is free substitution in the field for all divisions.**

Game Time Limits

If there is a game scheduled following the game in progress, there is a **2-hour time limit** from the scheduled start time. The umpire **may not allow a new inning to commence more than 1 hour 45 minutes** after the start of the game.

If the game has **not ended 2 hours** after its start and, in the opinion of the umpire, an inning can be completed with little additional time, the umpire may allow play to continue after the 2 hour time limit provided the two coaches of the game in progress and the two coaches of the game to follow agree. If there is no following game scheduled, there is a **2 hour 30 minute time limit** from the scheduled start time. The umpire may not allow a new inning to commence more than **2 hours 15 minutes** after the start of the game.

If the start of a game is delayed by the late arrival of an umpire or weather, the time limits discussed above are to be determined from the actual start time of the game rather than from the scheduled start time.

Officiating

If an umpire is not available to call the game, the game should be umpired by, in priority order of availability:

1. a trained volunteer umpire,
2. a CHLL official who is not affiliated with either team,
3. a responsible adult who is not a coach or manager,

4. a coach from each team should call the game, or
5. a manager from one or both teams.

Thus, managers should only serve as umpires if there are no other adults available to call the game.

Efficient Playing

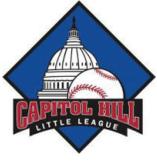
Coaches will make every effort to move the game along. In order to do so:

- **Players will run** on and off the field between innings.
- **Coaches should ready** the team to take the field once there are two outs in an inning.
- **If the player who will be playing catcher in the next half inning** is a base runner when there are two outs, a special runner may be substituted for the player to allow the player to put on the catcher's gear prior to having to take the field. The player selected as the special runner must be the last batter to have gotten out.

Suspended or Tie Games

At the first instance of lightning or thunder, umpires (or coaches for non-umpired games) shall halt the game or practice and remove the players from the field. **Umpires will wait 30 minutes after the most recent instance of lightning before restarting the game.** The umpires are responsible for calling games due to unsafe conditions in conjunction with the managers and coaches of both teams.

Every effort will be made to complete games that are suspended due to weather, darkness, or time limits, preferably prior to the next time the teams meet, or at the teams' next meeting. If, in the opinion of the division commissioner, the game cannot be rescheduled, the score will revert to the score at the end of the last completed inning. If the suspended game meets the criteria to be



Capitol Hill Little League House Rules



considered an official game, the suspended game will count in standings calculations, if applicable.

Eligibility to participate in practices, games, and scrimmages

No child who is not currently registered to play with CHLL may participate in a CHLL-sponsored practice, scrimmage, or game. This includes sandlot play.

Little League Baseball Pitching Rules

(see the Little League rule book for Intermediate and Junior division pitching rules and the softball section pitching rules of the House Rules)

Little League Rules and Regulations Reminders:

- Once a pitcher thrown **41 pitches, he/she cannot play catcher** in that game or subsequent games on that day.
- A player that has **played catcher for four innings in a game cannot pitch** on that calendar day.
- Pitchers cannot pitch in more than one game in a day.
- **Managers and coaches (adults)** are **prohibited** from **warming up a pitcher** either on or off the field.
- Pitchers are **restricted to the lesser of eight pitches or one minute of warm up** when they take the mound. If a player is called into the pitcher position without advance notice, the umpire shall provide the player with sufficient time to warm up.
- The pitcher must touch the mound with the hand he/she intends to pitch with prior to throwing any pitches.
- Pitchers may not wear **long sleeve shirts with gray or white sleeves.**

Pitch Count Limitations

The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position.

League Age	Pitch Limit
11-12 (born before May 1, 2004)	85 pitches per day
9-10 (born before January 1, 2007)	75 pitches per day
7-8 (born before January 1, 2009)	50 pitches per day

Exception: If a pitcher reaches his/her pitch count limit while facing a batter, the pitcher may continue to pitch until any one of the following occur:

1. That batter reaches base;
2. That batter is put out;
3. The third out is made to complete the half-inning.

Days of Rest Rules

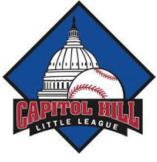
- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Pitch Count	Days of Rest
66 or more pitches in a day	four (4) calendar days
51-65 pitches in a day	three (3) calendar days
36-50 pitches in a day	two (2) calendar days
21-35 pitches in a day	one (1) calendar day
1-20 pitches in a day	no (0) calendar day

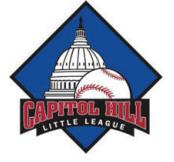
Exception: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following occur:

1. That batter reaches base;
2. That batter is put out;
3. The third out is made to complete the half-inning.

The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.



Capitol Hill Little League House Rules



CHLL Baseball Pitching “House” Rules

Little League playing rules for pitchers will be followed at all times with respect to pitch counts. However, at the **Majors level, no pitcher may pitch more than three innings** in a game for the first part of the season. At the **AAA level, no pitcher may pitch more than two innings** in a game for the first part of the season. At a point

in the season to be determined by the relevant division commissioner, the number of innings a pitcher may pitch will no longer be capped. Rather, only Little League pitch count rules will apply. Delivery of a single pitch constitutes having pitched an inning.

Majors Division Specific Rules

Little League Rules and Regulations Reminder

- Stealing is allowed. Runners may only advance after the pitched ball crosses home plate. If a player leaves the base too early he/she must go back to the previous base.
- There is no leading off the base. Runners may only come off their base after the pitched ball crosses home plate.
- **Dropped Third Strike.** Players (including the batter) may advance on a third strike that is not caught in flight by the catcher, unless first base is occupied before there are two outs.
- The **infield fly rule** is in effect.

CHLL Majors “House” Rules

- Teams must **confer at the end of each inning to agree on the score.** If there is a dispute, it is resolved by the umpire.
- Defensive players on the field **may not switch positions** in response to a particular batter (or batters) coming up to bat (e.g., infielders may not temporarily trade places with outfielders). Defensive players may shift (e.g., players move to their left or right) at any time.

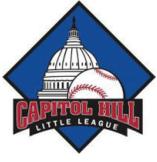
AAA Division Specific Rules

Little League Rules and Regulations Reminders

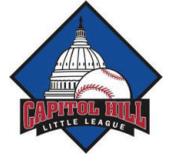
- There is no leading off. Runners may only come off their base after the pitched ball crosses home plate.
- When a pitcher is in contact with the pitcher’s plate and in possession of the ball and the catcher is in the catcher’s box ready to receive delivery of the ball, **base runners shall not leave their bases** until the ball has been delivered and has reached the batter.
- When a runner is legitimately off his/her base, the **pitcher cannot stop the runner by taking the ball back to the pitcher’s plate.** The catcher is “ready to receive delivery” of the pitch when he/she has his/her mask on and is facing the pitcher. It is **not necessary for him/her to be in a squat position.** Until the pitcher and catcher have satisfied the above elements of this rule, the runners are free to advance without violation. **(See House Rule below for limitations).**

CHLL AAA “House” Rules

- Teams must **confer at the end of each inning to agree on the score.** If there is a dispute, it is resolved by the umpire.
- During the first part of the season, **Phase I, no team may score more than five runs** in any inning. During **Phase II of the season, there are no limits** on the number of runs a team may score in an inning.
- The division commissioner will determine when Phase II begins.
- **During Phase I, a runner may only attempt to steal 1 (one) base per pitch. During Phase II, there are no restrictions** on the number of bases that may be stolen on a single pitch.



Capitol Hill Little League House Rules



- **During Phase I, no delayed steals are permitted from third base to home.** That is, a runner may not steal home when the catcher is in the act of throwing the ball back to the pitcher and the pitcher is in the vicinity of the mound. If the **pitcher does not catch the ball**, the runner **may attempt to steal home.** **During Phase II,** delayed steals are **permitted from third base to home.**

- Defensive players on the field **may not switch positions** in response to a particular batter (or batters) coming up to bat (e.g., infielders may not temporarily trade places with outfielders). Defensive players may shift (e.g., players move to their left or right) at any time.
- The **dropped third strike** rule is **not in effect.**
- The **infield fly** rule is **NOT** in effect.

Little League AA Division Specific Rules

- **No stealing or leading.** Runners may only leave the base at the moment the bat makes contact with the ball.
- **No bunting** is allowed.

- The **dropped third strike** rule is **not in effect.**
- The **infield fly** rule is **NOT** in effect.

CHLL AA "House" Rules

- A **maximum of 10 players** shall be on the field at one time.
- The **pitching machine shall be operated by the coach or adult manager** of the team at bat. The operator of the machine is the only coach allowed in the pitching machine circle during play.
- If a batted **ball hits the pitching machine and comes out** of the designated pitching machine area (i.e., the circle), it is considered a live ball regardless of whether it stays in fair play or goes foul. If a **batted ball hits the pitching machine and remains** in the designated pitching machine area, the batter is awarded first base and all runners advance one base.
- The **coach operating the pitching machine should not have contact with a hit ball** until returned to the pitcher by a fielder. If the coach catches a batted ball, the batter is awarded first base and all runners advance one base.
- The **coach operating the pitching machine serves as the umpire** when his/her team is at bat. The coach may defer to either the coach behind home plate or a base coach to make a call, if necessary, but this must occur immediately following the completion of a play.

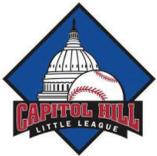
- The player playing the position of pitcher must start with one **foot touching the circle** around the pitching machine. The player must be standing parallel to or behind the pitching machine.
- Each batter is **pitched a maximum of eight balls**, except that no at bat can end on an uncaught foul ball. If the batter fouls off the eighth or last pitch, his/her at bat will continue until a ball is put into play or the batter strikes out.
- If the batter does not hit a fair ball in the allotted pitches, the batter is out, and it is considered a **strike out.**
- There are **no walks.**
- No team may **score more than five runs** in any inning.
- During a single at bat, **play does not stop until a player attempts to throw the ball to the adult pitcher.** Until that time, the ball is still live and runners may advance. When the adult pitcher receives the ball (or would have received the ball if the throw had been accurate), **runners who are less than halfway** between bases must return to the last base touched (unless there is a force play).

Little League A Division Specific Rules

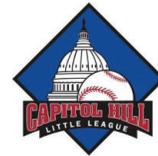
Little League Rules and Regulations Reminders

- **No stealing or leading.** Runners may only leave the base at the moment the bat makes contact with the ball.
- The player playing the **position of pitcher** must keep both feet on the pitcher's plate until the ball is hit.

- **No bunting** is allowed.
- A ball is considered a foul ball if it does not **travel at least 15 feet** in fair territory or the batter hits the tee with the bat.



Capitol Hill Little League House Rules



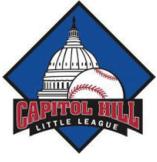
- The **infield fly** rule is NOT in effect.
- There can be no all-stars in tee ball.
- Single A division **players are not permitted to play in the AA division** while on a single A division team roster.

CHLL A “House” Rules

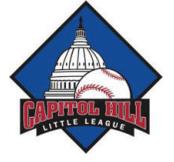
- A **maximum of 10 players** shall be on the field at one time
- **No score will be kept;** however, the number of outs each team makes will be counted with the goal of focusing the players’ attention on fielding and defense
- A **side is retired after all players on the roster bat** one time per inning, but every three outs we will clear the bases. Each player on the batting roster may only bat a maximum of one time in any inning.
- With coaches’ recommendation, the division commissioner will decide when to **introduce machine pitch** into practices and, subsequently, into games.
- When a **pitching machine is in use during a game,** players may receive four pitches from the machine, except that no at bat can end on an uncaught foul ball. If the batter fouls off the fourth or last pitch, he/she will receive another pitch. If the batter fails to put the ball into play, the player will switch to hitting off of the tee.
- The **pitching machine shall be operated by the coach or adult manager** of the team at bat. The operator of the machine is the only coach allowed in the pitching machine circle during play.
- If a **batted ball hits the pitching machine and comes out** of the designated pitching machine area (i.e., the circle), it is considered a live ball regardless of whether it stays in fair play or goes foul. If a **batted ball hits the pitching machine and remains** in the designated pitching machine area, the batter is awarded first base and all runners advance one base.
- The **coach operating the pitching machine should not have contact with a hit ball** until returned to the pitcher by a fielder. If the coach catches a batted ball, the batter is awarded first base and all runners advance one base.
- The **coach operating the pitching machine serves as the umpire** when his/her team is at bat. The coach may defer to either the coach behind home plate or a base coach to make a call, if necessary, but this must occur immediately following the completion of a play.
- The player playing the position of pitcher must start with one **foot touching the circle** around the pitching machine. The player must be standing parallel to or behind the pitching machine.
- There are **no walks.**
- During a single at bat, **play does not stop until a player attempts to throw the ball to the adult pitcher.** Until that time, the ball is still live and runners may advance. When the adult pitcher receives the ball (or would have received the ball if the throw had been accurate), runners who are less than halfway between bases must return to the last base touched (unless there is a force play).

Minors Softball Specific Rules

- A **maximum of 10 players** shall be on the field at one time
- The **pitching machine shall be operated by the coach or adult manager** of the team at bat. The operator of the machine is the only coach allowed in the pitching machine circle during play.
- If a **batted ball hits the pitching machine and comes out** of the designated pitching machine area (i.e., the circle), it is considered a live ball regardless of whether it stays in fair play or goes foul. If a **batted ball hits the pitching machine and remains** in the designated pitching machine area, the batter is awarded first base and all runners advance one base.
- The **coach operating the pitching machine should not have contact with a hit ball** until returned to the pitcher by a fielder. If the coach catches a batted ball, the batter is awarded first base and all runners advance one base.
- The **coach operating the pitching machine serves as the umpire** when his/her team is at bat. The coach may defer to either the coach behind home plate or a base coach to make a call, if necessary, but this must occur immediately following the completion of a play.
- The player playing the position of pitcher must start with one **foot touching the circle** around the pitching machine. The player must be standing parallel to or behind the pitching machine.



Capitol Hill Little League House Rules



- Each batter is **pitched a maximum of eight balls**, except that no at bat can end on an uncaught foul ball. If the batter fouls off the eighth or last pitch, his/her at bat will continue until a ball is put into play or the batter strikes out.
- If the batter does not hit a fair ball in the allotted pitches, the batter is out, and it is considered a **strike out**.
- There are **no walks**.
- No team may **score more than five runs** in any inning.
- During a single at bat, **play does not stop until a player**

attempts to throw the ball to the adult pitcher. Until that time, the ball is still live and runners may advance. When the adult pitcher receives the ball (or would have received the ball if the throw had been accurate), runners who are less than halfway between bases must return to the last base touched (unless there is a force play).

- **No stealing or leading.** Runners may only leave the base at the moment the bat makes contact with the ball.
- **No bunting** is allowed.
- The **infield fly** rule is NOT in effect.

Little League Majors Softball Specific Rules

Little League Rules and Regulations Reminders

- **Bunting** is allowed.

- The **infield fly** rule is in effect.

CHLL Majors Softball "House" Rules

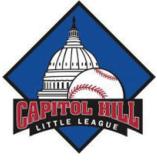
- For games early in the season where the pitching machine is used, **rules for minors related to the coach operating the machine** and the pitcher apply.
- Coaches **confer at the end of each inning** to agree on the score. If there is a dispute, it is resolved by the umpire.
- The **5-run rule** is in effect until the final inning of play (normally the sixth inning). The umpire will have the authority to determine, based on time elapsed, if the rule should be suspended prior to the sixth to allow for the expected final inning to play without limits.

- Players may only **steal once the ball has crossed home plate**. There is **no stealing of home base**. There is no advancing from third to home on a passed ball/wild pitch or overthrow back to the pitcher. Runners may only steal one base per pitch (i.e., no advancing on an overthrow after a steal).
- The **dropped third strike** rule is not in effect.
- On a base on balls, the play will be considered dead once the batter reaches first base.

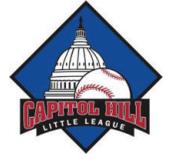
Majors Softball Pitching Rules

- If a player **pitches in more than one (1) inning**, one calendar day of rest is mandatory.
- A player may pitch a **maximum of nine (9) innings in a game**. A player may pitch a **maximum of eighteen (18) innings in a calendar week**, Sunday through Saturday. Delivery of a single pitch constitutes having pitched an inning. (Any limits on the number of innings pitched? Baseball divisions with pitching limit the number of innings pitched to encourage pitcher development.)
- If doubleheaders are played, the limitation of nine (9) innings in a calendar day would apply to each pitcher. A **pitcher who pitches in the first game may pitch** in the second game provided that pitcher has eligibility remaining.

- A pitcher remaining in the game, but moving to a different position, can **return as a pitcher** anytime in the remainder of the game but only once in the same inning as she was removed.
- **No more than five (5) pitchers** per team shall be used in one game.



Capitol Hill Little League House Rules



Little League Junior Softball Specific Rules

Little League Rules and Regulations Reminders

- **Stealing is allowed.** When the pitcher is in the eight (8) foot radius circle and in possession of the ball, the base runner(s) shall not leave their base(s) until the pitched ball has been released by the pitcher. The penalty for leaving the base early is that the ball is dead, a “no pitch” is declared, and the runner is out.
- **Bunting** is allowed.
- The **infield fly** rule is in effect.
- The **dropped third strike** rule is in effect.

CHLL Junior Softball “House” Rules

- Coaches **confer at the end of each inning** to agree on the score. If there is a dispute, it is resolved by the umpire.
- The **5-run rule** is in effect until the final inning of play (normally the sixth inning). The umpire will have the authority to determine, based on time elapsed, if the rule should be suspended prior to the sixth to allow for the expected final inning to play without limits.
- On a base on balls, the play will be considered dead once the batter reaches first base.

Junior Softball Pitching Rules

- If a player **itches in five (5) innings** or more, one calendar day of rest is mandatory.
- A player may pitch a **maximum of ten (10) innings in a game**. A player may pitch a **maximum of thirty (30) innings in a calendar week**, Sunday through Saturday. Delivery of a single pitch constitutes having pitched an inning. (Any limits on the number of innings pitches? Baseball divisions with pitching limit the number of innings pitched to encourage pitcher development.)
- If doubleheaders are played, the limitation of ten (10) innings in a calendar day would apply to each pitcher. A **pitcher who pitches in the first game may pitch** in the second game provided that pitcher has eligibility remaining.
- A pitcher remaining in the game, but moving to a different position, can **return as a pitcher** anytime in the remainder of the game but only once in the same inning as she was removed.
- **No more than five (5) pitchers** per team shall be used in one game.