

Continental Little League - Summary of Regular Season Rules by Division 2018

Issue	Rule	Peanut	A	AA	AAA	Majors
Time Limit	CLL Standing Rules	No new inning may start 1:15 after the game's actual start time	No new inning may start 1:15 after the game's actual start time	No new inning may start 1:45 after the game's actual start time	No new inning may start 1:45 after the game's actual start time	Saturday games: No new inning may start 1:45 after the game's actual start time Mid-week games: No time limit
Innings per Game	4.10(a)	At least 2 and no more than 6	6	6	6	6
Innings Needed for Regulation Game	4.10(C)	N/A	4 complete innings, or 3 1/2 if home team is ahead.	4 complete innings, or 3 1/2 if home team is ahead.	4 complete innings, or 3 1/2 if home team is ahead.	4 complete innings, or 3 1/2 if home team is ahead.
"Mercy Rule"	4.10(e)	N/A	15 runs after 3 innings, or 2 1/2 if home team is ahead. Or, 10 runs after 4 innings or 3 1/2 if home team is ahead.	15 runs after 3 innings, or 2 1/2 if home team is ahead. Or, 10 runs after 4 innings or 3 1/2 if home team is ahead.	15 runs after 3 innings, or 2 1/2 if home team is ahead. Or, 10 runs after 4 innings or 3 1/2 if home team is ahead.	15 runs after 3 innings, or 2 1/2 if home team is ahead. Or, 10 runs after 4 innings or 3 1/2 if home team is ahead.
How Inning Ends	2.0 (Definition of Inning), 4.09, 5.07	Entire lineup batted	Three outs; or maximum of 5 runs scored. No scoring limit applies in the last inning. The umpire and coaches need to declare that the time rule is in effect and that the current, unstarted inning will be the last inning. Once the last inning is declared, no new innings will be started even if time is left.	Three outs; or maximum of 5 runs scored. No scoring limit applies in the last inning. The umpire and coaches need to declare that the time rule is in effect and that the current, unstarted inning will be the last inning. Once the last inning is declared, no new innings will be started even if time is left.	Three outs; or maximum of 5 runs scored. No scoring limit applies in the last inning. The umpire and coaches need to declare that the time rule is in effect and that the current, unstarted inning will be the last inning. Once the last inning is declared, no new innings will be started even if time is left.	Three Outs
Number of Players	4.16	Minimum of nine must be available to play for game to start or continue.	Minimum of nine must be available to play for game to start or continue.	Minimum of nine must be available to play for game to start or continue.	Minimum of nine must be available to play for game to start or continue.	Minimum of nine must be available to play for game to start or continue.
Minimum Playing Time per Game	CLL Standing Rules, Regulation IV (i)	All players in the field each inning, rotate from infield to outfield.	Three full innings, 9 defensive outs, one at bat. No player on the bench for two consecutive innings.	Three full innings, 9 defensive outs, one at bat.	Three full innings, 9 defensive outs, one at bat.	Three full innings, 9 defensive outs, one at bat.
Substitution	3.03, 4.04	See above	No limits as long as minimum playing time is met.	No limits as long as minimum playing time is met.	No limits as long as minimum playing time is met.	Limited per rule 3.03 and 4.04
Age Limits for Pitchers	Regulation VI (j)	N/A	No 12 year olds may pitch.	No 12 year olds may pitch.	No 12 year olds may pitch.	No age limits.

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Pitching Limits	Regulation VI (C)	N/A	For 7 and 8 year olds, 50 pitches per day. For 9 and 10 year olds, 75 pitches per day. For 11 and 12 year olds, 85 pitches per day. For 13 - 16 year olds, 95 pitches per day. Exception: If a pitcher reaches the limit for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. Four calendar days of rest if more than 65 pitches. Three calendar days of rest if more than 50 pitches. Two calendar days of rest if more than 35. One calendar day of rest if more than 20. One game per day per pitcher.	For 7 and 8 year olds, 50 pitches per day. For 9 and 10 year olds, 75 pitches per day. For 11 and 12 year olds, 85 pitches per day. For 13 - 16 year olds, 95 pitches per day. Exception: If a pitcher reaches the limit for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. Four calendar days of rest if more than 65 pitches. Three calendar days of rest if more than 50 pitches. Two calendar days of rest if more than 35. One calendar day of rest if more than 20. One game per day per pitcher.	For 7 and 8 year olds, 50 pitches per day. For 9 and 10 year olds, 75 pitches per day. For 11 and 12 year olds, 85 pitches per day. For 13 - 16 year olds, 95 pitches per day. Exception: If a pitcher reaches the limit for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. Four calendar days of rest if more than 65 pitches. Three calendar days of rest if more than 50 pitches. Two calendar days of rest if more than 35. One calendar day of rest if more than 20. One game per day per pitcher.	For 7 and 8 year olds, 50 pitches per day. For 9 and 10 year olds, 75 pitches per day. For 11 and 12 year olds, 85 pitches per day. For 13 - 16 year olds, 95 pitches per day. Exception: If a pitcher reaches the limit for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. Four calendar days of rest if more than 65 pitches. Three calendar days of rest if more than 50 pitches. Two calendar days of rest if more than 35. One calendar day of rest if more than 20. One game per day per pitcher.
Pitcher / Catcher Substitution	Regulation VI (c)	N/A	A pitcher who has thrown at least 41 pitches in a game cannot play catcher the remainder of the day. A catcher who has caught in all or part of 4 innings cannot pitch the remainder of the day	A pitcher who has thrown at least 41 pitches in a game cannot play catcher the remainder of the day. A catcher who has caught in all or part of 4 innings cannot pitch the remainder of the day	A pitcher who has thrown at least 41 pitches in a game cannot play catcher the remainder of the day. A catcher who has caught in all or part of 4 innings cannot pitch the remainder of the day	A pitcher who has thrown at least 41 pitches in a game cannot play catcher the remainder of the day. A catcher who has caught in all or part of 4 innings cannot pitch the remainder of the day
Pitcher Re-entering as a Pitcher	3.03	N/A	A pitcher once removed from the mound may not return as a pitcher in that same game, or resumption of that game if suspended.	A pitcher once removed from the mound may not return as a pitcher in that same game, or resumption of that game if suspended.	A pitcher once removed from the mound may not return as a pitcher in that same game, or resumption of that game if suspended.	A pitcher once removed from the mound may not return as a pitcher in that same game, or resumption of that game if suspended.
Coach Pitching	CLL Standing Rules	Coach only	Coach only	Does not apply.	Does not apply.	Does not apply.
Balks, Illegal Pitch	CLL Standing Rules, rule 8.05	None, illegal pitch penalty not enforced.	None, illegal pitch penalty not enforced.	None, illegal pitch penalty not enforced.	None, illegal pitch penalty not enforced.	Illegal Pitch will be enforced. No balks.

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Batting Order	4.04	All players bat continuously. Players who arrive late go to the end of the batting order. Players who leave or are injured are skipped in the order until they return.	All players bat continuously. Players who arrive late go to the end of the batting order. Players who leave or are injured are skipped in the order until they return.	All players bat continuously. Players who arrive late go to the end of the batting order. Players who leave or are injured are skipped in the order until they return.	All players bat continuously. Players who arrive late go to the end of the batting order. Players who leave or are injured are skipped in the order until they return.	All players bat continuously. Players who arrive late go to the end of the batting order. Players who leave or are injured are skipped in the order until they return.
Batting Limits	CLL Standing Rules	Maximum of 5 pitches, or one extra if last pitch is hit foul. Batter then hits from tee.	Maximum of 8 pitches, or one extra if last pitch is hit foul. Batter is out if uses maximum pitches.	No special rules.	No special rules.	No special rules.
On Deck Batter	1.08, CLL Standing Rules	Not allowed. Players are not to pick up bats inside dugout areas until coming out to hit.	Not allowed. Players are not to pick up bats inside dugout areas until coming out to hit.	Not allowed. Players are not to pick up bats inside dugout areas until coming out to hit.	Not allowed. Players are not to pick up bats inside dugout areas until coming out to hit.	Not allowed. Players are not to pick up bats inside dugout areas until coming out to hit.
Batters Box	6.02 (c)	Not in use	Not in use	After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. PENALTY: If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike.	After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. PENALTY: If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike.	After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. PENALTY: If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike.
Base Running	CLL Standing Rules	No advance on wild pitch, passed ball, or return throw from catcher to pitcher.	No advance on wild pitch, passed ball, or return throw from catcher to pitcher.	No special rules.	No special rules.	No special rules.
Leading Off	7.13	Once pitcher has the ball and is contact with pitcher plate and catcher is ready to receive the pitch, runner must not leave the base until ball has reached the batter. See Rule 7.13 for penalties.	Once pitcher has the ball and is contact with pitcher plate and catcher is ready to receive the pitch, runner must not leave the base until ball has reached the batter. See Rule 7.13 for penalties.	Once pitcher has the ball and is contact with pitcher plate and catcher is ready to receive the pitch, runner must not leave the base until ball has reached the batter. See Rule 7.13 for penalties.	Once pitcher has the ball and is contact with pitcher plate and catcher is ready to receive the pitch, runner must not leave the base until ball has reached the batter. See Rule 7.13 for penalties.	Once pitcher has the ball and is contact with pitcher plate and catcher is ready to receive the pitch, runner must not leave the base until ball has reached the batter. See Rule 7.13 for penalties.

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"Must Slide" Rule	7.06 (b), 7.08 (a)	No requirement for a runner to slide at any base at any time. Interference rules require the runner to take action to avoid contact when a tag is being attempted on them. Obstruction rules require the fielder including catchers to not block access to the baseline or base without possession of the ball.	No requirement for a runner to slide at any base at any time. Interference rules require the runner to take action to avoid contact when a tag is being attempted on them. Obstruction rules require the fielder including catchers to not block access to the baseline or base without possession of the ball.	No requirement for a runner to slide at any base at any time. Interference rules require the runner to take action to avoid contact when a tag is being attempted on them. Obstruction rules require the fielder including catchers to not block access to the baseline or base without possession of the ball.	No requirement for a runner to slide at any base at any time. Interference rules require the runner to take action to avoid contact when a tag is being attempted on them. Obstruction rules require the fielder including catchers to not block access to the baseline or base without possession of the ball.	No requirement for a runner to slide at any base at any time. Interference rules require the runner to take action to avoid contact when a tag is being attempted on them. Obstruction rules require the fielder including catchers to not block access to the baseline or base without possession of the ball.
Headfirst Slide	7.08 (a)	Allowed only when returning to a base. Runner is out if done illegally.	Allowed only when returning to a base. Runner is out if done illegally.	Allowed only when returning to a base. Runner is out if done illegally.	Allowed only when returning to a base. Runner is out if done illegally.	Allowed only when returning to a base. Runner is out if done illegally.
Special Pinch Runner	7.14	Per Rule 4.04, Continental Little League is using a continuous batting order. The Special Pinch Runner Rule does not apply	Per Rule 4.04, Continental Little League is using a continuous batting order. The Special Pinch Runner Rule does not apply	Per Rule 4.04, Continental Little League is using a continuous batting order. The Special Pinch Runner Rule does not apply	Per Rule 4.04, Continental Little League is using a continuous batting order. The Special Pinch Runner Rule does not apply	Per Rule 4.04, Continental Little League is using a continuous batting order. The Special Pinch Runner Rule does not apply
Infield Fly Rule	CLL Standing Rules, Rule 6.05(k)	Not in use	Applied Per Rule	Applied Per Rule	Applied Per Rule	Applied Per Rule
Dropped 3rd Strike	6.09(b)	Not in use	Not in use	Not in use	Not in use	A batter is out when a third strike is not caught by the catcher when first base is occupied before two are out. On an legally uncaught ball by the catcher on the third strike, if first base is unoccupied or occupied with two outs, the batter is out when tagged by the defense or a successful play made at first base prior to the batter reaching the base.

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Base Coaches	4.05	Adults in both coaches boxes.	Both coaches boxes must be occupied. Base Coaches may be adults or players or any combination. Base Coaches must not leave dugout until the pitcher has completed warmups between innings. Player base coaches must wear helmets.	Both coaches boxes must be occupied. Base Coaches may be adults or players or any combination. Base Coaches must not leave dugout until the pitcher has completed warmups between innings. Player base coaches must wear helmets.	Both coaches boxes must be occupied. Base Coaches may be adults or players or any combination. Base Coaches must not leave dugout until the pitcher has completed warmups between innings. Player base coaches must wear helmets.	Both coaches boxes must be occupied. Base Coaches may be adults or players or any combination. Base Coaches must not leave dugout until the pitcher has completed warmups between innings. Player base coaches must wear helmets.
Adults in Dugout	3.17, Regulation XIV	No more than one manager and two adult coaches at any time in the dugout. At least one adult at all times, especially when adults are in the Coaches Boxes.	No more than one manager and two adult coaches at any time in the dugout. At least one adult at all times, especially when adults are in the Coaches Boxes.	No more than one manager and two adult coaches at any time in the dugout. At least one adult at all times, especially when adults are in the Coaches Boxes.	No more than one manager and two adult coaches at any time in the dugout. At least one adult at all times, especially when adults are in the Coaches Boxes.	No more than one manager and two adult coaches at any time in the dugout. At least one adult at all times, especially when adults are in the Coaches Boxes.
Protests	CLL Standing Rules, Rule 4.19	None.	None.	Only if done in accordance with Rule 4.19 and reported to Chief Umpire within 24 hours.	Only if done in accordance with Rule 4.19 and reported to Chief Umpire within 24 hours.	Only if done in accordance with Rule 4.19 and reported to Chief Umpire within 24 hours.
Forfeits	CLL Standing Rules	No forfeits except those approved by Board of Directors action. Suspended or postponed games must be played to completion.	No forfeits except those approved by Board of Directors action. Suspended or postponed games must be played to completion.	No forfeits except those approved by Board of Directors action. Suspended or postponed games must be played to completion.	No forfeits except those approved by Board of Directors action. Suspended or postponed games must be played to completion.	No forfeits except those approved by Board of Directors action. Suspended or postponed games must be played to completion.
Pre-game Warmups	CLL Standing Rules	Begin 30 minutes before the game time. Home team has 12 minutes of field time, followed by visiting team for 12 minutes.	Begin 30 minutes before the game time. Home team has 12 minutes of field time, followed by visiting team for 12 minutes.	Begin 30 minutes before the game time. Home team has 12 minutes of field time, followed by visiting team for 12 minutes.	Begin 30 minutes before the game time. Home team has 12 minutes of field time, followed by visiting team for 12 minutes.	Begin 30 minutes before the game time. Home team has 12 minutes of field time, followed by visiting team for 12 minutes.
Pre-game: Home	CLL Standing Rules	Drag infield, place bases, chalk infield, provide two new game balls.	Drag infield, place bases, chalk infield, provide two new game balls. Post game score on website.	Drag infield, place bases, chalk infield, provide two new game balls. Post game score on website.	Drag infield, place bases, chalk infield, provide two new game balls. Post game score on website.	Drag infield, place bases, chalk infield, provide two new game balls. Post game score on website.
Post-Game: Visitor	CLL Standing Rules	Drag infield. If last game, lock field equipment and	Drag infield. If last game, lock field equipment and	Drag infield. If last game, lock field equipment and	Drag infield. If last game, lock field equipment and	Drag infield. If last game, lock field equipment and
Post-Game: Both	CLL Standing Rules	Clean up trash in dugouts and spectator areas.	Clean up trash in dugouts and spectator areas.	Clean up trash in dugouts and spectator areas.	Clean up trash in dugouts and spectator areas.	Clean up trash in dugouts and spectator areas.
Lineup Cards	CLL Standing Rules	N/A	Four part multiple copy (Original for umpire, one for each team and scorekeeper.)	Four part multiple copy (Original for umpire, one for each team and scorekeeper.)	Four part multiple copy (Original for umpire, one for each team and scorekeeper.)	Four part multiple copy (Original for umpire, one for each team and scorekeeper.)