

Capitol City Little League Baseball Local Rules Modified Spring 2026

As a constituent league of Little League, Capitol City Little League (CCLL or Cap City) follows the up-to-date version of Little League's Official Regulations and Playing Rules. These are available for free on the Little League Rulebook Mobile App. CCLL also has in place a league Safety Manual (available online) and the following local rules that make limited modifications to the Little League rules across our different baseball divisions.

STATEMENT OF PRINCIPLES

Cap City is a recreational league focused on providing a safe and supportive environment where children can learn how to play baseball, build confidence, and develop a lifelong love of the sport. Cap City is committed to the following principles:

- **Fun comes first.** Baseball should be enjoyable for every player. Competition is part of the Little League experience but having fun playing the sport matters more than wins and losses, no matter the level.
- **Learning and Development.** The focus should always be on improving every player's fundamental skills and understanding of the game. Players should receive opportunities to play all positions they express interest in and should be given chances to hit throughout the lineup, regardless of skill level or experience. Coaches at all levels are expected to provide all players with ample opportunities to play multiple positions—including in the infield and outfield—and to bat in different spots in the lineup throughout the season. The goal for all coaches should be to give all players the same average number of plate appearances per game over the course of the season. Mistakes are part of learning, and every player deserves patience, encouragement, and the opportunity to make and learn from mistakes, including in games.
- **Teamwork.** Baseball is a team sport. We promote collaboration, communication, and mutual respect so players learn the value of supporting one another and working together.
- **Positivity.** We strive to provide a welcoming, encouraging environment where players and families feel supported. Coaches should teach and lead with positivity and model calm, constructive behavior in competitive situations. Coaches are expected to treat their players, opposing players and coaches, umpires, parents, and spectators with respect at all times. Spectators likewise are expected to demonstrate respect for all players, coaches, and umpires. Players are expected to remain positive and respectful in their interactions with other players, coaches, umpires, and spectators.

- **Community.** Regardless of the matchup on the field, we are one Cap City community. Players, coaches, umpires, and spectators are encouraged to fully embrace the camaraderie, mutual respect, and sportsmanship that define a healthy community.

In any circumstance where there is no applicable Little League or CCLL rule, coaches should keep these principles in mind when deciding how to proceed.

DIVISIONS OF PLAY AND TEAMS

Ages refer to League Age Determination. CCLL operates on Little League's 2026 Baseball Age Chart for determining league age for Cap City's Fall 2025 and Spring 2026 seasons.

Tee Ball (also known as the **National Division**) is for players aged 4-6. 7-year-olds may play in some circumstances. Players hit a ball off a batting tee. Rules of the game are varied to accommodate the need for teaching. A roster size of 8-10 players is recommended for teams in the Tee Ball.

Minor League Baseball for Cap City includes three divisions.

- A Division is a "Machine Pitch" Division for players aged 7-8. Players aged 5 and 6 with one season of Tee Ball experience may also register for A Division.
- AA Division is a "Modified Player Pitch" Division for players aged 8-10.
- AAA Division is a "Player Pitch" Division for players aged 9-11.

A roster of 10-12 players is recommended for teams in the Minor League Baseball divisions.

Little League Baseball (also known as the **Majors Division**) is for players aged 10-12. A roster of 10-12 players is recommended for teams in the Majors Division.

Junior League Baseball is for players aged 13-14. 15-year-olds may play in some circumstances. Roster size and division structure may vary to accommodate the needs of the league and participants.

Every player age 9 and higher who has played one spring season in the AAA or AA Division will be required to participate in tryouts held at the beginning of the fall season. Players eligible by age are subject to selection by draft to any Majors team. Any player not drafted onto a Majors team will be eligible for the AAA draft. Any player not drafted onto a AAA team will be assigned to a AA team. In limited circumstances, waivers may be granted for players to play down a division (*e.g.*, for a player age 12 to play in AAA).

SCHEDULES, GAME LENGTHS, AND RUN RULES

The Majors and AAA Divisions shall include no less than twelve regular season games for each team in the spring season. The regular spring season schedule for other divisions and for all divisions in the fall season may include less than twelve games for each team.

Tee Ball: Games will last four innings or 70 minutes, whichever comes first.

Minor League Baseball and above: Games will consist of six innings [**Juniors:** seven innings], or meet a 1-hour-and-45-minute time limit [**Juniors:** time limit based on field availability]. Any inning which has been started prior to the time limit expiring will be completed. A new inning will be considered to have started at the immediate completion of the previous inning. No new inning will begin once the time limit has expired. All should agree who is keeping the official time (can be an umpire, coach, or spectator). The clock should start on the first pitch and the time limit is reached when 1:45:00 has elapsed (*i.e.*, if the last out of an inning is made at 1:44:59 or earlier, then a new inning will be played).

All regular season games may end in a tie whether after six innings or upon reaching the applicable time limit.

No per-game run rule shall be used; if the inning or time limit has not been reached and both teams wish to continue a game, then it should continue. The managers may agree to make rule modifications to allow teams to continue playing, such as refraining from stealing bases, having some or all players bat from an alternate side of the plate, or agreeing to declare a final score and moving on from a half inning while continuing to play.

There are no per-inning run rules in the Junior or Majors Divisions. There is an eight-run limit per half-inning run rule in the AAA division for all regular season games. There is no per-inning run limit for AAA playoff games. As per Little League rules, there is a 5-run per half inning run rule in the AA and A Divisions for all regular season and playoff games. There are no different run-limit rules in any division, such as “unlimited runs,” “trailing runs,” or “grand slam rule.” In Tee Ball, runs and outs are not tracked and every inning proceeds by each batter batting one time.

CONTINUOUS BATTING ORDER AND MANDATORY PLAY

A continuous batting order shall always be used with all players batting. Players that arrive late are inserted at the end of the lineup. In the case of a player needing to depart the game early or miss their spot in the lineup for injury, their spot in the lineup may be skipped without penalty and they may return to the game, occupying their original spot in the batting order [**Tee Ball:** as each player will bat in every inning, the batting order should vary between innings to provide chances to occupy different places in the lineup].

Unlimited defensive substitutions are permitted. No player will be asked to sit out from playing defense for a second inning until every other player on the team has sat out at least one inning. All players shall play at least one of the first four innings at an infield position. The younger the

division, the greater the effort should be made to rotate players between several infield and outfield positions each game, including pitcher and catcher.

NUMBER OF PLAYERS AND COACHES REQUIRED

The game shall be played with nine players on defense [**A Division:** 10 players including one catcher and four outfielders, **Tee Ball**—see dedicated section]. A team may play with seven or eight players, in which case the opposing team will lend the short-handed team a player or players for the outfield.

If a team [**AA Division and above only**] expects to have fewer than nine players for their game, they should request fill-in players from the league's pool of players as designated in Little League Regulation V(c). Pool players may be assigned from the requesting team's division or from the division below, with preference for the division below to allow younger players a chance to play up and to not unduly advantage the team that is short on players. The Player Agent must approve all substitute players.

In accordance with with LLI rules, all coaches must be appointed by the President and approved by the CCLL Board before the start of each season. In all baseball divisions, primary coaching staffs will be at least two but no more than three primary coaches (One manager and 1-2 designated assistant coaches). Only board-approved coaches can be on the field and dugout during games for the roles of 1B, 3B and bench coach.

Every game must have at least one primary board-approved coach and only primary coaches can serve as acting manager when the manager is not present. As scheduling conflicts inevitably happen for games, coaches shall propose to the Player Agent, Coaching Coordinator, Safety Officer, and President prior to the start of the season, for CCLL Board approval, an alternate pool of volunteer coach(es) that are able to supplement the existing coaching staff as the need arises. All CCLL Board-approved alternate coaches must complete the mandatory background check and training prior to any on-field activities. Managers will report before the game (if possible) to the Safety Officer and Coaching Coordinator if an alternate coach will be utilized but no later than 24 hours after the game.

Notwithstanding the above, minor siblings may act as a base coach, at the manager's discretion, without advance prior approval.

Emergencies: If there is one primary board-approved coach but none of the primary or alternate coaches are able to make the game due to an emergency, Majors/AAA primary coaches will notify the appropriate Commissioner, Player Agent, Coaching Coordinator, Safety Officer, and President for emergency interim approval. For AA and below, Commissioners can approve emergency coaches and notify the Safety Officer post-game of this exception.

POSTSEASON PLAYOFF FORMAT

Division commissioners shall work with division coaches to determine spring playoff formats using the guidelines and rules below. Playoff games should utilize experienced umpires, including an adult umpire where practicable, with older divisions given priority. The fall season shall not include a postseason playoff.

Tee Ball: No playoff.

A and AA Divisions: Different formats have been used successfully. The division commissioner should work with the managers to determine an agreed-upon format. Examples include:

- Single elimination with optional consolation games;
- Pool play with winners advancing to a semi-final or final;
- Splitting the A division playoffs into an “experienced” group and a “learners” group and having coaches weigh in on which teams should be in each group;
- Using aggregate rankings from a coaches poll (not standings) to determine seeds.

A 1-hour-and-45-minute time limit may be imposed. The regular season 5-runs-per-half-inning rule will remain in effect.

Majors and AAA Divisions: Different formats have been used successfully. The division commissioner should work with the managers to determine an agreed-upon format. A two-segment pool play format is recommended. In Segment 1, teams are divided into two or more pools with aggregate rankings from a coaches poll (not standings) used to determine seeds and create equitably distributed pools. No game time limit may be imposed. For pool play games, no more than six innings will be played (no extra innings). Each team in each of the pools should play each of the other teams in that pool once. One or more teams with the best record(s) in each pool will advance to a standard single-elimination format such that four semi-finalists are determined. If records within a pool are not decisive, tiebreaker procedures as outlined in Little League Rules Tournament Play Format: Section III and Section IV shall be used.

Double-elimination formats also may be used.

Playoff games postponed or suspended for weather, darkness, or any other reason will commence at the exact point where the game was stopped. Roster rules and pitch limits as designated by Little League rules will apply.

Where practical, the division commissioner will impose pitcher day of rest restrictions so that one team does not benefit over others by circumstances of scheduling. For example, if one team is scheduled for a second game with zero days rest and one of its opponents is scheduled for a second game with one day rest, the division commissioner may compel both teams to treat their second game as being played with zero days rest for purposes of pitcher availability.

During the playoffs, teams may only field players from their original roster and pool players from the division below in coordination with the Player Agent and division commissioner.

WEATHER DETERMINATIONS

In the event of inclement weather, the managers for a given game, in consultation with the Board and division commissioner, will decide whether their game is to be played or canceled. Efforts should be made to decide no less than two hours before game time, recognizing that sometimes this is not possible and Cap City does not want to cancel games prematurely. Once at the field in advance of or during a game in progress, the managers, in consultation with the umpire present, will decide whether a game can be played or continued. If a game is postponed or canceled, the managers must immediately notify the Umpire-In-Chief.

ADDITIONAL RULES OF PLAY BY DIVISION

All pitch count and catcher limit rules by age and days' rest thresholds as prescribed by Little League must be followed.

JUNIOR

- No modifications.

MAJORS and below

- No intentional walks.
- When a runner is on third base and the batter is walked, the batter may not advance to second base if the pitcher has the ball secured on or near the pitcher's plate before the batter has reached first base.
- It is the responsibility of the home team to set up the field including by dragging and lining the field if equipment is available.
- Everyone should be familiar with the safety rules as outlined in the Little League Rules Appendix B - Safety Code for Little League, including: "catchers must wear catcher's helmet with face mask and throat guard, chest protector and shin guards. Male catchers must wear a protective supporter and cup at all times," including in games and while warming up pitchers, and "except when runner is returning to a base, head first slides are not permitted."
- As outlined in LL Rule 4.06(c), no manager, coach, or player shall at any time make any move calculated to cause an illegal pitch. Cap City extends this to also include any move calculated to distract or interfere with the pitcher and their delivery. As per official Little League International FAQs, the ability for a team to cheer for their batter or runners should not be restricted, unless there is intent to gain an unfair advantage: "The chanting/cheering must be in good taste and be directed solely at their own team. A good rule of thumb is the

chants/cheers may be as loud as the team desires as long as there is no crescendo or shrieking when the pitcher is delivering the pitch. No artificial noise making (i.e.- pounding on buckets or fences or air horns) is allowed.”

AAA and below

- No bunting. The batter must take a reasonably full swing at the ball.
- No dropped (uncaught) third strike rule.
- A player may not pitch more than three innings in one game, regardless of pitch count. This means that a pitcher may not deliver a pitch after nine outs have been made while they are pitching.
- The pitcher’s plate may be affixed to flat ground if a suitable natural or manufactured pitcher’s mound is not available.
- When a runner is on third base and the batter is walked, the batter may not advance to second base if the pitcher has the ball secured on or near the pitcher’s plate before the batter has reached first base.

AA Division

- No infield fly rule.
- Tee Ball bats and Softball bats may not be used.
- Runners may only attempt to steal 2nd base and home; stealing of 3rd base is not permitted.
- Runners may not advance on a throw or overthrow from the catcher to the pitcher on a pitched ball not put into play.
- A player may not pitch more than three innings (nine outs) in one game, regardless of pitch count. This means that a pitcher may not deliver a pitch after nine outs have been made while they are pitching.
- If hit by a pitch (from a kid pitcher), the batter may elect to 1) proceed to coach pitch, 2) continue the at bat with the pitch counting as a ball, or 3) be awarded first base. The batter must have made an attempt to avoid being hit by the pitch.
- A Modified Kid Pitch Format shall be used in all games. The intent of this format is to develop pitching skills and confidence while also increasing hitting and fielding opportunities rather than plodding games of “infinite walks.” If the count reaches four balls, play will be called dead and the runner(s) and batter may not advance on the ball-four pitch. Once a four-ball count is reached, instead of a base on balls, a coach from the hitting team will deliver up to four overhand pitches to the batter from a spot of no more than 10

feet in front of the pitcher's plate. The kid pitcher shall take up a defensive position the left or right of the coach pitcher. The coach pitcher must wear a fielder's glove to protect themselves and must make every effort to immediately exit the field of play once the ball is hit while avoiding batted or thrown balls. A batted ball that hits the coach pitcher shall be declared dead and the pitch repeated. If the coach pitcher is hit by a thrown ball, the umpire shall determine the fair outcome of the play. While the coach pitcher may provide verbal instruction to the batter from the mound, the coach pitcher is expected to not actively coach base runners while on the field. The umpire will not call balls and strikes on coach pitches. Runners also may not steal or advance on unhit coach pitches. If the batter fails to put a coach pitch into play before the limit of four pitches is reached, the batter will have struck out. If the last pitch results in a foul, the batter will continue the at bat. There is no limit on the number of foul balls.

A Division

- No infield fly rule.
- No stealing of bases.
- Tee Ball bats and Softball bats may not be used.
- Only low compression "Level 5" baseballs (balls stamped with "Minor League" under the Little League logo) should be used.
- The player occupying the pitcher's position defensively should be positioned to the left or right of the pitching machine or coach pitcher. A player occupying the catcher's position must wear full protective gear (including a protective cup for male catchers) and may be accompanied by a coach to retrieve dead balls.
- The pitching machine will be set up with its rear leg just in front of the pitcher's plate. A ball bag should be kept behind—not to the side of—the machine.
- For each at bat, players are pitched up to 7 strikes or near-strikes. A pitch will not count if it is not hit and not close to being a strike.
- In the regular season, the coach pitcher must deliver at least the first 4 strikes/near-strikes via the machine.
- The final three strikes/near-strikes may be delivered by the machine or by coach pitch. Coach-delivered pitches must be delivered overhand from approximately 10 feet in front of the machine. Underhand pitches are not allowed. Kneeling or crouching is permitted.
- The goal of the A Division is to move toward 100% machine pitch as the season progresses.
- Pitches in playoff games may only be made from the machine.

- The coach pitcher must attempt to avoid any hit balls and must not play any role in fielding or catching. After a hit they should maintain their position unless they need to move out of the line of play.
- A batted ball that hits the coach pitcher shall be ruled a dead ball and the pitch shall be repeated. A batted ball that hits the pitching machine or the ball bag shall be ruled a dead ball that results in one base for the batter and any runner(s).
- After a hit, the play is over once the ball has been returned or to the coach pitcher or player occupying the pitcher's position. If the intent of a fielder is to return the ball to these individuals or the pitching area but it is misplayed or misthrown, the play shall be over the same as if the pitcher caught the ball. A runner who is not at least halfway to a base when the play has ended must return to the previous base.
- On a batted ball that does not leave the infield dirt, the runners and batter runner may not attempt to advance more than one base from the base occupied at the time of the pitch.
- A ball that reaches the running track at Lafayette is an automatic home run.
- Official umpires are not used in the A Division regular season but may be used in the playoffs. If there is no official umpire, the coaches will have the responsibility to make umpiring calls. Generally, the coach pitcher should make the following calls: strikes/near strikes, safe/out on plays at home plate, and fair/foul on batted balls around home plate. The coach pitcher may also decide whether a runner is safe or out if a base coach requests assistance. The third base coach should make safe/out calls at 2nd and 3rd base and fair/foul calls down the 3rd base line. The first base coach should make safe/out calls at 1st base and fair/foul calls down the 1st base line. Any call may be deferred to another coach of either team who had a better view of the play, with the objective of coming to the right call in an agreeable manner.

National Division (Tee Ball)

- Cap City encourages the use of the Little League's official, free 10-week Tee Ball Curriculum in facilitating practices and games.
- Teams are encouraged to have one weekly practice. Some teams choose to practice only before their games. A weekday practice is encouraged to be able to follow the Curriculum and afford enough time for practice and scheduled games with enough time to focus on each separately.
- Teams/fields will be furnished with a bat and official tee balls that have soft sponge rubber cores.
- As bases at Cap City's fields used for tee ball are not affixed to the ground, they may be set up in a 50-foot square position with bases placed 50 feet apart instead of 60 feet.

- There are no outs and score is not kept. Every runner should cross the plate each inning. Baseball plays should be attempted with defensive players recognized for achieving an “out” but with the offensive player remaining on base if they want.
- All batters will hit off a league-provided tee. The policy is Tee Ball=Use the Tee. This allows games to move much more efficiently than using coach pitch, allowing for more innings and at bats per player. As the season progresses, a coach may deliver a limited number of pitches (approximately four) to advanced players that are ready to try to hit coach pitches before employing the tee.
- A batted ball shall be declared foul if it lands in foul territory or does not travel beyond a 10-foot arc in fair territory. This is approximately the dirt area from home plate to the start of the infield grass.
- The ball is declared dead if the tee is hit.
- A player shall bat until they have successfully hit the ball into play (no strikeouts).
- All players present will play the field during their team’s defensive half innings. Five shall occupy the infield at P, 1B, 2B, 3B, and SS. All other players shall play outfield positions taken up behind the baselines. It is a good practice to invite players to make extra throws after the play is over and rotate positions part way through an inning to keep players engaged.
- There is no minimum number of players needed to play a game (*i.e.*, it is okay to play a game with as few as 4 or 5 players per side).
- The defense shall attempt to make a baseball play at a level appropriate to the players.
- There shall be no tagging of a batter runner advancing to first base. A
- A put out should be attempted by throwing to first base or another base if there is an out to be made there, unless the ball is hit near the base or fielded near a runner (but not the batter runner) such that stepping on the base or tagging the runner is the natural attempt to record an out. The intent of Tee Ball is for players to learn the proper baseball play to make, not to get outs using techniques that will not work at higher levels (*i.e.*, a ground ball hit to the player at the pitcher’s plate should result in a ball thrown to a base, not the pitcher running to the base or towards the runner).
- On a batted ball that stays in the infield, players may only advance one base. There is no advancing on an overthrow.
- On a batted ball to the outfield grass, runners may advance until the ball is returned to the infield dirt.

- On the final at bat of each half inning, the runner(s) and batter shall cycle all remaining bases to score.
- A coach from the hitting team should place the ball on the tee, assist the batter, remove the tee for runners advancing home. A coach or volunteer from the hitting team should coach 1st base and 3rd base. Coaches from the team playing defense can take positions in the field to instruct players but may not wear a glove or make plays on the ball.
- Coaches from both teams are responsible for working together to maintain the flow and goodwill spirit of the game.

Little League Sportsmanship and Decorum

Little League International and all of its local leagues, including Cap City, promote and expect good sportsmanship by its players, coaches, volunteers, league officials, parents/guardians/family members, and spectators. Support in a positive manner of and among participants and officials is vital. The actions of all must be above reproach. Playing, coaching, umpiring, and spectating is a privilege and not a right. 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 CCLL Board of Directors. All league participants are bound by Cap City's Code of Conduct.