

WV District 5
Little League Baseball & Softball
MINOR LEAGUE C-BALL
INTERLEAGUE RULES AND REGULATIONS
2020 Season

1. Ground rules are set by each league. The umpire will meet with the Managers at home plate before each game to review any ground rules for that field before starting the game.
2. Due to the fact that Leagues have tight schedules of field time; they cannot wait more than 10 minutes before starting the game. If the player shows up later, the manager will place the player in the last place in the lineup.
3. The standard game is six (6) innings in length. 2:00 time limit no new inning after 1:45 minutes.
4. Continuous batting order will be used the complete game. Teams will bat continuous throughout the whole game.

The batting order is continuous throughout the team's line-up and players that are not in the game defensively are still part of the batting order. If a player arrives after the start of the game and/or the game is in progress: they must be placed at the end of the batting order. When teams do not have the same number of players, the maximum number of batters to bat in an inning will equal the number of players on the team with the fewer players.

5. Each batter gets five (5) pitched balls or three (3) swinging strikes. If the batter fouls the 5th pitch, the batter will continue to get pitches until the batter swings and misses or watches a strike or puts the ball into play. Umpire may call Non-hittable ball at any time.
6. Only 6 balls allowed on field at any time. Machine operator/coach will use one (1) at a time with a coach responsible to pick-up or oversee pitcher picking up pass ball and placing them in a bucket at fence. Please try to develop catcher and have them to throw back to pitcher.
7. The scorekeeper will be one (1) of the coaches allowed in the dugout. The score book will be kept in the dugout.
8. For regular season games, home team will state at the time a game is schedule whether machine pitch or coach pitch will apply. **By vote of WV D5 League Presidents, Post-Season Special Games Tournament SHALL be machine pitch.**
9. Pitching Machine Rules
 - a. The ball will be live until a defensive player possesses the ball within the large circle around the pitching machine. At that point all advancing runners will be allowed to advance to the base they are going, provided they have passed the 3/4 line prior to the possession within the large circle. Even running through the circle, with the ball, deems the play dead. The only exception is when the defensive player is fielding a batted ball in or near the circle or making a play at a base on the other side of the Pitching Machine.
 - b. If the batted ball hits the pitching machine, rubber, or pitching coach prior to being touched by a defensive player, it is a dead ball single. All forced runners are entitled to advance one base. Unforced runners cannot advance.
 - c. If a defensive player deflects or throws a ball into the pitching machine, the ball is live as

long as it does not come to rest within the small circle around the pitching machine legs.

- d. If a ball from any source comes to rest within the small circle immediately around the pitching machine legs, it is a dead ball. All runners are entitled to the base they were going to if they had passed the 3/4 point at the time the ball goes dead. If the ball rolls through the small circle, it is live and in play until a defensive player gains possession within the large circle.
- e. Pitching Machine can only be adjusted once (1st) per inning agreed upon by both Managers, unless hit or bumped during play.
- f. The pitching machine will be set to the equivalent of a single wheeled Jugs machine at 37 MPH.
- g. The pitching machine will be set with the front stand in front of the pitcher rubber.

10. Coach Pitch Rules

- a. Only a coach may be used to deliver pitches.
 - b. All pitches will be thrown overhand.
 - c. The coach delivering pitches shall be no closer than 25 feet from the batter and no further back than the regulation Little League pitching rubber.
 - d. If the batted ball hits any part of the pitching coach prior to being touched by a defensive player, it is a dead ball single. All forced runners are entitled to advance one base. Unforced runners cannot advance.
 - e. If a defensive player deflects or throws a ball and it contacts the pitching coach, the ball is live.
11. When three (3) offensive players are legally put out, or five (5) runs have been scored or eleven (11) players have batted, the half inning shall be complete and that team takes the field and the opposing team becomes the offensive team.
12. The "Fifteen-Run Mercy Rule" applies after 4 innings (3 1/2 innings if the home team is ahead)
13. The defensive team will be allowed to have two (2) coaches in the outfield grass.
14. The offensive team will be allowed to have two adult base coaches. Plus one (1) coach at the pitching machine operator. Provided that one (1) adult coach is in the dugout. Total of 5 Adults in Dugout.
15. All eligible players in the uniform of their team must play in the field and bat. There shall be no more than six (6) infielders, including the catcher and four(4) outfielders. All outfielders must be in the grass. The defensive player playing the pitcher position must have one foot in the large circle until the batter makes contact with the ball. The pitcher shall be equal but not pass the rubber.
16. The defensive team must have a player in the catcher position at all times. The catcher cannot stand against the back stop; he/she must be in full catchers gear and field the position.
17. If the defensive team only has nine (9) players, they must still occupy the catcher position, and field five (5) infielders and three (3) outfielders.
18. A team must start with a minimum of nine (9) players or the game should be rescheduled. This will NOT be grounds for automatic forfeiture.

19. There will be 3/4 marks clearly placed between each base (15' off each base). If the runner has advanced beyond the mark before the pitcher has control of the ball with one foot in the circle, the player may advance to the next base.
20. Overthrow to first base is a live ball, with a one base advance, unless the defensive player chooses to make a play on the runner(s). Examples:
 - The ball is hit to the shortstop, the shortstop over throws the first baseman, the runner goes to second without opposition, the ball goes to the circle.
 - Same scenarios only this time the first baseman throws to second where tag is applied, runner is out.
 - Same scenario, only this time the overthrow is returned to the pitcher in the circle, before the runner crosses the hash mark (dead ball), runner returns to first.
 - Same scenario only this time the first baseman over throws second, runner may advance to third at his own risk, if no play is made he is limited to advancing any further than third (3) base. Any runners ahead of the play will be limited to one (1) base as well.
21. If a runner is advancing to a home plate and a play is being attempted the runner **MUST SLIDE** or must avoid collisions at all bases. If the runner does not slide at home plate, and a play could be made, they will be considered out. The umpire's discretion will be used on plays at all bases
22. No defensive player in the game or on the bench can say "swing" while the other team is at bat.
23. A batter may not advance to first base on a dropped third strike.
24. Fielders cannot occupy a base or base-path unless they are in the act of fielding the ball or making a play.
25. There is no base stealing.
26. There are no on-deck batters
27. There is no infield fly rule.
28. There are no courtesy runners. If a player is injured you may use the player that made the last out of the inning, if no out use last out of previous inning. The injured player is unable to return just mark him/her off the batting line up and will not be counted as an out, but just advance to the next batter the next time up.
29. No walks or bases given to batters hit by pitch
30. Maximum amount of runs per inning is 5.
31. All other little league rules apply
32. Throwing bats not permitted – 1st warning, 2nd an out will be called
33. No bunting is permitted.
34. **BALLS WILL BE REGULAR LITTLE LEAGUE APPROVED BASEBALL**

NOTE: Please be careful and remember this – Continuous Batting order means you have to bat all the players before starting over. C-Ball Minor League is still using the three (3) outs or five (5) runs scores or eleven (11) players have batted to end an inning.