

Cornwall District Minor Baseball

2026 House League Rules

The initial sections apply to all divisions. Some local rules and rules specific to each division come later.

All Divisions

Sportsmanship and Conduct

- Managers See Coaching Code of Conduct.
- Players see Player Code of Conduct.

Once a game is started, the Home Plate Umpire has the responsibility for delaying or postponing the game. The umpire shall not call the game until at least 30 minutes have passed and may continue suspension as long as there is a chance to resume play. Safety for the players is the key factor in this decision.

Play will be stopped immediately during a thunderstorm if lightning appears. Observe the 30-30 rule. If thunder is heard 30 seconds or less after lightning is observed, the storm is less than 10 kilometers away. Precautions should be taken. Do not resume play until 30 minutes after the last lightning strike in the area. All players and spectators should move to safety and away from steel fences and trees. Wait in your cars until the game restarts or is cancelled.

Rain out games will be mostly made up the first week of August. Once they are booked, the division convenor must inform the game scheduler and the UIC to ensure that Umpires are booked for the make up games.

Game Equipment

Home Team will be responsible for bringing the bases out every game and the visitors will be responsible for bringing the bases in every game. The bases for fields 1-5 can be found at the clubhouse and D6 and 7 will be at tower 6.

Game Ball(new) and 2 used balls must be provided by the Home team to the Umpire. The Umpire must return all balls to the home team at the end of the game.

The league entrusts each team Manager with the care and safekeeping of uniforms, bats, catching gear, helmets, and baseballs. Care of uniforms is the responsibility of each individual and should be washed in warm water and hung to dry.

Return all balls at the end of the season along with all other equipment. Previous year's used balls are used as practice balls for future seasons.

Broken helmets are dangerous and illegal and may affect insurance coverage if an injury is sustained while using a broken helmet. Inspect helmets before each game and do not use a helmet if it is cracked.

Contact the Equipment Manager to arrange for a replacement. Share helmets with the other team when necessary.

Catchers must wear a mask that includes the dangling throat protector.

Curfews

The key to completing a game prior to curfew is to start the game on time. The pre-game meeting of umpires and coaches should take place 5 minutes before game time.

Team warm-ups should be completed before the meeting of umpires and coaches, and after this meeting, the home team should take the field and be ready to throw the first pitch at the scheduled start time.

Every effort will be made to start the game on time. In the event the game start is delayed, the coaches and the umpire should note this time.

Teams that habitually cause games to start late will be reported by umpires to the league.

T-Ball – T-Ball is to be scheduled for one hour. Do not start a new inning more than 50 minutes into Training.

Rookie (Coach Pitch): no inning will commence after 1 hour and 20 minutes from the announced start of the game (5 innings max).

Minor & Major: no inning will commence after 1 hour and 45 minutes from the announced start of the game (regular season only, not playoffs, 6 innings max).

Senior: no inning will commence after 1 hour and 45 minutes from the announced start of the game (regular season only, not playoffs, 6 innings max).

Pitching Limits

Little League International is very serious about pitching limits. Too many players have ruined their arms while they are still teenagers. The rules require that someone count all pitches, including 2-strike foulballs. Little League has created a pitch log form

The limits for Senior and below are as follows (see the rule book for Big League limits):

League age:

9-10 (Minor) 75 pitches per day or 2 Innings

11-12 (Major) 85 pitches per day or 2 innings per game per player

13-16 (Junior, Senior) 95 pitches per day or 3 innings for single pitchers 2 innings max for remainder.

Any player who plays up a division observes the age limits not those of his new division.

- Any player on a team can and should be encouraged to pitch.
- Delivery of a single pitch constitutes having pitched an inning.
- A player, once removed as a pitcher, shall not pitch again in the same game applies to 13U Players only

Pitcher & Catcher Restrictions (Typically for 12U and Below)

- **Pitcher to Catcher Rule:**
A player who delivers **41 or more pitches in a game** may **not play catcher** for the remainder of that day.
 - **Catcher to Pitcher Rule:**
A player who has played **4 or more innings at catcher in a game** is **not eligible to pitch** on that same calendar day.
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13 & Up Division

For **13U and older divisions**, these specific pitcher/catcher limitations **do not apply** (no restrictions under this rule).

In levels where kids pitch, no adult may play catch with a child (even to warm up a pitcher).

Cell Phones

Little League rules strictly prohibit the use of cell phones and other electronic communication devices by players, managers, and coaches while in the dugout or on the field during a game. Violation of this rule, designed to prevent distractions and illegal communication, can result in immediate ejection from the game by the umpire.

Key Cell Phone and Electronic Rules:

Prohibited Use: No cell phones, walkie-talkies, or similar devices may be used in the dugout or on the field for communication.

Allowed Exceptions: The Little League Rulebook App is allowed in the dugout, as are specific scorekeeping/pitch count apps (e.g., GameChanger).

2025 Update (Catchers): A new, one-way electronic device is permitted to allow a coach to call pitches directly to the catcher while on defense.

Penalty: If an umpire deems a device is being used improperly, the offender may be ejected.

Player Communication: Volunteers are prohibited from contacting players via social media or electronic devices unless a parent or another adult is included in the communication.

Important Context:

Distraction Prevention: Phones are considered a major distraction and are not permitted in the dugout.

Safety: The rules ensure that coaches and players remain focused on the game and safety, rather than outside communication.

Streaming: While personal phones are restricted, league-managed, sanctioned live-streaming of games is allowed.

Mercy Rule

For Rookie, Pitching Machine, and Major, if after four (or more) innings of play one team is ahead by 10 runs or more the game is officially over (3 ½ innings if the home team is ahead).

All Divisions there is also a 5 run per inning maximum (including the last inning). If both team managers agree, teams may continue to play a game even if it is no longer possible for one team to catch up because of the 5-run limit (unless the 10-run rule applies). The umpires have agreed that they will only use the score to end a game unilaterally based on the 10-run rule.

For Rookie (Coach Pitch) there is a full rotation per inning. All players must try to reach home when last batter is called. If the team fails to call last batter before play, play will stop as per normal and runners will not be able to advance beyond the normal amount allowed.

Scores

All home teams are responsible for submitting the score to the Convenors for processing. There is a drop box in the dugout for all scores to be put in. **The Director of House Leagues** is responsible for reporting the divisions scores to the President at least once a week to update standings, by NLT Friday.

Rule Book

CDMB is a chartered organization with Little League Canada, and uses the official Little League Rule Book for all rules and regulations except for specific 'local' rules as outlined in this document. All Managers and Coaches are required to read, apply and respect the regulations and rules as laid down in the rulebook. Take the time to read the book and apply the philosophy. Share the rules with your players.

Playoffs

Any team that purposefully forfeits a playoff game is not eligible for a medal even if they are in the medal qualifying rounds.

LOCAL RULES

Dugouts

The home team shall occupy the 3rd base dugout and visiting team will occupy the 1st base dugout.

Number of Coaches

Teams may have one manager plus a maximum of 2 coaches (3 adults in all) in the dugout. One adult coach is required to be on the bench at all times. For Rookie, 4 adults are permitted when including the pitcher.

Number of Players

Cornwall places ten to thirteen players on each team. This is an optimum number for each team during the regular season and playoffs. The league is aware that not all players can make all games or are available for the start of each game. Normally, 9 players are required to play the game. However, 7 registered players is the minimum number required to start and continue all games.

All games are expected to start at the time on the schedule; however, to avoid protests and forfeited games, a 15-minute grace period from the scheduled start is allowed for a team to ensure that 7 players are available to start. In the event that a team is unable to field 7 registered players the Umpire shall declare the game forfeited. The game score shall be registered as 6-0 for the team with 7 or more registered players. In the event that both teams are unable to field 7 players, the game will be cancelled and rescheduled. If a team is unable to continue the game with at least 7 players, the game shall be forfeited.

When a game involving 2 Cornwall/Glengarry Teams is forfeited due to lack of players by one team, but there are at least 14 players across both teams, one team will give the other team volunteer players to balance the teams and have a game. The official standings will still show a forfeit, but in the interest of playing the game, the umpires will stay and umpire a game.

Umpires are instructed not to stay and umpire exhibition play after a game has ended due to the mercy Rule or a game involving a team that is not from Cornwall/Glengarry has been forfeited.

Call-Ups

Managers who know that players will not be available to play due to sickness, injury, school trips, holidays, etc. are strongly encouraged to 'call up' players from a lower division to bring the playing roster to at least 7 players, preferably not more than 9. Called up players shall be used exactly like regular team members subject to the rules listed below. Players may not be called up if they have a scheduled game with their regular team.

Managers are not permitted to use a player from the same level.

Called up players cannot Pitch. More specifically,

- Senior may call up from Major, Major may call up Minor

There are no call-downs. Players in an older division or a higher level of the same division may not play except when a deviation is requested and fully approved in advance by the board of directors.

Batting

All Bats must be legal for use in Little League

- 12 & Under USA Baseball Certified and Full Wood Bats
- 13 & Up USA Baseball of BB4 Certified

Helmets

- Helmets must be worn by all offensive players.
- Helmets without chin straps are allowed.
- Helmets must be worn by players acting as base coaches

Every player is placed in the batting order. A player who arrives after the start of the game is placed last on the batting order (even if the team is on the second time through the order).

A player who is on the batting order and arrives late and misses his turn is placed at the bottom of the batting order.

No automatic out is allowed. Example: 10 players on the batting order prior to the start of the game. Tommy, scheduled to bat 6th does not arrive until after the 8th batter has been at bat. Tommy is scratched from the 6th position, bats after the last person in the order, and is not an automatic out because he was not available to bat 6th. Joey, the 11th player, arrives in the second inning and is placed 11th after Tommy.

In Major and younger there is no on-deck circle. Players may not handle a bat until it is their turn to bat.

Only the on-deck batter should be standing near the team's collection of bats.

Defensive Positions (Player Rotation)

Fielding Substitution

- Players may be freely substituted any time between the bench and the field

Catchers

- Catchers may not pitch after catching 4 innings. House League Only
- To increase the speed of play, if the catcher is on base with two outs, he can be substituted for the last out of the inning.
- Catchers must have a throat guard on their face mask

Cornwall promotes the principle of equal play throughout the House League season. On defense, all players will share equally infield positions and outfield play except for skill and safety positions such as pitcher, catcher and first base. This does not mean that there is a 50-50 rule for infield and outfield.

For all divisions except Rookie, there are six infield and three outfield positions. All players' defensive play must be two-thirds infield and one-third outfield over the innings that they are not sitting.

For Rookie (Coach Pitch), the additional outfielder will change the ratio to 60/40 infield to outfield. All players will share equally in sitting out.

Should a player not begin the season with the skills to pitch, catch or play first base, every effort must be made to help the player develop the skills required to play those positions (if the player is willing) at practice. Players who do not pitch or catch must still be given two-thirds of their play in the other infield positions.

Coaches must strive to achieve the above objectives on a game-by-game basis, and not spread them out over a week or a season. In addition, there is rarely a reason for a player to sit out two consecutive innings, and a Coach should never plan this while doing a line up. It happens too often that you do not get to finish all six innings.

*****FAILURE TO FOLLOW THE ABOVE RULES SHALL MAKE THE GAME SUBJECT TO FORFEITURE ON CHALLENGE BY THE OPPOSING COACH*****

- All such challenges should be brought to the convenor of the division after the game rather than to an umpire during the game.

Volunteer Umpires

At Rookie during the regular season, both teams will supply one volunteer umpire for each game. The league will supply umpires for playoff and division finals games.

Players Leaving the Game Early

If a player must leave the game early for any reason, injury or otherwise, his/her spot in the batting Order is removed (no automatic out). If this happens while the player is batting, the at bat is cancelled and the next batter takes the plate with a 0-0 count. If the player is on base, the last player to either get out or score a run takes the leaving player's place. The player may

return later to take his/her original position in the batting order. Teams may not abuse this rule to reduce the playing time of weaker players.

Playoffs

The league will decide on a playoff structure for each division with the seeding based on the regular season standings.

Regular Season Standings Tie-Breakers

Regular season standings shall be determined by total points based on 2 points for a win, and 1 point for A tie, and 0 points for a loss. The first procedure for resolving ties is to apply the following tie-breaking rules (in order):

- most wins
- best record in games involving only the tied teams
- The second procedure if 2 or more teams are still tied is to apply the following criteria (in order) to determine the top team among them:
 - least number of runs allowed (in all games)
 - greater number of runs scored (in all games)
 - coin toss

Note: once the second procedure determines the top team from a tie among 3 or more teams, the remaining tied teams go back to the first tie-breaking procedure again.

Specific Division Rules

Minor and Major [all Levels]: Game Coordinator

The Convenor and UIC is there to offer support to the Youth Umpires in the execution of their duties and to protect them from the inappropriate conduct of players, coaches or spectators.

This Rule [9.03(d) 1-5] can be found under Rule 9.00 – The Umpire of the Little League Baseball 2022 RULEBOOK.

Equipment

The catcher must always wear full protective gear.

The player designated as the pitcher will wear a helmet.

The batting player must wear a helmet.

It is recommended that all players wear a jock/jill with a cup. It is not mandatory in House League

COACH PICTH (ROOKIE) RULES

Rules of Play

1. 5 Pitches per at bat. If the last pitch is fouled off, child gets another pitch.
2. The pitcher will be given 5 balls before the batter hits. The catcher will merely collect balls during the at-bat, returning them to the pitcher for the start of the next at-bat.
3. One base maximum on an infield hit.
4. No advancing on an overthrown ball
5. When a ball is hit into the outfield the runners can advance until the ball is thrown back into the infield.
6. Once it is in the infield runners can advance to the base they are going to at the risk of being tag out. If standing on a base when ball is in infield, player may not advance.
7. A run is scored by touching home plate
8. Bunting is not permitted.
9. One warning shall be given if a player throws a bat. On the second offense (same game), the player is called out for that at bat. Further, the ball is dead and runners do not advance. The result of the thrown bat is equivalent to a strikeout.
10. There is no leading off or stealing. Runners can only leave their bases when the bat hits the ball, leaving before contact will be considered an out for the base runner.
11. If a batted ball touches the adult pitcher, the ball is dead, it does not counts as a pitch.

12. 3 outs or 10 batters per inning. Last batter must be declared before arriving at the plate. If not Declared, then runners can't advance beyond normal rules and inning is over.
13. Players should rotate every inning. Max 2 innings per position per game
14. Pitcher position is the only position allowed in middle of infield. All other players must start near the base paths or farther. They should stay off of the base paths to avoid interfering with the runners.
15. Game starts on time. No new inning after 1 hour and 15 minutes
16. Max 5 inning games
17. For safety, on-deck batter should not be taking practice swings – they should simply be waiting on the bench or beside the bench for their turn
18. Each team is to submit one coach to help umpire the game. Umpires will be provided for playoffs.
19. Home team coach will submit signed scoresheet (signed by both teams) to the clubhouse.
20. Pitcher must throw overhand to the kids. Kids will strike out but they will learn to hit a baseball faster this way.

Minor Division Rules

1. Normal baseball rules apply, except in the modifications below.
2. Players Pitch the ball. Batter gets 5 pitches or 3 swinging strikes.
3. The pitcher must be located on the mound with at least 1 foot.
4. After 4 Balls Players must use Tee. 2 swings only.
5. Stealing bases - The runner can't leave until the ball crosses the plate. The ball also must be a passed ball. That means it must get behind the catcher. A catcher who blocks the ball but keeps it in front of him, is not considered a passed ball
6. 5 runs max per inning.
7. No stealing home.
8. A passed ball on the third strike, the batter is still out.
9. If there is an overthrow at a base from a hit ball (that was pitched), the runner(s) may advance 1 base only. Example: shortstop throws the ball past the second basemen into right field the runner advances to 3rd base only.
10. Games will start at 6. No new inning starts after 1 hour and 45 minutes of play and a maximum of 6 innings in a game.
11. Have scorekeepers confirm scores after every inning. Use the score sheet to clarify disputes, like "outs" if the umpires have lost track too.
12. Only the head coach can approach an umpire for a Clarification/question only.
13. All players are encouraged to wear a protective cup
14. Infield fly rule is in play when there is less than 2 out and a force is at 3rd base.
15. When the pitcher is on the mound with the ball the play is dead.
16. You may play with 4 outfielders.
17. Rotation of players through the season is expected by all teams. Catcher and 1st base are safety positions and can be managed differently
18. The batter will get 1 warning per game for throwing their bat, after the warning they will be called out.
19. The home team is responsible for providing the score of the game to the convenor.

Major Division Rules

1. Games start at 6pm sharp. No new inning starts after 1 hour and 45 minutes of play and a maximum of 6 innings in a game.
2. You need at least 7 players to play the game. If you do not have 7 players, it is an automatic forfeit and loss. However, keep in mind – both coaches should work together to still play a friendly game/lending the other team a few players but again this will result in a loss for the team under 7 players.
3. Maximum number of players on the field is 9.
4. The inning will come to an end when; the team on defense gets 3 outs, or the offensive team gets 5 runs.
5. One Pitcher may pitch only 2 innings per game. They may not pitch an inning, play a different position, then come back and pitch.
6. If the pitcher hits 3 batters total, they must be removed as pitcher but is still allowed to play any other position. (Regular Season only)
7. You are allowed to steal any base including home.
8. Runners can only slide headfirst into a bag when heading back to a bag. Players must slide feet first when advancing bases. Players who slide headfirst on advancing bags will be called out.
9. The runner must slide at home if there is a play at home or they will be called out.
10. Batter is automatically out if the bat is thrown.
11. Batters on the third strike – dropped ball will be able to run to first provided first base is not occupied.
12. Infield fly rule applies.
13. If the ball is hit out of the park, it is a homerun. If the ball rolls out of the park (at the 200-mark, back fence) due to a hole/gap under the fence then that is a ground rule double.
14. The bases must be at 60 feet, and the Pitching distance must be 46 feet
15. Playoffs – Pitchers may pitch an entire game during the playoffs. A pitcher who pitches 3 or more innings cannot pitch the next 2 games regardless of days of rest.

Senior Division Rules

1. Games start at 6pm sharp. No new inning starts after 1 hour and 45 minutes of play and a maximum of 6 innings in a game.
2. You need at least 7 players to play the game. If you do not have 7 players, it is an automatic forfeit and loss. However, keep in mind – both coaches should work together to still play a friendly game/lending the other team a few players but again this will result in a loss for the team under 7 players.
3. Maximum number of players on the field is 9.
4. The inning will come to an end when; the team on defense gets 3 outs, or the offensive team gets 5 runs.
5. One Pitcher may pitch 3 innings per game. Otherwise, the max is 2. They may not pitch an inning, play a different position, then come back and pitch.
6. If the pitcher hits 3 batters total, they must be removed as pitcher but is still allowed to play any other position. (Regular Season only)
7. You are allowed to steal any base including home • If the bottom half of an inning completes and the time is over 1hr 45mins, the game ends
8. Runners can only slide headfirst into a bag when heading back to a bag. Players must slide feet first when advancing bases. Players who slide headfirst on advancing bags will be called out.
9. The runner must slide at home if there is a play at home or they will be called out.
10. Players may take leads.
11. Batters on the third strike – dropped ball will be able to run to first provided first base is not occupied.
12. Infield fly rule applies
13. Batter is automatically out if the bat is thrown.
14. On deck circle for Senior is permitted. All other players must remain in the dugout.
15. Bases must be at 90 feet and the pitching mound must be at 60 feet.
16. Playoffs – Pitchers may pitch an entire game during the playoffs. A pitcher who pitches 4 or more innings cannot pitch the next game regardless of days of rest.