

Rules At-A-Glance

All Divisions

Rules for specific divisions are found in the following pages but here are rules of general interest that apply to all divisions (except where noted)

Uniforms & Equipment

- Team shirt and hat must be worn by all players
- Shirts must be tucked in at all times
- No spikes or metal cleats are allowed - rubber cleats only – sneakers OK for Tee Ball, Pee Wee Jr and Pee Wee Girls
- Players may not wear any metal (jewelry, pins, etc)
- Helmets must be worn by all batters, on deck batters and base runners
- Boys in Pee Wee Sr and higher must wear protective cups
- Pitchers may not wear any distracting items
- Catchers must wear catching equipment (mask, helmet, chest protector, shin guards)
- No batting donuts

Scoring (all except Tee Ball, Pee Wee Jr & Pee Wee Girls)

- See divisional rules for maximum runs per inning – half-inning ends immediately after maximum run is scored (except last inning)
- There is no mercy rule. Teams may play for the allotted 2 hours field time. The losing coach has the option to concede if down 10 runs after 4 innings.
- Extra innings until conclusion as time, daylight and weather allows – if no conclusion then tie game (playoff games are played until conclusion)

In Dugout / On Field

- Only 3 coaches maximum and 1 adult assistant and registered players may be in the dugout during the game
- Only defensive players, batter, base runners, on deck hitter, two base coaches and umpire allowed on field (defensive coaches allowed on field for Tee Ball, Pee Wee Jr and Pee Wee Girls)
- The on deck batter must wear helmet and be in foul territory next to fence past 1st / 3rd base (Tee Ball – on deck batter must remain in dugout)

Game

- Each team is allowed up to 3 designated coaches (who have been background checked). A team must have at least one designated coach be present at the game. A team may have a team parent stand in for a designated coach **with prior commissioner approval** if no coach is available for a game. If a team has no designated coach or approved parent for the game, they must either reschedule or forfeit.
- Losing team must complete 4 innings at bat for a 6 inning game or 5 innings at bat for a 7 inning game for the game to be official. If the game is called before 1 inning is completed, it will be restarted from the beginning. If the game is called after 1 inning, it will be resumed from the point of stoppage. Pitcher innings and pitch counts during that game will count towards weekly pitching limits.
- Any team using a non-roster child during a game will automatically forfeit that game.

Lineup

- Although having less than 7 players will result in a forfeit in the standings, coaches can still agree to use scheduled field time to play ball, mixing and matching players as desired.
- Umpires will submit a game summary showing, at a minimum, final score and innings pitched for each pitcher. The summary will be deposited in a specified location in the clubhouse.
- Tee Ball, Pee Wee Junior, Girls Pee Wee, Pee Wee Senior, Boys Minor, Girls Minor and Girls Major divisions use universal batting. Universal batting means ALL players present are in the lineup regardless of whether or not they are in the field.

Rules At-A-Glance

All Divisions (continued)

Minimum Participation

- Every player present must play 2 innings (6 consecutive outs) in field
- Every player present must have at least 1 at bat (Boys Major, Boys Junior, Girls Major)
- The minimum participation rule is seriously enforced. Any violation will result in a forfeit of that game.
- Players arriving after the 3rd inning are not subject to the minimum participation rule
- Coaches are encouraged to play all players more than the required minimum.

Catchers

- In between innings, the pitcher may be warmed up only by 1) the catcher in full equipment; 2) a coach or other adult; 3) a minor wearing a catcher's mask
- No courtesy runners for catchers

Coach Field Visits (except Tee Ball, Pee Wee Jr & Pee Wee Girls)

- Coach must request umpire's permission for field visit
- The pitcher must be replaced upon the 2nd visit to that pitcher during the inning or the 3rd visit to that pitcher during the game.
- The replaced pitcher may remain in the game at another position

Sliding

- Batter may not slide into first base running from home - batter will be called out
- Base runner must slide to avoid collision at base (except Tee Ball, Pee Wee Jr and Pee Wee Girls) – else runner will be called out
- No head first slide advancing a base – runner will be called out.
- Runners must slide to avoid collision at base or they may be called out
- Since no one is at home plate to advise base runners to slide or stand and the play is usually behind them, coaches should teach their players to slide at home plate if they are not certain there is no play at the plate

Game Play

- See divisional rules for maximum walks per inning (a hit by pitch is NOT a walk)
- Pitcher must be replaced after 2 HBPs in an inning or 3 HBPs in game. HBP will not be called if umpire deems the ball hitting the batter is due to the batter's actions or inactions.
- No strike outs on a foul ball
- A pitch that bounces before reaching home plate is still a live ball (it may be hit by the batter or be a hit by pitch)
- Batter reaching first base may be tagged out if umpire deems runner had intent to move towards second base. Coaches should teach their players to turn right after reaching first base on infield ground ball.

Rules At-A-Glance

All Divisions (continued)

Pitching Limits

- It is important that no player be allowed to pitch to an extent that will injure his or her arm. RLL has pitching limits based on number of innings pitched (pitch count for Major Boys and Junior Boys). These vary by division and can be found in the Rules-At-A-Glance section. Innings counts are not as exact as pitch counts however. One inning a pitcher may retire the side on 6 pitches while in another inning the pitcher may have control problems and take 35 pitches to retire the side. RLL has instituted innings counts as the limit only because of the difficulty in administering pitch counts with the available resources. Coaches should be aware of the Little League pitch count limits and make every effort to keep their pitchers within those limits regardless of innings pitched. The Little League pitch count limits can be found with the innings limits in the Pee Wee Sr, Minor Boys, Major Boys and Junior Boys divisional rules.

Conduct

- Unsportsmanlike conduct by players, coaches or spectators will not be tolerated. Anyone cursing or heckling or otherwise verbally abusing the players, coaches or umpires, participating in physical or verbal altercation, littering, damaging property or drinking alcohol will be subject to expulsion from the field.
- First expulsion will result in suspension of 1 additional game
- Second expulsion will result in suspension of 3 additional games

Lightning and Thunder Notice

If lightning is seen or thunder is heard, all persons must leave the field IMMEDIATELY and seek shelter indoors. The NOAA has teamed with Little League to stress this warning in the strongest possible terms (see www.littleleague.org/Learn_More/programs/asap/lightning.htm)

Rules At-A-Glance

Tee Ball Division

Eligibility

- Boys/girls born Jan 1 2006 – Dec 31 2007

Field & Equipment

- 40' basepaths
- Safety baseball
- Sneakers or rubber cleats
- See All Divisions – Uniforms & Equipment

Game

- 2 innings (more if time allows)
- No strikeouts
- All batters reach base
- Bat through entire lineup each inning – no outs
- Bat off tee - switch to coach pitch halfway through season (commissioner discretion) – hit off of tee after 8 unsuccessful swings
- No keeping score
- Coaches may be on field
- On deck batter must remain in dugout

Lineup

- 7 players minimum to start game
- 10 defensive players in field – coach run clinic in outfield for remaining players
- Universal batting
- Bat through entire lineup each inning

Game Play

- No strikeouts – at bat until ball is hit
- Runners stay on base until ball is hit
- No stealing
- No runner advance on fielder's overthrow
- No sliding
- No bunting
- No tagging up

Rules At-A-Glance

Pee Wee Jr Division

Eligibility

- Boys/girls born May 1 2004 – Dec 31 2005

Field & Equipment

- 60' basepaths; 38' pitching rubber
- Safety baseball
- Sneakers or rubber cleats
- See All Divisions – Uniforms & Equipment

Game

- 5 innings (or as time allows – 2 hr max)
- Batter and runners retired on outs
- 1st inning - bat through entire lineup – regardless of number of outs
- 2nd inning on – 3 outs per inning
- Coach pitch 1st through 4th inning
- Player pitch 5th & 6th inning (commissioner discretion)
- Coach/parent catches
- No wins or losses

Lineup

- 7 players minimum to start game
- 10 defensive players in field – coach run clinic in outfield for remaining players
- Universal batting
- Coaches may be on field

Game Play

- Strikeouts in force - 5 strikes (no called strikes - foul balls and swings & misses only – no strike out on foul ball)
- No walks
- Runners stay on base until ball is hit
- No stealing
- No runner advance on fielder's overthrow
- No sliding
- Bunting allowed
- No infield fly rule
- No tagging up

Rules At-A-Glance

Pee Wee Girls Softball Division

Eligibility

- Girls born Jan 1 2003 – Dec 31 2005

Field & Equipment

- 60' basepaths; 30' pitching rubber
- 8" safety softball
- Sneakers or rubber cleats
- See All Divisions – Uniforms & Equipment

Game

- 5 innings (or as time allows – 2 hr max)
- Batter and runners retired on outs
- 1st inning - bat through entire lineup – regardless of number of outs
- 2nd inning on – 3 outs per inning
- Coach pitch 1st through 2nd inning
- Players may pitch 3rd inning on (commissioner discretion)
- Coach/parent catches
- No wins or losses

Lineup

- 7 players minimum to start game
- 10 defensive players in field – coach run clinic in outfield for remaining players
- Universal batting
- Coaches may be on field

Game Play

- Strikeouts in force - 5 strikes (no called strikes - foul balls and swings & misses only – no strike out on foul ball)
- No walks
- Runners stay on base until ball is hit
- No stealing
- No runner advance on fielder's overthrow
- No sliding
- Bunting allowed
- No infield fly rule
- No tagging up

Rules At-A-Glance

Pee Wee Sr Division

Eligibility

- Boys/girls born May 1 2002 – Apr 30 2004

Field & Equipment

- 60' basepaths; 38' pitching rubber
- Regulation Little League baseball
- Rubber cleats (and protective cup for boys) required
- See All Divisions – Uniforms & Equipment

Game

- 6 innings
- 3 outs per inning
- Players pitch and catch
- Maximum 5 runs per inning (except last inning) – half inning ends immediately after 7th run is scored
- No mercy rule

Lineup

- 7 players minimum to start game else forfeit
- 10 defensive players in field – 4 outfielders must be playing on outfield grass
- Universal batting
- Every player present must play 2 innings (6 consecutive outs) in field
- Pitchers may pitch maximum 2 innings per game; 6 innings in 6 days (LL pitch count limit 50 per day)
- Innings limit applies to combined pitching and catching. Innings count starts when player starts pitching.
Any part of an inning at pitcher or catcher counts as a full inning
- See All Divisions - Catchers
- See All Divisions – Coach Field Visits

Game Play

- Strikeouts in force - 3 strikes – no strike out on foul ball
- 6 walks maximum per inning (hit by pitch is NOT a walk)
- Pitcher must be replaced after 2 HBPs in an inning or 3 HBPs in game.
- No dropped third strike rule
- Runners must stay on base until ball is hit or ball is past the batter
- No stealing
- Runners may advance 1 base maximum from runner's position at time of fielder's overthrow
- Batter may not slide running to first base
- Runners must slide to avoid collision at base or they may be called out
- No head first sliding when advancing a base – head first slides allowed returning to a base
- No balks
- Bunting allowed
- No infield fly rule
- Tagging up allowed

Rules At-A-Glance

Boys Minor Division

Eligibility

- Boys born May 1 2000 – Apr 30 2002

Field & Equipment

- 60' basepaths; 46' pitching rubber
- Regulation Little League baseball
- Rubber cleats and protective cup required
- See All Divisions – Uniforms & Equipment

Game

- 6 innings
- 3 outs per inning
- Players pitch and catch
- Maximum 7 runs per inning (except last inning) – half inning ends immediately after 7th run is scored
- No mercy rule

Lineup

- 7 players minimum to start game else forfeit
- 10 defensive players in field – 4 outfielders must be playing on outfield grass
- Universal batting
- Every player present must play 2 innings (6 consecutive outs) in field
- Pitchers may pitch maximum 3 innings per game; 7 innings in 6 days (LL pitch count limit 75 per day)
- Innings limit applies to combined pitching and catching. Innings count starts when player starts pitching.
Any part of an inning at pitcher or catcher counts as a full inning.
- See All Divisions - Catchers
- See All Divisions – Coach Field Visits

Game Play

- Strikeouts in force - 3 strikes – no strike out on foul ball
- 4 walks maximum per inning (hit by pitch is NOT a walk)
- Pitcher must be replaced after 2 HBPs in an inning or 3 HBPs in game.
- No dropped third strike rule
- Runners must stay on base until ball is hit or ball is past the batter
- 2 steals maximum per inning – no stealing home
- Runners may advance 1 base maximum from runner's position at time of fielder's overthrow
- Batter may not slide running to first base
- Runners must slide to avoid collision at base or they may be called out
- No head first sliding when advancing a base – head first slides allowed returning to a base
- No balks
- Bunting allowed
- No infield fly rule
- Tagging up allowed

Rules At-A-Glance

Boys Major Division

Eligibility

- Boys born May 1 1998 – Apr 30 2000

Field & Equipment

- 70' basepaths; 50' pitching rubber
- Regulation Little League baseball
- Rubber cleats and protective cup required
- See All Divisions – Uniforms & Equipment

Game

- 6 innings
- 3 outs per inning
- Players pitch and catch
- Maximum 7 runs per inning (except last inning) – half inning ends immediately after 7th run is scored
- No mercy rule

Lineup

- 7 players minimum to start game else forfeit
- 9 defensive players in field
- Universal batting
- Every player present must play 2 innings (6 consecutive outs) in field
- Pitchers may pitch maximum 85 pitches per game
- Pitcher rest periods before pitching again are determined by pitch count – 66 pitches or more – 4 days rest; 51-65 pitches – 3 days rest; 36-50 pitches – 2 days rest; 21-35 pitches – one day rest; 1-20 pitches – no rest days required
- A player who pitches 41 or more pitches in a game cannot be moved to the catcher position for the remainder of the game
- See All Divisions - Catchers
- See All Divisions – Coach Field Visits

Game Play

- Strikeouts in force - 3 strikes – no strike out on foul ball
- 4 walks maximum per inning (hit by pitch is NOT a walk)
- Pitcher must be replaced after 2 HBPs in an inning or 3 HBPs in game.
- No dropped third strike rule
- Runners must stay on base until ball is hit or ball is past the batter
- Unlimited stealing
- No limit for runner advance on fielder's overthrow
- Batter may not slide running to first base
- Runners must slide to avoid collision at base or they may be called out
- No head first sliding when advancing a base – head first slides allowed returning to a base
- No balks
- Bunting allowed
- Infield fly rule in use
- Tagging up allowed

Rules At-A-Glance

Boys Junior Division

Eligibility

- Boys born Jan 1 1996 – Apr 30 1998

Field & Equipment

- 90' basepaths; 60' 6" pitching rubber
- Regulation Little League baseball
- Rubber cleats and protective cup required
- See All Divisions – Uniforms & Equipment

Game

- 7 innings
- 3 outs per inning
- Players pitch and catch
- Maximum 7 runs per inning (except last inning) – half inning ends immediately after 7th run is scored
- No mercy rule

Lineup

- 7 players minimum to start game else forfeit
- 9 defensive players in field
- Lineup is 9 players in field + extra hitter (10)
- 10 players in lineup may be switched freely between defensive positions and extra hitter
- Every player present must have at least 1 at bat and must play 2 innings (6 consecutive outs) in field
- Player, once substituted for, may not return to game.
- Pitchers may pitch maximum 95 pitches per game
- Pitcher rest periods before pitching again are determined by pitch count – 66 pitches or more – 4 days rest; 51-65 pitches – 3 days rest; 36-50 pitches – 2 days rest; 21-35 pitches – one day rest; 1-20 pitches – no rest days required
- A player who pitches 41 or more pitches in a game cannot be moved to the catcher position for the remainder of the game
- See All Divisions - Catchers
- See All Divisions – Coach Field Visits

Game Play

- Strikeouts in force - 3 strikes – no strike out on foul ball
- Pitcher must be replaced after 2 HBPs in an inning or 3 HBPs in game.
- Dropped third strike rule in effect
- Base runners may take leads
- Unlimited stealing
- No limit for runner advance on fielder's overthrow
- Batter may not slide running to first base
- Runners must slide to avoid collision at base or they may be called out
- No head first sliding when advancing a base – head first slides allowed returning to a base
- Balks in effect
- Bunting allowed
- Infield fly rule in use
- Tagging up allowed

Rules At-A-Glance

Girls Minor Division

Eligibility

- Girls born Jan 1 2000 – Dec 31 2002

Field & Equipment

- 60' basepaths; 30' pitching rubber
- 8" hard softball
- Rubber cleats required
- See All Divisions – Uniforms & Equipment

Game

- 6 innings
- 3 outs per inning
- Players pitch and catch
- Maximum 5 runs per inning (except last inning) – half inning ends immediately after 7th run is scored
- No mercy rule

Lineup

- 7 players minimum to start game else forfeit
- 10 defensive players in field – 4 outfielders must be playing on outfield grass
- Universal batting
- Every player present must play 2 innings (6 consecutive outs) in field
- Pitchers may pitch maximum 3 innings per game; 6 innings in 6 days
- See All Divisions - Catchers
- See All Divisions – Coach Field Visits

Game Play

- Strikeouts in force - 3 strikes – no strike out on foul ball
- 6 walks maximum per inning (hit by pitch is NOT a walk)
- Pitcher must be replaced after 2 HBPs in an inning or 3 HBPs in game.
- No dropped third strike rule
- Runners must stay on base until ball is hit or ball is past the batter
- No stealing
- Runners may advance 1 base maximum from runner's position at time of fielder's overthrow
- Batter may not slide running to first base
- Runners must slide to avoid collision at base or they may be called out
- No head first sliding when advancing a base – head first slides allowed returning to a base
- No balks
- Bunting allowed
- No infield fly rule
- Tagging up allowed

Rules At-A-Glance

Girls Major Division

Eligibility

- Girls born Jan 1 1997 – Dec 31 2000

Field & Equipment

- 60' basepaths; 35' pitching rubber
- 12" hard softball
- Rubber cleats required
- See All Divisions – Uniforms & Equipment

Game

- 6 innings
- 3 outs per inning
- Players pitch and catch
- Maximum 5 runs per inning (except last inning) – half inning ends immediately after 7th run is scored
- No mercy rule

Lineup

- 7 players minimum to start game else forfeit
- 10 defensive players in field – 4 outfielders must be playing on outfield grass
- Universal batting
- Every player present must play 2 innings (6 consecutive outs) in field
- Starter, when substituted for, may return to game but only in original lineup position
- Substitute may not re-enter game.
- Pitchers may pitch entire 6 inning game (7 innings if extra innings); 7 innings in 6 days
- See All Divisions - Catchers
- See All Divisions – Coach Field Visits

Game Play

- Strikeouts in force - 3 strikes – no strike out on foul ball
- 6 walks maximum per inning (hit by pitch is NOT a walk)
- Pitcher must be replaced after 2 HBPs in an inning or 3 HBPs in game.
- No dropped third strike rule
- Runners must stay on base until ball is hit or ball is past the batter
- Unlimited stealing
- No limit for runner advance on fielder's overthrow
- Batter may not slide running to first base
- Runners must slide to avoid collision at base or they may be called out
- No head first sliding when advancing a base – head first slides allowed returning to a base
- No balks
- Bunting allowed
- Infield fly rule in use
- Tagging up allowed