DANVILLE LITTLE LEAGUE BASEBALL

Official 2026 Supplemental Rules of Play
General – All Divisions

I. Little League International Rule Changes

1. (a)(3) Any part of the pitcher's undershirt or T-shirt exposed to view shall be of a solid color. The pitcher's undershirt sleeves, if exposed, shall not be white or gray. Neoprene sleeves, if worn by a pitcher, no longer need to covered by an undershirt. The use of play calling bands by defensive players is permitted.
2. This would aid in efforts to improve the pace of play by allowing adult coaches to warm up pitchers for regular season only. Managers or coaches must not are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time including in-game warm-up, pre-game warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen.
3. This would revise the run rule for all divisions of play during the regular season, adding an additional condition in which, if after five (5) innings if the home team is ahead, one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
4. This revises the intentional walk rule so that a player may only be intentionally walked by announcing such decision to the plate umpire one time during the course of the game. This would not restrict a team from throwing four balls outside of the strike zone to this batter at another time during the game.

II. Safety & Equipment

A. An adult must always remain in the dugout and maintain control of the players that are there.
B. All batting helmets used by players of the AA & AAA Divisions (10 years old and younger) in Danville Little League Baseball, home and away, must be equipped with a **face mask**. The use of such helmets is recommended, but not required, of visiting teams from other leagues
C. All batting helmets used by players of the Major Division in Danville Little League Baseball, home and away, must be equipped with either a **face mask or c-flap**. The use of such helmets is recommended, but not required, of visiting teams from other leagues.
D. Tee Ball Division players are **not required** to use a face mask or c-flap.

III. Rules for All Games (practice, exhibition, regular season and tournament)

A. All rostered players will bat in continuous rotation.
B. All players present at the start of a game will be in the batting order. If a player arrives after the start of a game, he will be placed at the end of the batting order.
C. Each player present at the start of a game must play at least six outs in the field.
D. Players may re-enter a game after being removed from a defensive position.
E. Except for injury replacements or pitching changes, substitutions and player position changes may be made only at the start/end of a half-inning.
F. Practice games are treated the same as regular games as far as pitching restrictions are concerned.
G. The official pitch count will be kept in the book and/or Game Changer of the home team. Pitch counts should be reconciled at the end of each half inning.
H. To stop play for AAA and Majors, the defense must stop the lead runner, at which time the umpire should call time. *Note that while any player may request time, only an umpire may grant time, and play will continue until the umpire grants time. (See AA supplemental rules regarding stop play) *****UPDATE***** - Play will be stopped when the pitcher has control of the ball in or around the pitcher's area and runners have stopped forward progress towards the next base - this includes the runner standing still while off the base in an attempt to bait the pitcher to throw.
I. Games for AA, AAA and Major Divisions (12 years old and younger) will consist of six innings (5-1/2 if the home team is in the lead). Games for Intermediate-Senior Divisions will consist of seven innings (6-1/2 if the home team is in the lead).
    1. Games for AA, AAA and Major Divisions in the case of bad weather, darkness, curfew or time limit, a game will be considered complete after four innings (3-1/2 if the home team is in the lead).
    2. Games for Intermediate Junior and Senior Divisions in the case of bad weather, darkness, curfew or time limit, a game will be considered complete after five innings (4-1/2 if the home team is in the lead).
    3. It is the sole discretion of the umpire when to call a game.
J. Managers are responsible for entering all players into the game on defense. A game, which is shortened by bad weather, darkness, curfew or time limit, is not an excuse for failure to get all players into the game. Early substitution is encouraged.
K. Pitching rules shall be those of the Little League as outlined in the Official Regulations and Playing Rules of Little League Baseball, Section VI – PITCHERS. Proven violation of this rule may result in suspension

of the team manager for the following game.

L. Use of a courtesy base runner is allowed for the next half inning's catcher or pitcher if on base with 2 outs. The courtesy base runner will be the most previous batter in the line-up not on base.

IV. Time Limits

A. There will be a one hour time (**1:00**) limit for T-Ball division. There will be a 1 hour and 30 minute (**1:30**) time limit for AA. There will be a one hour and forty-five minute (**1:45**) time limit for all AAA and Major Division games. Time limit will be in place for tournament games. A new inning will not be started after the time limit is reached - the umpire shall notify both head coaches as the time limit approaches prior to the visiting team batting to allow for an unlimited run inning for both teams. For regular season play, the time limit will be a drop dead time limit - finish the current batter otherwise the game is called as complete.

B. Time limits for Int 50/70, Junior and Senior games are subject to the District 8 scheduler at the discretion of District 8 Administration. Typically there will be a two hour time limit, except for tournament games when there will be NO time limit.

C. Enforcing the time limit is the responsibility of the home plate umpire.

D. AA-Senior Division, the next inning officially starts when the third out is made in the bottom half of the previous inning.

E. Umpires have the authority to stop the game clock for special circumstances, such as injuries, stalling, etc.

F. Umpires are responsible for getting the entire game in, if possible, within the time limits. This means they have the authority to use whatever means necessary to keep the game moving along, such as limiting time between batters and eliminating any stalling.

V. Division Standings

A. Tournament seeding will be a blind draw independent of regular season records

VI. Division Tournaments (AA-Major Divisions)

A. Division tournaments will be held at the end of the regular season.

VII. Manager and Coach Umpiring Obligations

A. In the event that umpires are not available for AA games, managers/coaches of the teams participating will be responsible. A manager or coach of the team hitting will serve as the home plate umpire and stand behind the pitcher during player pitch innings 1 and 2. A manager or coach of the fielding team positioned in the outfield will work with the other manager/coach in regards to calling plays in the field. This will alternate in the next half of the inning.

For coach pitch innings, the coach pitcher of the hitting team will again work with a manager/coach of the fielding team to call plays in the field.

***In the event of a disputable call, the opposing coaches should conference together to come to a quick resolution with setting an example for the players/fans and good sportsmanship in mind as the priority.

VIII. Game Duties (Danville Little League Baseball)

A. **Visiting team** shall (as a guideline, cooperation between both teams is recommended on both ends of play):
   1. Rake and/or drag the field if necessary to make it suitable and safe for play;
   2. Install bases;
   3. Line the home plate area and foul lines;
   4. Raise the flags (if applicable);
   5. Clean visitors side of the field and dugout after the game.
   6. Clean up trash, etc. in the spectator areas of the visitors side of the field

B. **<u>Home team</u>** shall (as a guideline, cooperation between both teams is recommended on both ends of play):
   1. Put bases away;
   2. Rake and/or drag the field;
   3. Take down flags and put them in the concession stand (if applicable);
   4. Clean home side of field and dugout;
   5. Clean up trash, etc. in the spectator areas of the home side of the field.

C. Home and Visiting Coaches shall cooperate to put down tarps if needed.

D. If the visiting team is from another league, the home team is responsible for both A and B above.
E. Visiting teams from other leagues are asked to assist in the above, particularly A5 and A6.

DANVILLE LITTLE LEAGUE BASEBALL
Official Rules of Play
Specifics for AAA Division

I. General Rules

A. Teams will field six players in the infield and four in the outfield. Outfielders will start each play no closer than twenty feet behind the base paths.
B. The infield fly rule **will NOT** be used.
C. The dropped 3rd strike rule **will NOT** be used.

II. Coaching Rules

A. The offensive team will have the option of using one adult and one team member or two adults as base coaches. The coaches are not allowed to come into physical contact with either a player or the ball during play. Their interactions with the offensive team should not slow the progress of the game in any manner. In the event that a base coach comes into contact with a player while play is live, the player will be called out and play is dead. Runners will return to their previous base and not advance.

III. Game Play Rules

A. The strike zone is from the top of the shoulders to the bottom of the knee caps, and widened a few inches to the outside of home plate. It will not be a strike if the ball is inside on the batter's side of home plate unless the batter is standing well away from the plate.
B. A half inning in AAA Division is defined as 3 outs or 5 runs (aka 5 run rule per half inning).
C. If after four (4) innings the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. A similar run rule will be in effect if after five (5) innings, one team has a lead of eight (8) runs or more.
D. The five run per half inning rule shall be in force except during the last inning of a game and all subsequent extra innings in case of a tie. (NOTE: If the visitors have a substantial lead in the final inning, it is expected that good sportsmanship will prevent “running up” the score.)
    1. Due to time limits, when getting close to the end of a game and if the time limit could be a factor going into the next inning, that inning should be declared the final inning of the game. If that inning ends up coming to a close before the time limit expire, the next inning may be considered the last inning of the game and an additional unlimited run inning played. (Example: 4th inning is declared to be the last inning as it is starting at the 1:35 mark of a 1:45 time limit. During that 4th inning, both sides go 3 up and 3 down with the home side finishing their at bat at 1:43. Play an additional inning with unlimited runs for both sides.)
    2. The umpire will declare which inning should be considered the final inning and thus unlimited runs for both teams.
E. If a half-inning ends because of the 5 run rule (i.e. before 3 outs are recorded), a player who participated in the entire inning on defense will be considered to have played for 3 consecutive outs for the purposes of the participation rule.

DANVILLE LITTLE LEAGUE BASEBALL
Official Rules of Play
Specifics for AA Division

I. General Rules

A. Teams will field six players in the infield and four in the outfield. Outfielders will start each play no closer than twenty feet behind the base paths.
B. Bunting is not allowed when a coach is pitching.
C. Base stealing is **NOT** allowed.
D. Runners will not advance on passed balls or wild pitches.
E. The infield fly rule will **NOT** be in force.

II. Coaching Rules

A. The offensive team will have the option of using two adult base coaches. The coaches are not allowed to come into physical contact with either a player or the ball during a play. Their interactions with the offensive team should not slow the progress of the game in any manner. In the event a coach comes in contact with a runner, the player will be called out and the ball will be considered dead. Runners will return to their previous base and not advance.
B. The defensive team will have the option of using up to two coaches in the outfield to aid in the development of fundamental skills, not to think for the players. The coaches are not allowed to come into physical contact with either a player or the ball during play. If they do come in contact with the ball then it will be considered dead and the runners advance to the next base. Their interactions with the defensive team must not slow the progress of the game in any manner. If they do then the Umpire may choose to remove them from the field.
C. In the event that an official umpire is not present for the game. Each Team will be required to have a representative from that team to assist in Umpiring the game. See Section VII of General Rules.

III. Game Play Rules

A. The strike zone is from the top of the shoulders to the bottom of the kneecaps, and widened a few inches to the outside of home plate. It will not be a strike if the ball is inside on the batter's side of home plate unless the batter is standing well away from the plate.
B. A half inning in AA Divisions is defined as 3 outs or 3 runs in the 1st or 2nd (Player pitch innings) OR 5 runs in every other inning with the exception of the last and extra innings. (aka 3/5 run rule per half inning).
C. The five run per half inning rule shall be in force after the first 2 player pitch innings except during the last inning of a game and all subsequent extra innings in case of a tie. (NOTE: If the visitors have a substantial lead in the final inning, it is expected that good sportsmanship will prevent “running up” the score.)
    1. Due to time limits, when getting close to the end of a game and if the time limit could be a factor going into the next inning, that inning should be declared the final inning of the game. If that inning ends up coming to a close before the time limit expire, the next inning may be considered the last inning of the game and an additional unlimited run inning played. (Example: 4th inning is declared to be the last inning as it is starting at the 1:20 mark of a 1:30 time limit. During that 4th inning, both sides go 3 up and 3 down with the home side finishing their at bat at 1:27 mark. Play an additional inning with unlimited runs for both sides.)
    2. The umpire will declare which inning should be considered the final inning and thus unlimited runs for both teams.
D. If a half-inning ends because of the 5 run rule (i.e. before 3 outs are recorded), a player who participated in the entire inning on defense will be considered to have played for 3 consecutive outs for the purposes of the participation rule.
E. If after four (4) innings the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. A similar run rule will be in effect if after five (5) innings, one team has a lead of eight (8) runs or more
F. Pitching rules will be as follows:
    1. The first 2 innings will be player pitch.
    2. Player Pitcher will deliver pitches to batter until one of the following actions occur:
        a) Batter successfully hits ball into fair territory.
        b) Batter strikes out either swinging or looking before batter is delivered a fourth called ball which would result in a walk.(See Rule Below)
        c) If Pitcher delivers 4 balls to the batter, the count will reset and the hitting team’s coach will immediately substitute for the player and pitch no more than 2 pitches that the

batter will either hit or strike out. There will not be any walks. In the event the batter continues to foul off the second pitch, he/she will be allowed to continue to hit until the batter either strikes out or puts the ball in play.

d) Players will be allowed to pitch 1 inning every 2 games.

e) The pitching rubber will be a placed at 41' from the tip of home plate.

3. The last four innings (and extra innings) will be coach pitch. During coach pitch, a maximum of 6 pitches will be made to the batter until one of the following actions occur:

a) Batter successfully hits the ball into fair territory.

b) Batter strikes out swinging (there will be no called strikes)

c) Batter takes or swings and misses at the 6th and final pitch.

d) In the event the batter continues to foul off the 6th pitch, he/she will be allowed to continue to hit until the batter either strikes out or puts the ball in play.

4. Coaches must pitch overhand and are required to have at least 1 foot inside of the 8ft circle surrounding the pitcher's rubber. Coaches may pitch from a standing position or from a knee.

5. During coach pitch, the player pitcher must remain inside the 8ft circle until the ball is batted in play.

6. Coach pitchers should make every attempt to avoid a batted ball. In the event a batted ball contacts the coach pitcher, the ball is dead and the pitch will be deemed no pitch and will be redone without affecting the count or number of pitches.

G. STOP PLAY occurs when a defensive player makes an ATTEMPT to throw the ball to the pitcher/coach pitcher inside or in the vicinity of the 8ft pitcher's circle OR the lead runner is stopped naturally by the fielder. Stop play is at the discretion of the umpire. At the time the ball enters the circle, runners that are past half way down a baseline will advance to the next base. Runners that are not half way down a baseline will return to the base they came from.

H. OVERTHROW RULES - only one extra base is allowed by all runners on an overthrow per batted ball. Runners may advance at their discretion. In the event that the fielder attempts a play as the runner attempts to advance and the runner reaches the next base successfully, any further play will be nullified and runners remain on the extra base they advanced to.

I. It is encouraged, but not required, that the pitcher wear a heart guard and face shield.

DANVILLE LITTLE LEAGUE BASEBALL
Official Rules of Play
Specifics for T-Ball Division

IV. General Rules

A. Teams will be composed of 6-9 players based on final number of registered players/coaches, to be determined by the League, and may be positioned across the infield/outfield as the coach desires with 1 pitchers helper. The pitchers helper should play behind the coach pitcher or behind an imaginary line drawn between 1st and 3rd base. There will be no catchers.
B. Use of a Tee Ball throughout the game
C. USA baseball official Tee Ball bats only
D. There will be NO OUTS and NO SCORE KEEPING
E. Pitchers helper are encouraged but not required to wear a face mask/heart guard.

V. Coaching Rules

A. The offensive team should have an adult 1st and 3rd base coach. The offensive team should also provide a coach catcher as well as a coach to assist with placing the ball on the tee as well as for coach pitch as the season progresses.
B. The defensive team may use up to 4 coaches behind the fielders to help with instruction on fielding and throwing.

VI. Game Play Rules

A. A complete game will consist of 3 full innings or a time limit of one hour (1:00)
B. There will be no swing/pitch limit when hitting off of the tee.
C. The first 3 games of the season, all players must hit off of the tee
D. After the first 3 games, players may attempt coach pitch for 5 pitches as skill allows. If a pitch is not batted in fair territory after 5 pitches, the player must go to hitting off of the tee.
E. Coaches may pitch underhand or overhand at any distance to allow the player the best chance to hit the ball.
F. Every player rostered on a team will bat every inning
G. Batters and runners will not advance more than one base on a batted ball
H. The last batter each inning will run all the bases. Coaches are encouraged to change the lineup each inning to allow for a different final batter.
I. Each player will be positioned in the field every inning.