

GLL Rule Highlights and Local Rules

Minors Division Fall '25

Official Little League Regulations and Playing Rules apply except where there is a conflict or modification caused by the rules in this handout. In cases of conflict with the Official Little League Rulebook, these “local rules” apply.

Team Formation

Teams are formed by League allocation. No Player evaluations nor a draft are used to form teams.

Game Play

*The Fall Season is intended to be more instructional than the Spring, and Managers should try to get the maximum play time for all players. Score may be kept in the press box, but outcomes are not registered on the league website. Coaches should steer away from heavy ‘gamesmanship’ such as constantly fake-stealing, fake-bunting, making the catcher walk the runner back to a base after each pitch, etc.

Post Season

*There will be a single-Elimination Post-Season Tournament the week of October 23rd. Score may be kept for regular season games, but game outcomes **DO NOT** affect Post-Season seeding. Seedings will be drawn out of a hat once the season has completed.

1. Number of Players Required to Play: A game will start with only 8 players, but no less. If additional players arrive late (after the first pitch is thrown), they will be put into the game at the bottom of the batting order. If a team has less than 8 players to start a game, the league will officially call it a forfeit. If both coaches agree, the coaches may re-schedule the forfeited game by coordinating the time and place with the league’s master scheduler and chief umpire. Coaches must notify the league in advance for it to be considered an official game.

A team has the option to work with the opposing coach to fill out an 8 player roster with players from their fielding lineup. For example, the opposing team can supply an outfielder to the short team. In this case the team with 8 is allowed to only bat 8 in their lineup.

2. Call-Over Players: Coaches have the option to “call over players” (from another Minors team only – **no unregistered players will be allowed**). Coaches can work together on call-overs. If your team plays a 6pm game, work to identify a player that has an 8pm game. Once the call-over player is identified, the coach must contact that player to determine his availability to play in the game. **The only restriction for call-over players is they can not pitch.** (A “call-up” can be made if the CP player is determined physically able to play. CP players are required to play outfield and bat at the bottom of the lineup. This is mostly to accommodate a sibling or similar circumstance for the fall).

3. Game Duration & Time Limit:

*A full game will be considered 6 innings played within the allotted game time. Plan to play out the last half of the 6th inning regardless of whether the home team is winning. This applies if the mercy rule requirements have not been triggered.

*During the regular season, no new inning will start (defined as when the final out of the previous inning is recorded) after 1 hour and 30 minutes of play. Coaches and umpires should agree/confirm official start time prior to first pitch.

4. Games Tied at End of Time Limit: One additional “tiebreaker” inning may be played in any game that is tied at the end of an inning finishing after the time limit has expired. If the game is still tied after the extra inning, the game will be declared a tie. The last batted out of the previous inning is placed on 2nd base and the inning begins with zero outs. This is a change to last year’s rule in minors (previously started with ONE out).

5. **Run Limit:** There will be a 5-run limit per team per ½ inning. Once 5 runs have scored or 3 outs have been recorded, the inning is over. The 6th inning and any tie-break innings played have a run limit of 10.

6. **Mercy Rule:** The game is called when a team is ahead by 10 or more runs after the end of the 4th inning or any subsequent inning. (*Coaches and umpire could agree to something different, time permitting*).

7. **Batting Order:** Minors Division will have 11 or 12 players (9 defensive players and 2 or 3 extra hitters) in the starting lineup. Free substitution is allowed in the lineup if the players remain in the same spot in the order. Minors will use a continuous batting order of all rostered players. See Mandatory Play requirement outlined below.

8. **Free Substitution for Mandatory Play:** The minimum play requirement is 6 defensive outs (in a full 6 inning game) and 1 At-Bat per player. If a game is shortened for any reason, there are no minimum play requirements. Coaches may substitute freely throughout the game as long as the minimum play requirement is met. Play does not have to be for 6 consecutive outs.

9. **Pitching & Catching Limits:** A pitcher may throw a maximum of 50 pitches per day, but the pitcher will be allowed to finish the batter in an inning. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. If he starts his last batter before the 41st pitch, he is allowed to finish the batter and retain eligibility to play the catcher position. A player who plays the position of catcher for more than 3 innings cannot move to the position of pitcher for the remainder of the day. (If a catcher catches 1 pitch in the 4th inning, he cannot pitch.) A catcher who enters the game to pitch may not throw more than 20 pitches (but can finish the batter) and still return to the catcher position.

10. Rest Rules for Pitchers: Pitchers must adhere to the following rest requirements.

- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Exception: If a pitcher reaches a day(s) rest threshold while facing a batter, the pitcher may continue to pitch until one of the following conditions occurs:

- That batter reaches base
- That batter is retired
- The 3rd out is made to complete the ½ inning

The pitcher will only be required to observe the calendar day(s) rest for the threshold he reached during the at-bat, provided the pitcher is removed before delivering a pitch to another batter.

11. Illegal Pitches: An illegal pitch, whether or not the pitch is actually delivered to the batter, counts as a pitch in determining the pitch count for that pitcher.

13. Suspended Games: In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for the day the game is resumed, provided the pitcher has observed the required days of rest. The lineup and batting order of both teams shall be the same as the lineup and batting order at the moment the game was halted, subject to the rule governing substitution. A pitcher removed from the mound in the game suspended may not return to the mound after the game resumes. At the time a game is suspended, both coaches and umpire should agree and note the official elapsed game time as this will be required to enforce the time limit (if applicable) when the game is resumed.

- Example #1: A pitcher delivers 36 or more pitches in a game on Monday when the game is suspended. The game resumes on the following Wednesday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.
- Example #2: A pitcher delivers 36 or more pitches in a game on Monday when the game is suspended. The game resumes on Thursday. The pitcher is eligible to pitch up to 50 more pitches in the resumption of the game because he/she has observed the required days of rest.

- Example #3: A pitcher delivers 36 or more pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 50 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

14. GLL Year-End Tournament Pitching Rules: The normal regular season pitching rules (i.e. days rest and pitch limits) apply.

15. Pinch Runners: No pinch runners are allowed (except that courtesy runners can be used for catchers at any time). When there are 2 outs in the inning, it is mandatory to use a Courtesy runner for the Catcher. Courtesy Runner should be the player who made the last recorded out.

General Information for Coaches:

Quick Play: Teams will be allowed 2-3 minutes or 7 warm-up pitches between each half inning. Please have your players quickly enter and leave the field between each half inning. Assign someone to assist getting your catcher ready before you take the field, and use a courtesy runner for your catcher when there are 2 outs. if possible.

Courtesy runners for catchers are optional, but strongly encouraged. Have your substitutions ready to go before the end of the inning. Keep your team meetings during/between innings to a minimum.

Postgame Meetings: Please help us keep games on schedule by immediately gathering all your trash and clearing out of the dugouts at the conclusion of your game. Move outside of the fenced area to hold postgame team meetings (unless your game is the last one of the night/day).

Soft Toss: Absolutely no hitting baseballs (i.e. soft toss) into any of the fences at our ballparks. Please use the batting cages and nets.

Safety Notes: Adults are not allowed to throw with players. This is a strict Little League rule. On-deck batters are not allowed. Casts may not be worn on the field by players, coaches, or umpires. Anyone wearing a cast must remain in the dugout during the game. Players are not allowed to sit at the open entrance of the dugouts. Please do not allow your players to wander into the bullpen area.

Alcohol and Tobacco Policy: Little League, the City of Greenville, and the Greenville County Recreation Department prohibit all alcohol and tobacco products at our ballparks. This includes fields, dugouts, stands, parking lots, and other areas within the confines of the park.