

GLL – Juniors / Seniors Ball 2025

GLL Rule Highlights and Local Rules Juniors Division 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. Teams are formed for Juniors from players primarily league age 13 and 14 but exceptions can be made for 15 and 16 year-old players provided they do not present a safety risk. Additionally some 12U players will be invited to play following their Majors season.

Juniors is designed to be competitive but instructional at the same time. A wide-range of playing ability and experience has become the standard for GLL Juniors. Managers should make an effort to get the maximum play time for all players. There are no inning requirements on defense but no kid should sit two consecutive innings and a continuous batting order will be utilized.

Minimum Players: A team must have a minimum of 8 players to start a game. The other team is encouraged to supply an extra outfielder. The team with 8 players can bat an 8-man lineup.

Call-Over Players: Coaches have the option to “call over players” (from another Juniors 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. Call-overs must be a player that was drafted within 2 rounds of the round the absent player was picked. 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. If a coach wants a call-over player to catch, that is allowed, provided the coach communicate with the call-over player’s coach prior to ensure that the player is not being over used.**

Game Time: Juniors games have a time limit of 1:45 or 7 innings. If an inning is started it will be completed. If a game is tied after the 1:45 mark, one extra inning will be played provided that it starts before the 1:55 mark. If still tied after completing that inning, the game will end in a tie. Example – game is tied 5-5 in the 5th inning at the 1:48 mark, one additional inning will be played. If the game is still tied after that inning, it will be a tie.

Run Limit: There is a maximum of 5 runs allowed per inning.

Mercy Rule: The game is called when a team is ahead by 15 or more runs after the end of the 3rd inning or 10 runs after 4 innings or any subsequent inning.

Pitching & Catching Limits: A pitcher may throw a maximum of 85 pitches per day (Seniors Age 15/16 can throw up to 95), 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 delivers the 40th pitch to a batter, he is allowed to finish the batter and still be eligible to catch. A player who plays the position of catcher for more than 3 innings cannot move to the position of pitcher. (If a catcher catches 1 pitch in the 4th inning, he cannot

pitch.) A catcher who pitches in the same game and throws more than 20 pitches may not return to the position of catcher.

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

If a player pitches 71-85 pitches in a day, four (4) calendar days of rest must be observed

If a player pitches 56 - 70 pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 41 - 55 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 25 - 40 pitches in a day, one (1) calendar days of rest must be observed.

If a player pitches 1-25 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 the batter is retired or reaches base.

Bats: Must be BBCOR or USA Baseball approved with a maximum barrel diameter of 2 5/8". Players league age 12U can use drop 5 ounces (exp. 31 inches / 26 ounces) but everyone else must use drop 3 (exp. 33 inches / 30 ounces).

Year-End Tournament: We will do a year end tournament. Seeds will be based on Win/Loss Record if everyone has played the same amount of games. (In Fall, the seeds will be drawn randomly) If teams have an uneven amount of games (due to rain for example), it will be based on Win%.

Tie Breaker will be flip of the coin.