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| **SUBJECT** | **Minor Baseball**  **7-9** | | **Minor Baseball**  **8-11** | **Major Baseball**  **9-12** | | **Junior Baseball**  **13-14** | |
| **TIME LIMIT** | No new inning after 1¾ hours.  No tie games | No new inning after 2 hours.  No tie games | | No new inning after 2 hours  No tie games | | | |
| **REGULATION GAME**  **Rule 4.10(a, b)** | A regulation game consists of six innings, unless extended because of a tie score or shortened. | | | | | A regulation game consists of seven innings, unless extended because of a tie score or shortened. | |
| **OFFICAL GAME**  **Rule 4.10 (c)** | Four full innings or 3 ½ if the home team is ahead. | | | | | Five full innings or 4 ½ if the home team  is ahead. | |
| **MERCY RUN RULE**  **Rule 4.10(c)** | Mandatory-15-run rule after three innings/10 run after four innings. | | | | | Mandatory-15-run rule after four innings/10 run after five innings. | |
| **DOUBLE HEADERS**  **Regulation VII (d)** | Not Allowed | | | Allowed | | | |
| **BASE ON BALLS** | No limit | | | | | | |
| **PITCHING RULES** | **Regulations VI** | | | | | | |
| **PITCHING DISTANCE**  **Rule 1.07** | 46 Feet | | | | | 60 Feet 6 inches | |
| **RUNS ALLOWED**  **PER INNING**  **Rule 5.07** | A five-run limit will be imposed, which would complete the half inning. Except 6th inning or beyond. | | | No Limit | | | |
| **PLAYERS, MANAGERS AND COACHES**  **Rule 3.17** | Only players, one manager and two coaches shall occupy the dugout. All players are to remain in the dugout unless batting. | | | | | | |
| **BASE COACHES**  **Rule 4.05(c)** | Base coaches required. Both may be adults providing one (1) adult remains in dugout.  **Rule 1.16** Coaches under 18 years of age and all players must wear a helmet. | | | | | | |
| **DEFENSIVE COACHES** | Not Allowed | | | | | | |
| **BATTING ORDER**  **Rule 4.04** | The batting order will be the entire roster. A.R. - For the purpose of continuous batting order, all players listed in the batting order shall be considered starters. **Teams can start and play games with (8) players. If a team only has eight players, the first time the ninth (9th) position in the batting order comes up is an automatic out. Every time after that the ninth (9th) position in the batting order will be skipped over without penalty.** | | | Nine (9) Players  **Teams can start and play games with (8) players. If a team only has eight players, the first time the ninth (9th) position in the batting order comes up is an automatic out. Every time after that the ninth (9th) position in the batting order will be skipped over without penalty.** | | | |
| **ON DECK BATTER**  **Rule 1.08** | Not allowed -Only the first batter of each half inning will be permitted outside the dugout between half innings | | | | | | Allowed |
| **BATTING PRACTICE**  **Rule 1.16** | Use of a helmet by the batter is mandatory on all types of batting practices. This includes players throwing or tossing the balls. | | | | | | |
| **DESIGNATED HITTER** | Not allowed | | | | | | |
| **MANDATORY PLAY FOR MINORS**  **Regulation IV (i)** | (6) Defensive outs and (1) time at bat. | | | | | | |
| **MANDATORY PLAY FOR MAJORS AND JUNIORS**  **Rule 3.03** | (6) Consecutive defensive outs and (1) time at bat.  A player in the starting line-up who has been removed for a substitute may re-enter the game, in the SAME position in the batting order, provided:  (a) his or her substitute has completed one time at bat and; (b) has played defensively for a minimum of six (6) consecutive outs;(c) **Majors;** pitchers once removed from the mound may not return as pitchers **Juniors**; A pitcher remaining in the game, but moving to a different position, can return as a pitcher any time in the remainder of the game, but only once per game. (d) a starter and his/her substitute must not be in the line-up at the same time, except as provided in 3.03 NOTE 3. Once mandatory play is met, a starter and substitute(s) can enter/re-enter for each other as desired, but must re-enter in the SAME position in the batting order | | | | | | |
| **UNCAUGHT THIRD STRIKE** | **Rule 6.09 (a)** Batter may not run | | | **Rule 6.09 (b)**Batter may run on an uncaught third strike. | | | |
| **STEALING BASES** | Allowed | | | | | | |
| **BASE RUNNERS**  **Rule 7.00 thru 7.15** | Will be strictly followed as written in 2022 Little League Baseball Rule Book | | | | | | |
| **SPECIAL PINCH RUNNER**  **Rule 7.14** | Will not be used in these levels of play. | | | Allowed – **Rule 7.14** will be used. | | | |
| **INTENTIONAL WALK**  **Rule 6.08** | **Rule 6.08** Allows a defensive team to “intentionally walk” a batter at any time during the at-bat in the Minor and Major Divisions of Baseball.  The batter becomes a runner and is entitled to first base without liability to be put out (provided said runner advances to and touches first base) when -  (a) (1) four “balls” have been called by the umpire; ball is live and base runners may advance; or,  **(2) Minor/Major Division:** Prior to a pitch being thrown, the defense elects to “Intentionally Walk” the batter by announcing such decision to the plate umpire. The request may be made prior to or during the at-bat.  **NOTE 1:** Such notification must be made by the defensive manager. The manager must request and be granted “time” by the umpire and then inform the umpire of the defense’s intent to walk the batter.  **NOTE 2:** The ball is dead, and no other runners may advance unless forced by the batter’s award. Four (4) The appropriate number of “balls” needed based on the count on the batter at the time of the manager’s request to complete the Intentional Walk pitches will be added to the pitch count. | | | | | | Must throw pitches |
| **COURTESY RUNNER**  **Rule 3.04, 7.14 (b)** | **RULE 3.04** – Allows to implement a courtesy runner for the pitcher and/or catcher of record when there are two (2) outs.  **COURTESY RUNNER** is a player not currently in the batting order who may become a base runner for the pitcher and/or catcher provided there are two (2) outs in the half inning. See Rules 3.04 and 7.14(b) for conditions if adopted by the local league during the regular season. **NOTE:** The same courtesy runner may not run for both the pitcher and the catcher at any time during the game.  **3.04 -** A player whose name is on the team’s batting order may not become a substitute runner for another member of the team. A local league may permit a “courtesy runner” not permitted for the catcher and/or pitcher of record when there are two (2) outs**. Exception: If the continuous batting order is used, the “courtesy runner” may be in the team’s batting order and must be the player in the batting order who made the last out. See 7.14(b).** | | | | | | |
| **INCAPACITATED PLAYERS**  **Rule 5.10(c)** | If an accident to a runner is such as to prevent said runner from proceeding to an entitled base, as on a home run hit out of the playing field or an award of one or more bases, a substitute runner shall be permitted to complete the play. | | | | | | |
| **OFFENSIVE CONFERENCES**  **Rule 5.10 (d)** | (1) per inning | | | | | | |
| **DEFENSIVE CONFERENCES**  **Rule 8.06 (a, b)** | A manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as the pitcher. Removed on fourth time out in game. | | | A manager or coach may come out twice in one inning to visit with the pitcher, but the second time out, the player must be removed as the pitcher. Removed on third time out in game. | | | |
| **DEFENSE** | Maximum of 9 players | | | | | | |
| **WARMING UP PLAYERS**  **Rule 3.09** | Adults are not permitted to warm up pitchers or play catch at any time. There must only be one adult for infield and one for outfield warm-ups, the person catching, if used, must be a player with catcher's mask. | | | | | | |
| **POOL PLAYERS** | Not Allowed | | | Not Allowed | | | |
| **BATTING HELMETS**  **Rule 1.16** | All helmets must bear the NOCSAE stamp. Helmets must have a non-glare surface and cannot be “Mirror-Like.” Helmets may not be repainted and may not contain tape, reapplied decals, or decals from another manufacturer. Write your child’s name on the foam inside the helmet. Writing on the helmet may disqualify the helmet from play. | | | | | | |
| **CATCHER’S GEAR**  **Rule 1.12, 1.17** | The Catcher must wear a catcher’s mitt, cup and a long or short model chest protector. All catchers must wear a chest protector with a neck collar, dangling throat guars, shin guards and a catcher’s helmet with a mask. The catcher’s helmet must be stamped NOCSAE. Skull caps are not permitted. | | | | | | |
| **GLOVES**  **Rule 1.13, 1.14, 1.15** | The first baseman and every fielder other than the catchers must wear a glove or mitt of any weight and not more than 14” long from top to bottom, nor more than 8’ wide across the palm. The webbing shall not be more that 5 ¾ wide.  The Pitchers glove may not, exclusive of the piping, not be white or light grey, nor in the judgement of the umpire, distracting in any manner. No pitcher shall wear sweat bands on their wrist or arm. | | | | | | |
| **SHOES**  **Rule 1.11(h)** | No metal cleats allowed. | | | | | Metal cleats allowed. | |
| **JEWELRY**  **Rule 1.11(j)** | Players must not wear watches, bracelets, rings, pins, and any type of jewelry. Jewelry that is specific to a specific medical condition may be worn. | | | | | | |
| **UNIFORMS**  **Rule 1.11 - (a) (1)(2)** | All players on a team shall wear numbered uniforms identical in color, trim, and style. The Little League Official Shoulder Patch must be affixed to the upper left sleeve or left chest of the uniform shirt. Patches shall be placed centered on the left shoulder sleeve; or, centered on the left chest for sleeveless style. The patch may not be screen-printed or sublimated. | | | | | | |
| **GAME BALLS**  **Rule 1.09** | Diamond DLL-1 | | | | | Diamond DSLL-1 | |
| **HOMERUN BASEBALLS** | Homerun baseballs may be kept providing an immediate replacement ball (whatever district provides) is provided by the offensive team. No other brand will be accepted. | | | | | | |
| **PROTESTS** | All protests will be resolved immediately. | | | | | | |
| **DEAD BALL**  **DEFINED**  **Rule 2.00** | A **DEAD BALL** is a ball out of play because of a legally created temporary suspension of play.  **DEAD BALL AREA** is the area beyond any intended physical boundary, such as a fence, rope, chalk line, any stands, bleachers, dugouts, player’s benches, or designated media areas, or any other boundary line as determined in the pregame conference. If a ball becomes lodged in a fence, backstop, umpire’s equipment, or catcher’s equipment, it is considered to be in a dead ball area. | | | | | | |
| **INELIGIBLE PLAYERS**  **Rule 4.19** | If an ineligible pitcher or player participates in a game for any reason, it may result in forfeiture, and/or removal of participants, including players, manager and coaches, or the entire team named herein for the remainder of the Tournament | | | | | | |
| **MANDATORY PLAY PENALTY** | **PENALTY:** The player(s) involved shall start the next scheduled game, play any previous requirement not completed for Section (i), and the requirement for this game before being removed.  The manager shall be suspended for the next scheduled game  **NOTE 1:** If the violation is determined to have been intentional, a more severe penalty may be assessed by the District 18 Board of Directors. However, forfeiture of a game may not be invoked. | | | | | | |
| **FIELD DECORUM**  **Regulation XIV** | (a) The actions, on or off the field, of players, managers, coaches, umpires, and league officials must be above reproach. Any player, manager, coach, umpire, or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity including through online or social media, is subject to disciplinary action by the local league Board of Directors. | | | | | | |
| **BASEBALL BATS**  **Rule 1.10- Baseball** | ***Minors and Majors***  The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).  Beginning with the 2018 season, non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, Junior League divisions, and Challenger division shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball’s Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed 2⅝ inches for these divisions of play. | | | | ***Juniors Rule***  The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).  Beginning with the 2018 season, non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, Junior League divisions, and Challenger division shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball’s Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed 2⅝ inches for these divisions of play. Bats meeting the Batted Ball Coefficient of Restitution (BBCOR) standard may also be used in the Junior League divisions. | | |
| **ILLEGAL *BATS***  **Rule 6.06 (d)** | The batter enters the batter’s box with one or both feet entirely on the ground with an illegal bat (see bat specifications rule 1.10) or is discovered having used an illegal bat prior to the next player entering the batter’s box. The ball is dead. Runners must return if they advanced on the play.  **NOTE:** If the infraction is discovered before the next player enters the batter’s box following the turn at bat of the player who used an illegal bat:  (1) The manager of the defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such election shall be made immediately at the end of the play.  (2) For the first violation, the offensive team will lose one eligible adult base coach for the duration of the game.  A.R. - Any of the three adults in the dugout may be used as the one adult base coach at any time during the duration of the game.  (3) For the second violation, the manager of the team will be ejected from the game. Any subsequent violation will result in the newly designated manager being ejected.  A.R. When a illegal bat is discovered, it MUST be removed from the game at that point. | | | | | | |
| **BATTERS BOX**  **ALL DIVISIONS**  **(Except 7-9)**  **Rule 6.02(c)** | After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.  Exceptions:   1. On a swing, slap, or check swing. 2. When forced out of the box by a pitch. 3. When the batter attempts a “drag bunt” in Baseball. 4. When the catcher does not catch the pitched ball. 5. When a play has been attempted. 6. When time has been called. 7. BASEBALL: When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher’s plate after receiving the ball or the catcher leaves the catcher’s box. 8. On a three-ball count pitch that is a strike that the batter thinks is a ball.   Penalty:  If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.  Minor/Major Baseball: No pitch has to be thrown, the ball is dead, and no runners may advance.  Junior Division: No pitch has to be thrown and the ball is live  Note: The batter may return to their position in the batter's box and assume the new count at any time during the at-bat, unless such enforced penalty is the third strike. | | | | | | |

**PITCHING RULES - REGULATION VI**

a. Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)

b. Junior, Senior, and Big-League Divisions only: A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.

c. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:

13-14 95 pitches per day

11-12 85 pitches per day

9-10 75 pitches per day

7-8 50 pitches per day

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

**1. That batter reaches base;**

**2. That batter is retired;**

**3. The third out is made to complete the half inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.**

**NOTE:** (a) Any player on a regular season team may pitch. *Exception:* **Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.**

A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more (**15- and 16-year-olds:** 31 pitches or more) in the same day, may not return to the catcher position on that calendar day. **EXCEPTION:** If the pitcher reaches the 20-pitch limit (**15- and 16-year-olds:** 30-pitch limit) while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.

A.R. - The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. Warm-up pitches do not count, only when the ball is live will the pitches count toward innings caught.

**NOTE:** **A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

d. Pitchers league age 14 and under must adhere to the following rest requirements:

If a player pitches **66 or more** pitches in a day, **four (4) calendar days** of rest must be observed.

If a player pitches **51 - 65 pitches** in a day, **three (3) calendar days** of rest must be observed.

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 day** of rest must be observed.

If a player pitches **1 -20 pitches** in a day, **no (0) calendar day** of rest must be observed.

**NOTE: Under no circumstance shall a player pitch in three (3) consecutive days.**

e. Each league must designate the scorekeeper or another game official as the official pitch count recorder.

f. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. **However, the manager is responsible for knowing when his/her pitcher must be removed.**

g. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c).

The umpire-in-chief will inform the pitcher’s manager that the pitcher must be removed in accordance with Regulation VI (c).

However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

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