

All rules and regulations should be followed according to the 2026 Little League Baseball Rule Book (LL Rulebook). The rules below reaffirm select LL Rulebook rules and outline additional rules that the Ankeny Little League has adopted. If you have any questions about these, please contact your league administrator.

Rule #	Rule Description (* next to rule denotes a modification (to rule itself or league/age applicability) from previously played year)	12
		Majors
15 *	Baserunning – When the pitcher is in contact with the pitcher's plate with the ball and the catcher is in the catcher's box, each baserunner must commit to a base (going or staying) and must stay on the base until the next delivered pitch has reached the batter. See LL Rule 7.3. If a runner does not immediately commit to the next base, the runner must return to their original base.	X
18	Players – A team may play with 8 players without penalty, whether for the entire game or due to late arrival, early departure, or in-game injury/sickness. When that particular spot in the batting order comes up, that spot is skipped and no mandatory out is taken.	X
19	Players – Late arriving players must be placed at the end of the lineup (after any pool players).	X
20	Players – A team may not play with 7 players at any point during the game nor use unauthorized substitute players to field a full team. This will constitute a forfeit.	X
21	Players – If a team needs additional player(s) in order to play a game, the Manager must contact the Player Agent. Only pool players assigned by the Player Agent are authorized to play on a team. Use of any other player will constitute a forfeit.	X
22	Batting – Players bat round robin (all players bat, regardless of whether they are playing in the field that inning).	X
23	Fielding – Managers can use free defensive substitutions throughout the game. Restrictions for pitchers vary by age - see the LL Rulebook.	X
24	Fielding – A player cannot sit more than 2 innings in a game. Across games, a player cannot sit a third inning until all other players have sat at least 2 innings. Non-attendance does not circumvent the rotation requirement. The intent of the rule is for all players to play equally regardless of skill level.	X
25	Batting – On dropped 3rd strike, batter is out when he/she leaves the dirt circle while not on a direct path toward first base.	X
26	Equipment – Catchers are required to use a catcher's mitt, catcher's mask with "dangling" throat guard, and athletic support with protective cup (male players only). See Rules 1.12 and 1.17.	X
27 *	Equipment – Bats must meet the USA Bat standard (USA stamp or qualifying wooden bat). If an illegal bat is discovered during the at bat or prior to the next batter, the batter is out and the team loses a base coach or ejection of the manager (2nd violation). See Rules 1.10 and 6.06(d). It is the defensive team's responsibility to identify an illegal bat.	X
30	Batting Cages – If in demand, teams may only use one batting cage at a time. Pre-game gets priority over practice, and Little League gets priority over any other use.	X
31	Game Schedule – Manager may not cancel or reschedule any game without permission from the League Scheduler. Any game cancelled or rescheduled without permission will constitute a forfeit.	X
32	Game Schedule – The League Scheduler will reschedule canceled games on the first available day that is as fair as possible to all teams. The goal is to get the game made up as soon as possible after the cancellation to complete as many of the originally scheduled games as possible.	X
35	Coaching – Base coaches must be managers, coaches, or board approved parents.	X
37	Umpires – Judgment calls by any umpire cannot be argued or protested.	X
38	Umpires – If there is a reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision. The appeal must be made before any other pitch is thrown. The game may be protested in the normal protest sequence, as in the LL Rule Book (Rule 4.19). If the umpire's interpretation of the rule is still contested, the game is officially in protest, and an Officer of the Day must clarify the rule before play can continue.	X
40	Dugouts – Maximum of 3 adults in the dugout at all times.	X
41	Dugouts – During play, there must be at least one league-approved adult in the dugout at all times. Any adult in the dugout must be approved by the league, per Little League International.	X
42	Coaching – Managers/coaches will not leave the dugout at any time, unless they are a base coach, without calling for and receiving time-out from an umpire.	X
43	Dugouts – Players not involved in active play must be in the dugout behind the fence.	X
44	Dugouts – On Deck batters are not allowed.	X

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45	Dugouts – Home team occupies the 3rd base dugout. Visitor occupies the 1st base dugout.	X
46	Teams – Players, coaches, and fans shall not curse or engage in unsportsmanlike behavior, whether directed toward the other team (e.g. derogatory chanting, clapping at the pitcher on the bases, taunting, etc) or not directed toward but intended to distract the other team (e.g. sudden noises, starting a chant, or clapping just as a pitcher starts their windup, as a batter receives the pitch, or as a fielder attempts to make a play).	X
51 *	Innings – Consist of 3 outs or 8 runs, whichever comes first. If a team is down more than 8 runs going into the last inning, it is the losing team manager's option whether to play the inning (pitch counts and runs scored/allowed continue to apply and must be reflected in the final scoresheet). Game would continue until the losing team concedes or the time limit is reached.	X
52	Mercy Rule – Ankeny Little League will follow the Little League International mercy rule as stated in Rule 4.10e. Play may continue (until the time limit is reached) with agreement from both managers and the umpire. The score is frozen at the point the mercy rule is reached (by rule, the game is officially over), but pitch counts continue to apply and must be reflected in the final scoresheet.	X
54	Innings – Maximum 6 innings per game, unless tied.	X
56	League Standings – Games with other District 3 teams won't count for Ankeny LL standings toward the city tournament.	X
57	Maintenance – All players and managers are responsible for picking up trash inside dugouts, around fences, field and seating areas.	X
59	Pitching – Pitch count rules, including maximum pitches per game and days of rest required between games, will follow Little League International rules based on League Age (see LL Rulebook Regulation VI). A pitcher's official pitch count is the first pitch thrown to their last batter faced.	X
60 *	Pitching – For regular season games, coaches are allowed to warm up pitchers on the mound between innings or outside of the fence.	X
61	Pitching – Between innings, the pitcher starting that inning is allowed up to 8 warmup pitches which shall not consume more than one minute of time (LL Rule 8.03).	X
62 *	Equipment – LL Rule 1.11(a)(3) restricts white and gray undershirts from being exposed by the pitcher.	X
63	Equipment – Players are not allowed to wear metal cleats (LL Rule 1.11(h)).	X
64	Practice – No batting practice from home plate on the field before games. Utilize the batting cages.	X
65	Practice – No warm-up pitching is allowed from the mound before the game.	X
66	Practice – Infield practice can be taken before a game - visitors first, home team second. Each team can take practice for 10 minutes. Coaches and players should be mindful of chalk lines during warmups.	X
67	Practice – Players and coaches shall not throw or bat hard balls or weighted balls directly into the field fences or the batting cage fences. This is to prevent major field maintenance costs.	X
68	Practice – Pitchers are not to pitch more than 35 pitches per scrimmage/practice game. The threshold can be passed only when finishing a batter.	X
73	Time Limit – Monday-Friday (non-double headers) and Saturdays (more than 2 hours between games): No new inning after 2 hours. There are no hard stops.	X
74	Time Limit – Saturdays (2 hours between games): No new inning after 1 hour and 45 minutes. There are no hard stops.	X
75	Time Limit – On weeknights when two games are scheduled on a given field: Game 1 - 5:30pm scheduled start: No new inning after 1 hour, 45 mins. Hard stop at 7:30pm. Game 2 - Must start by 8pm. No new inning after 1 hour, 45 mins. Hard stop at 10:00pm. See Incomplete Inning Guide for result if a game ends due to hard stop.	X
76	Batting/Fielding – Pool Players cannot pitch or catch in a game they are a pool player. Pool Players will be placed last in the batting lineup at the beginning of the game.	X
77 *	Batting – Batter must keep one foot in the batters box during their at bat. See LL Rule 6.02(c) for exceptions. Penalty is one warning on a batter, then umpire shall call a strike on subsequent occurrences.	X
78	Coaching – Managers/coaches are not permitted to fill out pitch count sheets, scorebooks, or utilize electronic game tracking while on the field during the game. Focus should be on the game and coaching their players. Parents and fans can complete the books.	X

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79	Coaching – Pitch count sheets must be turned in to an Officer of the Day at the Quad by the home team's manager before they leave the ball fields. Pitch count sheets must be signed by a manager or assistant coach from each team.	X
80 *	Standings – Tie-breakers for regular season standings and City Tournament seedings are: 1. Head-to-head (not used if 3 or more teams are tied) 2. Runs allowed (per game average) 3. Coin flip	X

Other General Rules of Conduct:

1. **All adults and players are expected to follow the Little League Code of Conduct.** Coaches must remember they are setting an example for all players.
2. * Absolutely NO PROFANITY will be allowed by players, managers, coaches or parents. Use of profanity, confirmed by an umpire or Officer of the Day, shall result in an ejection for any player, manager, coach, or fan.
3. * No tobacco, alcohol, or vaping products are allowed at the Ankeny Little League complex.
4. Managers are responsible for their team's behavior while they are on the playing field and dugout.
5. Each manager will control the conversation of his or her players toward the other team in a sportsmanlike manner. No derogatory chanting, etc. will be allowed. No direct gesturing (ex. clapping on the bases) intended to distract the pitcher will be tolerated.
6. The manager will always approach the umpire in a sportsmanlike manner.
7. Any umpire's decision which involves judgment is final. No player, manager, or coach shall object to a judgment decision. The manager should bring umpiring complaints to the Officer of the Day/Umpire Coordinator AFTER the game. A complaint form must be completed.

NOTE: Any umpire may eject a player, manager, or coach in violation of these rules. Any Officer of the Day may eject a player, manager, coach, or fan in violation of these rules, potentially on recommendation from another Board member.

PENALTY FOR EJECTION: cannot be present at the game site for remainder of that game AND team's next game (including pre- & post-game). See LL Rules 4.07 and 9.01(d).