

Trumbull Little League 2026 Minors Division

The following rules and notes governing the Minors play will be in effect for the 2026 Little League Season. If you have any questions or are in need of a rule clarification, please do not hesitate to contact the division commissioner. **The Trumbull Little League Board has chosen to adopt local regulations that will enhance play and provide for a safer and more enjoyable experience for our children.** Some of what follows is “new” additions to the rules while the rest is noted simply to clarify and reinforce some of the more commonly misunderstood rules and questions governing play. **If a rule is not described in this document, then you are to adhere to the Official Little League International Rule book.**

1. The rules listed below are specific to the Trumbull Little League Minors Division and are exceptions and/or rules in addition to the 2026 Little League Official Regulations with Playing and Tournament Rules (“Green Book”). In the absence hereof, the 2026 Official Regulations shall be followed.
2. Managers and Coaches of both teams playing the last scheduled game of the day on either Unity 1, 2, or 3 fields are required to cover the pitcher’s mound and home plate areas with tarps.
3. There will be no on-deck batter or circle, this includes within the field and outside the field. The batter will take warm-up swings in the batter’s box only at the time of his or her at bat.
4. Managers and coaches from both teams are required to remove all trash from the field, dugouts and bleachers at the end of their game. Teams are expected to leave the area clean for the next game.
5. Managers and Coaches are required to rotate players throughout the season in order to give each player the opportunity to play different positions. A minimum of three (3) defensive innings must be played by all players. Of the three (3) defensive innings, all players must play at least one (1) defensive inning at an infield position.
 - 5.1. If a half-inning ends because of the imposition of the five-run limit, and a player on the defense has played for the entire half-inning, that player will be considered to have participated for three defensive outs for the purposes of this rule. However, if the player has not played on defense for the entire half-inning, that player will be credited only as having played for the number of outs that occurred while the player was used defensively.
 - 5.2. Managers should be prepared to show scorebooks or other tracking tools that show adherence to minimum play rules.
6. The batting order will be continuous. **Every player bats in order whether or not they are in the field that inning.** The lineup must be given to the opposing coach prior to the start of each game. All eligible pitchers must also be listed on the lineup card. Umpires will be instructed to request lineups and pitching information prior to the start of the game. After

the lineup has been handed in to the umpire, any late arriving player must be put at the end of the lineup.

7. Bases shall be coached by either two (2) coaches or one (1) adult manager or coach. Base coaches shall not assist the runner by pulling them back to the bag or pushing them forward to advance.
8. Only three non-players (manager/coaches) will be permitted in the dugout during games. During practices more than three approved coaches may participate. VIOLATIONS MAY RESULT IN THE SUSPENSION OF THE MANAGER FROM FUTURE GAMES.
 - 8.1. If only 2 coaches are present, you shall borrow a coach from the other team to cover the 1st base during the at bat
9. Play is considered dead when the pitcher has the ball and is in contact with the pitcher's plate.
10. The team at bat may score a maximum of five (5) runs per inning except after in the sixth inning during which there is no limit for either team. There is a hard stop 1 hour and 45 minute time limit for each 6 inning game.
 - 10.1. Coaches and the Umpire shall meet at 1 hour 130 minutes and discuss the timing of the game. All games end precisely on time.
 - 10.2. Run Rules : 15 runs after 3 innings, 10 runs after 4 innings and 8 runs after 5 innings.
11. A batted ball lodged in or under the fence in fair territory is a ground rule double (a player must make the umpire aware by raising his or her arm in the air).
12. Bunting will be allowed at the start of the season.
 - 12.1. A player may not "show bunt" then swing away at a pitch. Bunting should be used as a strategy for moving runners into scoring position, not utilized continuously to prevent weaker hitters from learning how to swing the bat (make contact) properly. The 9/10 Division is a "minor" league, and players should learn how to swing the bat. Bunting should be an element of offensive play, but should not be overused.
 - 12.2. As the pitcher delivers the pitch, waving or wagging the bat while in a bunt stance is not allowed as it interferes with the catcher and is dangerous in Little League. The umpire will warn the player and the bench. Interference could be called on the batter if the umpire judges that this hindered a play by the catcher.
13. Feet first sliding is permitted, no head first sliding or the play will result in an out. Head first sliding will be on the return to the base only.
14. If a fielder is blocking the path of the runner and does not have the ball or cannot make an attempt on the ball, the runner will be called safe or awarded the next base. Willful bowling over of a defensive player is an automatic out and possible ejection.

15. Any runner is out if he or she does not slide or attempt to avoid the fielder that has the ball and is waiting to make the tag.
16. A runner will not be called out for not sliding if in the judgment of the umpire, the runner arrived at the bag before the tag and posed no danger to the fielder.
 - 16.1. The "MUST SLIDE" rule is not meant to reverse the outcome of the play to convenience the defensive team.
17. Base runners may advance at their own risk to third base on a passed ball, wild pitch, or a tag play after the ball is past the batter. If a runner leaves the base early, he or she will be sent back to the original base he/she left from at the time of the passed ball, wild pitch, or tag play. (SEE BASE RUNNING DETAIL).
18. Base Running:
 - 18.1. Stealing home will be allowed **2** times per inning. If a play starts with a batted ball and the play continues (i.e. the pitcher does not return to the area of the mound), then a runner can advance to home as a result of an overthrow to third base.
 - 18.2. On a passed ball, wild pitch or steal of home, the offensive player on third base can score, limited to 2 times per inning.
 - 18.3. If a play starts with a batted ball and the play continues then a runner can advance to home as a result of an overthrow to third base.
 - 18.4. Base runners on 1st BASE ONLY, 2nd BASE ONLY, OR 1st AND 2nd. BASE (DOUBLE STEAL). If, when these runners attempt to steal, the catcher makes an overthrow to any base, the runners can move as far as third base only, at their own risk, and cannot score, even if there are subsequent plays at any of the bases.
 - 18.5. On an errant throw by the catcher to the pitcher the base runner at third CANNOT score. However, all other runners may advance AS FAR AS THIRD BASE ONLY and STOP.
 - 18.6. When there are base runners on 1st AND 3rd, and the runner on 1st attempts to steal 2nd base, the catcher has a free throw to 2nd base. Thus, if the catcher overthrows 2nd, the base runners cannot advance and would remain on 2nd and 3rd respectively. THE CATCHER SHOULD BE ENCOURAGED TO MAKE THE THROW.
 - 18.7. When a player is awarded first base by a walk, he or she can continue to second at his/her own risk.
 - 18.8. When the batting team has two (2) outs and their catcher is on base the player that made the last batter out will pinch run so the catcher can be ready for the next inning to start.

19. The batter/runner cannot advance to first base on a dropped third strike. If the third strike is dropped by the catcher the batter/runner is out.
20. If a batter throws a bat or helmet, his/her team will be given a "team" warning. If it happens a second time, (any batter of the warned team) the batter is out. If the same batter throws a bat three times that batter is ejected.
21. No managers or spectators will be allowed behind the backstop. Managers and coaches are expected to help enforce this rule.
22. If a player is to be benched for disciplinary reasons, the Player's Agent must be notified at least 24 hours before the next game. The Agent shall determine if the reasons for such action are justifiable. If the player being disciplined is in uniform, the disciplining coach must notify the opposing coach prior to the start of the game.
23. Pitching Guidelines:
 - 23.1. 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. Age is determined by the age of each individual player and NOT by the division in which the game is being played.
 - 23.2. 11 year old: 85 pitches per day.
 - 23.3. 9 - 10 year old: 75 pitches per day.
 - 23.4. 8 year old: 50 pitches per day.
 - 23.5. Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.
 - 23.6. Pitchers must adhere to the following rest requirements:
 - 23.7. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - 23.8. If a player pitches 51 – 65 pitches in a day, three (3) calendar days of rest must be observed.
 - 23.9. If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
 - 23.10. If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
 - 23.11. If a player pitches 1-20 pitches in a day, no (0) calendar days of rest are required.

- 23.12. Managers and coaches should regularly monitor pitchers for arm soreness and injury.
 - 23.13. Under no circumstances should pitchers be allowed or encouraged to throw curves or any pitch that involves twisting or wrenching of the arm or wrist.
 - 23.14. A pitcher can play the position of catcher as long as he or she has pitched less than 41 pitches. Unlike the “finish the batter” rule above, this is a firm number. If a pitcher throws a 42nd pitch to finish a batter, he/she may not catch in that game.
 - 23.15. Any player who has caught in any part of 4 innings may not then pitch.
 - 23.16. After each game, managers are required to report all pitchers who have pitched and the number of pitches thrown by each pitcher. The pitch counts are to be emailed to all of the “Minor Division” managers and to the Division Commissioners before the end of the day that the game is played on.
24. The “Home” team is to occupy the dugout along the first base line.
 25. No standings shall be kept during regular season play. Wins and losses have no bearing on the seeding of teams for playoffs.
 26. All-Star Eligibility:
 - 26.1. A player must have participated in 70% of the regular season games in order to be eligible to participate on a Trumbull Little League All-Star team.

The league, though, will entertain a waiver for any player who meets Little League Internationals’ 60% play requirement, but falls short of our 70% rule. The granting or denial of a request for a waiver will be determined by the league directors after recommendations are received by the All Star Committee, Players’ Agent(s), Director of Baseball and the Division Commissioner.
27. Playoffs:
 - 27.1. Additional playoff rules may be provided prior to the start of playoffs.
 - 27.2. All regular season teams will participate in the playoffs.
 - 27.3. The tournament shall be unseeded with a random selection of pairings. The intent of this format is to encourage the use of all players in various positions, teaching them how to play baseball during the regular season as well as keeping the players interest at a high level throughout the entire season.