

Trumbull Little League
2026:
U6/U7 Division Guidelines

Welcome to the Trumbull Little League Baseball Season. The U7 Season is intended for U7 year olds to continue to advance their development and understanding of the game and introduce them to their first experience of organized baseball and game situations. Coaching and development is at the forefront of this season while letting the kids have fun playing baseball in a positive learning environment. Scores, records and standings are not kept or tracked by TLL in this age division. There are no playoffs in U7.

Organizing the **U7 (6/7 Division)** rules requires a different focus than the Rookie division. At this age, the priority is high engagement, safety, and establishing a "continuous" culture where kids always know when it's their turn.

Here is the reorganized rulebook for the **2026 Trumbull Little League U7 Division**.

Trumbull Little League: U7 (6/7) Division Rules

These rules serve as a supplement to the 2026 Little League "Green Book." In the absence of a local rule, the Green Book applies.

I. Logistics, Conduct & Safety

- **Code of Conduct:** All players, coaches, parents, and spectators must follow the TLL Code of Conduct.
- **Weather & Fields:** * Notifications follow the [Trumbull Lightning Detection System](#).
 - Check the [Town Field Status Page](#) for closures.
- **Game Timing:** 6 innings or a **1 hour 30 minute Hard Stop**. Please conclude on time to respect the teams playing after you.
- **Pre-Game Meeting:** Managers must meet before the first pitch to review rules and discuss any special player considerations.
- **Dugout Safety:** * Max 3 coaches in the dugout. An adult must always be in the dugout with the players.
 - If defensive coach is needed in the outfield, they may stand outside of the infield area
- **Bat Safety: No on-deck swinging.** Players may only have a bat in hand when it is their turn to hit. Train players to look around before swinging. All bats must be **USA Baseball** approved.

II. Offensive Rules (Batting & Baserunning)

- **Continuous Batting Order:** Every player bats.
- **The "Lead-Off" Rotation:** To ensure equal at-bats, the batting order rotates every game.
 - *Example:* If Player #12 bats last in Game 1, Player #2 leads off Game 2, and Player #1 bats last. This rotation continues all season.
- **Scoring Limit:** Max **4 runs per inning** or 3 outs, whichever comes first.

- **Baserunning:**
 - **The 2-Base Limit:** No player can advance more than two bases per at-bat (unless a home run clears the fence). This applies even on overthrows.
 - **Stopping Play:** Play is dead when the ball returns to the pitcher/coach on the mound. Runners must be more than halfway to the next base to stay there.
 - **No Leading/Stealing:** Runners must stay on the bag until the ball is hit. Tagging up on fly balls is permitted.
- **Sliding:** Permitted (no headfirst sliding except back to a base). Runners must slide or avoid contact if a fielder has the ball and is waiting to tag. Intentional "bowling over" is an automatic out/ejection.

III. Defensive Rules & Rotation

- **Fielding Numbers:** 10 defensive players (4 outfielders). Minimum of 7 to play.
- **Catcher Position:** There is no catcher position, the coach will stand 6ft behind home plate and bring in the tee as needed.
- **Mandatory Playing Time:**
 - Every player MUST play at least **4 innings per game**.
 - No player sits for two consecutive innings.
 - Every player must play at least **2 full innings at an infield position** per game.
- **Outfielders:** Must remain on the grass until the ball is hit (cannot stand on 2nd base).

IV. Coach-Pitch & Umpiring

- **The Format:** Coaches pitch the entire game to their own team to build confidence.
- **Distance:** Pitching distance is approximately 42 feet. (Bases are 60 feet).
- **Pitching Process:**
 - There are no walks.
 - If a batter does not put the ball in play after the coach pitches (typically 4 balls or 3 swings), the manager must provide a tee to keep the game moving.
 - If a coach's pitch hits a player, the player does not advance to first.
- **Umpiring:** The coach on the mound acts as the umpire for their team, calling strikes, balls, and plays in the field.

V. Post-Game & Field Care

- **Trash:** Both teams are responsible for clearing trash from dugouts and bleachers.
- **Tarps:** If you are the last game of the day at Unity, you must cover home plate and the pitcher's mound with tarps.