

TWIN TOWN LITTLE LEAGUE – 2026

OBJECTIVE

The objective of the Twin Town Little League shall be to implant firmly in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage, and respect for authority, so that they may be well adjusted, stronger, and happier children and will grow to be good, decent, healthy, and trustworthy citizens. To achieve this objective, the Twin Town Little League will provide a supervised program under the Rules and Regulations of Little League Baseball, Incorporated. All Directors, Officers, Members (Managers, Coaches) shall bear in mind that the attainment of exceptional athletic skill or the winning of games is secondary, and the molding of future citizens is of prime importance.

GENERAL LEAGUE RULES

General league rules will take precedence over the specific level rules.

Little League International Rules will take precedence over all Twin Town Little League Rules.

1. The consumption of alcoholic beverages and all smoking and use of tobacco and cannabis products, including the use of e-cigarettes and vaporizers, are prohibited on all Twin Town fields at all times, including dugouts, bleachers, concession stands, and grounds. Violators should be warned of the policy and, if necessary, removed from the grounds.
2. For all levels above Farm, only team members, the manager, and two (2) coaches are allowed in the team dugout and on the field. In Farm, only team members, the manager, and four (4) coaches are allowed in the dugout and on the field. In T-Ball and Rookie, only team members, the manager, and six (6) coaches are allowed in the dugout and on the field.
3. Adult base coaches are the only coaches allowed to coach bases.
4. No person shall be allowed to manage more than one team, except where one of the teams is a T-Ball or Rookie team without Twin Town Board approval.
5. The Home Team side of the field is the first base side.
6. No on-field or off-field bullpen sessions are permitted during a game with the exception of the Senior League (they have a safe area).
7. There is no on-deck batting for all levels with the exception of the Senior League. This includes sessions outside the fence surrounding the playing field.
8. The regular season weekly games start at 6:00pm. For games at 6:00pm, the Home Team will have the field from 5:20pm to 5:35pm to warm up and the visiting team will have the batting cage. The visitors will have the field 5:35pm to 5:50pm to warm up and the home team will have the batting cage. From 5:50pm to 6:00pm the field will be set for play. While the field is

being prepared by the managers for play, both teams are to police the field and bleacher areas. For games with different starting times, the 40-minute pre-game schedule above will be adjusted to conform to the game's starting time

9. The visiting team shall designate a parent/coach to act as the official timekeeper and coordinate the timing of the game with the umpire.
10. The managers must meet with the umpire before the game to verify the official watch being used, as well as to discuss ground rules unique to that field.
11. All games are limited to two hours, plus the completion of the at-bat for the player batting when the two-hour limit is reached. With the exception of playoff games where a game will be played beyond the two (2) hour limit to determine a winner. For the intermediate and senior levels, games shall be limited to 2 ½ hours with no inning starting unless there is at least 20 minutes remaining. Additionally, for the intermediate and senior levels, the game shall end when a team is ahead by 10 or more runs after 5 complete innings.
12. Unless a player is injured, two (2) innings is the maximum number of innings a player is allowed not to assume a defensive position during a six (6) inning game.

13. Pitch Count Rules:

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

League age:	7-8 years	50 pitches per day
	9-10 years	75 pitches per day
	11-12 years	85 pitches per day
	13-16 years	95 pitches per day

Exception: If a pitcher reaches the pitch limit while facing a batter, the pitcher may continue to pitch until any one of the following conditions occur:

1. That batter reaches base
2. That batter is put out
3. The third out is made to complete the half-inning

Any pitcher removed from a game after forty-one pitches have been thrown may NOT go to the catcher position. Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on the 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-old: 31 pitches) 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 old: 30 pitch limit) while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until 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 game.

Pitcher rest requirements are applicable for all pitchers league age 14 and under. For pitcher rest requirements for pitchers league age 15-16 refer to Green Book:

<i>Pitches per Day</i>	<i>Days rest required</i>
66 or more	four (4) calendar days
51-65 pitches in a day	three (3) calendar days
36-50 pitches in a day	two (2) calendar days
21-35 pitches in a day	one (1) calendar days
1-20 pitches in a day	zero (0) calendar days

Any violation of the pitching rules, where applicable in the calendar year, will be dealt with severely. For the FIRST offense, the game in which the illegal pitcher was used will be FORFEITED and the manager will receive a warning letter from the Board of Directors. For the SECOND offense, the game in which the illegal pitcher is used will be FORFEITED and the manager will be PERMANENTLY REMOVED from their position.

NOTE 1: Under no circumstance shall a player pitch on three (3) consecutive days.

NOTE 2: A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter. The pitcher may not start a new batter once the limit imposed in Rule 13 has been met.

14. A player will be removed from the pitching position after the pitcher hits three (3) batters at the Farm level and four (4) batters in the Minors level. This rule will not be enforced in Majors, Intermediate, and Senior levels.
15. For all levels, Farm and above, managers must track and report the innings pitched and pitch counts to Level Directors within 24 hours of completion of the game. TTLL will maintain an electronic data submission form that Level Directors will provide to managers and coaches at the start of each season. This information will be made available to all managers, coaches, and parents/guardians.
16. Managers, in coordination with parents/guardians, must consider pitch counts sustained in non-TTLL games (e.g., travel baseball). For players that play on multiple baseball teams, it is ultimately the responsibility of the player's parent/guardian to ensure that their player follows the Little League International pitch count limits and rest guidelines for their age group. TTLL will look out for players' best interests in regard to overpitching and if made aware of situations where a player is exceeding recommended pitch counts and/or not getting appropriate rest, will have sole discretion to prevent a player from pitching who has been deemed to have exceeded pitch count limits without required rest. The league's decision supersedes all others. Penalties for violations are outlined in General Rule 13. TTLL will provide all managers, coaches, and families with resources on pitch counts prior to the start of each season.

17. For all levels Minors and above, any team that has played fewer than 12 games will have postponed or incomplete games that can affect positions of the teams for final league standings rescheduled or completed. These games cannot be decided by a forfeit. The Level Directors at each level will handle rescheduling of the game with the Scheduler.
18. All games rained out must be scheduled such that the reschedule will not:
 1. Require a team to play two (2) games in one (1) day except as allowed by official Little League Rules
 2. Require a team to play three (3) games in three (3) consecutive days
19. Scrimmage games are permissible between teams in the same level (e.g., Major, Minor, etc.) or associated Little League organizations.
20. The Board of Directors reserves the right to refuse parental requests to hold a player back from his or her normal age group. In any case where a player is held back at a level below the appropriate age grouping, the Board may adjust pitching regulations as needed.
21. If a player is ejected from a game for any reason, he or she must sit out the next played game. The manager must report the incident related to the player ejection to the Level Director within 24 hours of its occurrence.
22. If a manager is ejected from a game the Twin Town Executive Board will review the incident as soon as possible and decide whether the infraction warrants the removal of the Manager from that team or to impose another penalty including a suspension from managing for a certain number of games.
23. No member of the defensive team, including the players on the bench, will yell at the batter. Additionally, every attempt should be made to reduce chatter between players and coaches during a pitchers wind up.
24. Only bats which meet Little League specifications and standards may be used as outlined in Little League 2022 Rulebook, Rule 1.10. Bat use is the responsibility of the league, and of its Managers & Coaches. Twin Town Little League will follow Rule 6.06(d) in the Baseball Rule Book which has been amended to read:

A batter is out for illegal action when; 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.

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 selection 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.*
- 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.*

25. Violations of the Official Little League Rules, the Twin Town Little League General Rules, or the Specific Level Rules, at the discretion of the Board of Directors, may result in one or more of the following penalties:

- A warning letter and Game forfeiture
- Managerial suspension
- Dismissal from the League

26. For Minors and above, player trades are not allowed. Any player adjustment will be made prior to the conclusion of the draft and will be approved by the Level Director overseeing the draft and the Player Agent.

****All Managers must meet with the Level Directors to ensure they understand and comply with the field duties and responsibilities (posted inside each dugout at each field complex) prior, during, and after their respective games.**

PLAYER POOL RULES

1. The Manager must request replacement player(s) by phone or email to the Player Agent. All requests should be made 24 hours prior to the scheduled game start. The standard forfeit rules would apply (not having 9 players), should a manager not be successful in getting a pool player.
2. Each manager will solicit players on their team to be included into the player pool. As the manager receives interest from players that manager will forward the interested players' names to the Level Director and Player Agent. Players can only be added via submission from their manager and the player pool roster freezes after the first full week of the season.
3. Except at the Farm level, managers may not request more than two replacement players per game.
4. When requesting replacement player(s) the manager must inform the pool administrator of the name(s) and age(s) of the regular team player(s) that will be absent on the designated game day.
5. Manager will have no prior knowledge of the next available player in the pool. The replacement player will be assigned based on sign up order and availability. Level Directors will inform both managers of the assignments.
6. In the event a replacement player is not available for the requested level, a replacement player may be provided from the player pool of an adjacent level with the following conditions:

- a. Second year Farm players may play up to Minors / First year Minors players may play down to Farm.
 - b. Second year Minors players may play up to Majors/ First year Majors players may play down to Minors.
7. The replacement player(s) must play for a minimum of three (3) innings of the designated game, regardless of when or if the regular team player arrives.
8. If the replacement player is the 9th player on the team, a maximum of three (3) innings may be played at infield positions other than pitcher and catcher with a maximum of one inning per position.
9. If the replacement player is the 10th player on the team, the replacement player must spend the first two innings on the bench and may play a maximum of two innings at infield positions other than pitcher or catcher with a maximum of one inning per position.
10. The replacement player(s) may play any position in the field, with the exception of pitcher and catcher.
11. The replacement player(s) must bat in the last position of the lineup. In the case of two replacement players, they will bat in the last two positions.
12. Games played with replacement players will be considered official and valid, regardless of the outcome of the game or the replacement player's performance during the game.

2026 TWIN TOWN LITTLE LEAGUE

TEE BALL LEVEL RULES

General Rules:

- A. The regular weekly games start at 6:00pm. For games scheduled on Saturday, start times will vary for each game.
- B. T-Ball games are three (3) innings long or one (1) hour whichever occurs first and end after all players have batted.
- C. No score will be kept in any game.
- D. Umpires and officials are not used.

Pitching Rules:

- A. All players **MUST** hit off the batting tee for all three (3) innings of all games until the last two (2) games of the season. For the last two (2) games of the season an adult manager/coach or parent may slow-pitch to the batters in the third (3) inning, but the batting tee will continue to be used for the first and second inning.
- B. The pitcher should be no closer than 20 feet from the batter.
- C. After five (5) pitches have been thrown, the batting tee should be reintroduced.

Fielding Rules:

- A. All players must be used defensively.
- B. Two players should be placed on the pitcher's mound, one to the left and one to the right of the pitching mound.
- C. Any extra fielders shall be roving outfielders.
- D. Managers and coaches are permitted on the field to encourage instruction but **ARE NOT** permitted to touch a live ball. Two coaches will be allowed in the infield area with other coaches allowed in the outfield area.
- E. Fielders are encouraged to make the play to first, second or third, or else throw the ball back into the manager/coach.
- F. Outs may be identified as such but do not cause the inning to end before all players have batted.

- G. All players are required to rotate each inning between the outfield and infield. Players playing in the outfield in the last inning of the previous game are required to play in the infield in the first inning of the next game. Players playing in the infield in the last inning of the previous game are required to play in the outfield in the first inning of the next game.

The infield positions include the following positions:

Pitcher
1st base
2nd base
Shortstop
3rd base.

The outfield positions include any position that places the player a minimum of three (3) feet onto the outfield grass.

Hitting Rules:

- A. All players bat in every inning. The batting order should rotate continuously each game allowing every child the opportunity to bat first in one inning and last in the next. The player who bats first in the third inning should bat last in the first inning of their team's next game.
- B. Batters can take one (1) base on an infield hit.
- C. Batters can take two (2) bases on an outfield hit.
- D. No stealing or leading is allowed.
- E. No advance will be allowed on any overthrow.
- F. The last batter in each inning will "clear the bases". There will be no defensive play at home during clearing the bases.

2026 TWIN TOWN LITTLE LEAGUE ROOKIE LEVEL RULES

General Rules:

- A. The regular weekly games start at 6:00pm. For games scheduled on Saturday, start times will vary for each game.
- B. Rookie games are four (4) innings long or one and one-half hour whichever occurs first and end after all players have batted.
- C. No score will be kept in any game.
- D. Umpires and officials are not used.

Pitching Rules:

- A. An adult manager/coach or parent must slow-pitch overhand to the batter.
- B. The pitcher should be no closer than 20 feet from the batter leading up to the last 4 games of the season, for the last 4 games of the season the adult pitcher will pitch from no closer than 30 feet.
- C. For the first half of the season, the batting tee will be reintroduced after eight (8) pitches have been thrown. For the second half of the season, the batting tee will be introduced after five (5) pitches have been thrown. The adult pitcher will bring 8 balls to pitch out with them for the first half of the season and 5 balls to pitch out with them for the second half of the season when they go out to pitch for the inning.

Fielding Rules:

- A. All players shall be used defensively in the game.
- B. Two (2) players should be placed on the pitcher's mound, one to the left and one to the right of the pitching mound.
- C. Any extra fielders shall be roving outfielders.
- D. Managers and coaches are permitted on the field in the outfield area to encourage instruction but are NOT permitted to touch a live ball.
- E. Fielders are encouraged to make the play to first, second, or third, or else throw the ball back into the manager/coach.
- F. Outs may be identified as such, but do not cause the inning to end before all players have batted. In the second half of the season outs will matter and will be recorded. After three (3) outs are

recorded the bases will be emptied and the hitting team will continue to bat until it has completed its batting order.

- G. All players are required to rotate each inning between the outfield and infield. Players playing in the outfield in the last inning of the previous game are required to play in the infield in the first inning of the next game.

The outfield positions include any position that places the player a minimum of three feet onto the outfield grass.

Hitting Rules:

- A. All players bat in every inning. The batting order should rotate continuously each game allowing every child the opportunity to bat first in one inning and last in the next. The player who bats first in the fourth inning should bat last in the first inning of their team's next game.
- B. Batters can take one (1) base on an infield hit.
- C. Batters can take two (2) bases on an outfield hit.
- D. No stealing or leading is allowed.
- E. No advance will be allowed on any overthrow.
- F. The last batter in each inning "clears the bases". There will be no defensive play at home during clearing of the bases.

2026 TWIN TOWN LITTLE LEAGUE FARM LEVEL RULES

- A. All players will bat in a continuous batting order. Example: If 12 players are present, all 12 players will bat in order throughout the game. Substitutions will be made for defensive purposes. The batting order rotation will be maintained game-to-game throughout the season, although managers will be able to reorganize the lineup after the first six (6) games have been played. Example: If the #6 batter makes the last out of Game 1, the #7 batter leads off Game 2.
- B. Game scores will be kept, however team standings within the level will not.
- C. Mandatory non-outfield play: each player, in each game, MUST play at least two (2) innings in a non-outfield position (1B, 2B, 3B, SS, P, C) prior to the beginning of the 5th inning. Failure to meet this rule will result in the following penalties: 1st offense – warning; 2nd offense – one (1) game suspension as manager; 3rd offense – removal as manager.
- D. There will be a five (5) run rule for all innings. A team's side is retired when five (5) runs are scored or three (3) outs occur, whichever comes first. All runs will score on a homerun hit over the fence regardless of the number of runs already scored.
- E. Ten (10) players shall be used defensively in the game instead of nine, provided the team has ten players present. This extra fielder will be an outfielder.
- F. The defensive team can have a pitching coach plus two (2) other coaches on the field.
- G. At the beginning of a play, no outfielder may be positioned within 25 feet of the beginning of the outfield grass.
- H. The infield fly rule will not be used at the farm level.

Pitching Rules:

- A. For the first three (3) games of the season, a coach will pitch the first three (3) innings and a player will pitch the remaining innings. After both teams have played 3 games and for the remainder of the season including playoffs, the coach will pitch the first two (2) innings and a player will pitch the remaining innings. A coach must pitch from inside the dirt circle of the mound. The adult pitcher cannot interfere with any player's ability to make plays.
- B. Player pitchers are allowed a maximum of 1 inning per game. All pitchers are subject to the Little League pitch count limits.
- C. There will be NO walks at the farm level. When a player is pitching a coach will come in and pitch after four balls have been thrown. The player will resume pitching to the next batter.

- D. First year players are allowed to pitch from either 43 or 46 feet. Second or third year players MUST pitch from 46 feet.
- E. If the adult pitcher hits a batter, the batter is not awarded first base. It is counted as a “no pitch”. If the player pitcher hits a batter, the batter must be awarded first base.
- F. If the adult pitcher should make every attempt to get out of the way of a hit ball. If the adult pitcher is hit directly by a batted ball, the pitch shall be declared “live ball”.
- G. The ball must be returned to the adult pitcher from the defensive pitcher. Play will be stopped when the defensive pitcher has the ball and assumes the position on the pitcher’s mound. For example, a runner cannot advance if a defensive pitcher drops a thrown ball in the perimeter of the mound.
- H. When an adult is pitching, a defensive pitcher shall be positioned on either side of the pitching mound, with at least one foot in the dirt of the mound, but not in front of the adult pitcher.
- I. No leading is allowed.
- J. Stealing will be allowed IF: a player is pitching, and the catcher has caught the ball or when a pitch results in a strike. Stealing of 2nd and 3rd base will be allowed, stealing home will not be allowed under any circumstances. If a player starts to steal a base they must continue to advance to that base and cannot retreat to the original base that they occupied. Runner in the act of stealing may not advance to an additional base due to an overthrow by the catcher.
- K. Runners may advance one base on an overthrow when an attempt to make an out at a base is made. If the runner advances in this situation and the defensive team attempts to make an out at the base the runner is advancing to and this attempt results in an overthrow, the runner cannot advance to the next base. Runners on 3rd base can never advance home on any overthrow.
- L. In the event of a team not being able to field eight (8) players for whatever reason during the regular season, all efforts will be made to play the game.
- M. No extra inning games will be played in the farm division.

Farm Level Playoff Rules

- A. Every team makes the playoffs and playoff seeding will be determined by blind draw. The President or designee and the Level Director will conduct the seeding process.
- B. The team on the playoff schedule with the higher seed will be considered the home team and will have home team responsibilities. The team on the playoff schedule with the lower seed will be considered a visiting team and will have visiting team responsibilities.
- C. Games will have a two-hour limit. After two (2) hours, the teams shall complete the full inning that is in progress. The game will be considered complete if one team is ahead at the completion of that full inning. If the game is tied, extra innings will begin until the game is no longer tied after an inning is complete.
- D. There is no mandatory infield/outfield play rule.
- E. A continuous batting lineup will be used in playoff games. That is, if 12 players are present, all 12 players will bat. Managers may reset the lineup for each game, but a player may not bat in the last position, or second from last position in two consecutive games
- F. For playoffs only, a team may play with no less than eight players if all options in the player pool have been exhausted. If a manager fails to utilize the player pool, then the following rule applies: The batting order will be completed to show the first eight batters in the order with the ninth position vacant. Each time the vacant position is due to bat, the manager will notify the umpire and the opposing manager of the vacant position, and that spot will be recorded as an automatic out. If a player is taken from the game for any reason and only eight players remain, the above procedure will be followed, and the position vacated will be recorded as an automatic out. Should a team have fewer than eight players available prior to the start of or during the course of a game, the game shall be forfeited to the opposing team, providing the opposing team is able to field the minimum number of players.

2026 TWIN TOWN LITTLE LEAGUE MINORS LEVEL RULES

- A. A Little League age nine (9) year old pitcher (or under) or combination of Little League age nine (9) year old pitchers (or under) must pitch one full inning within the first 3 innings of every game. One (1) full inning can be (a) 3 consecutive outs (even if the consecutive outs are spread over two consecutive innings) or (b) allowing 5 runs in one inning.
- B. A team's side is retired when five (5) runs are scored or three outs occur, whichever comes first. The five (5) run limit rule will apply for the first five (5) innings of regular season games. All runs will score on a homerun hit over the fence regardless of the number of runs already scored.
- C. During the regular season and playoffs, all players will bat in a continuous batting order.
Example: If 12 players are present, all 12 players will bat in the order. A player will not bat in the last batting position or the second from last batting position in two consecutive regular season games. Substitutions will be made for defensive purposes. If a player must leave the game before its conclusion during the regular season, that team will not be assessed an out when said player would have appeared in the batting order.
- D. Each player, in each game, MUST play at least two innings in a non-outfield position (1B, 2B, 3B, SS, P, C). Failure to meet this rule will result in the following penalties: 1st offense – warning; 2nd offense – one (1) game suspension as manager; 3rd offense – removal as manager.
- E. No extra innings will be played at the minor level unless it is a playoff game
- F. There is no delayed stealing allowed at the minor's level during the catcher to pitcher exchange when the pitcher has caught the ball.
- G. Stealing will be allowed in all cases including a passed ball. Stealing or pass ball advancement of home shall only be allowed after both teams playing the game have played at least three (3) regular season games. Runners are always allowed to steal home if the throw back from the catcher to the pitcher is not caught by the pitcher. Runners may not lead. Runners on 3rd base may always advance if the catcher attempts to make a play at any base.
- H. Forfeiture. In the event of a forfeit, for whatever reason, all effort will be made to play the game on the field, regardless of the formal outcome of that game. If umpires agree to administer the game, they will be used; if not, adult volunteers will umpire.
- I. If a team leads the game by 10 runs or more after the third inning that team can no longer steal bases. If the score dips back below 10 runs at any point stealing may immediately resume until 10 runs is reached again.
- J. These rules apply to the regular season.

Minors Playoff Rules

- A. Division records determine playoff seeding. All teams make the playoffs.
- B. Team winning percentage will determine playoff seeding. Winning percentages will be calculated as following:
 - Games won will be assigned one point.
 - Games tied will be assigned one-half point.
 - Games lost will be assigned zero points.
- C. A team's winning percentage will be determined by dividing the total number of points earned by the total number of games played.
- D. Final standing ties will be broken as follows:
 - Head-to-head record
 - Winning percentage based on the last six (6) games of the season
 - Coin Flip
- E. The team on the playoff schedule with the higher seed will be considered the home team and will have home team responsibilities. The team on the playoff schedule with the lower seed will be considered the visiting team and will have visiting team responsibilities.
- F. Regular season games will have a two-hour limit.
- G. For playoff games only, a complete 6 inning game will be played. Extra innings will be played if needed.
- H. There is no mandatory infield/outfield play rule.
- I. Little League age nine (9) year old pitcher (or under) or combination of Little League age nine (9) year old pitchers (or under) must pitch one full inning within the first 3 innings of every game. One (1) full inning can be (a) 3 consecutive outs (even if the consecutive outs are spread over two consecutive innings) or (b) allowing 5 runs in one inning.
- J. If a player on the offensive team must leave a playoff game before its conclusion, for any reason other than emergency medical attention, the team will be assessed an out each time that player would be scheduled to appear in the batting order
- K. The offensive team may score a maximum of 5 runs per inning for the first five (5) innings of playoff games. With the exception that all runs score with a homerun hit over the fence regardless of the number of runs already scored.

2026 TWIN TOWN LITTLE LEAGUE MAJORS LEVEL RULES

- A. Little League age eleven (11) year-old (or under) or combination of Little League age eleven (11) year old players (or under) must pitch at least one (1) complete inning [3 consecutive outs] per game and within the first five (5) innings. This rule applies throughout the entire season, including the playoff tournament.
- B. Each player, in each game, MUST play at least TWO (2) INNINGS in a non-outfield position (1B, 2B, 3B, SS, P, C). Failure to meet this rule will result in the following penalties: 1st offense – warning; 2nd offense – one (1) game suspension as manager; 3rd offense – removal as manager.
- C. During the regular season and playoffs, all players will bat in a continuous batting order.
Example: If 12 players are present, all 12 players will bat in the order; a player will not bat in the last batting position or the 1st from last batting position in two consecutive regular season games. Substitutions will be made for defensive purposes. If a player must leave the game before its conclusion during the regular season, that team will not be assessed an out when said player would have appeared in the batting order. However, during the playoff tournament, if a player must leave a game before its conclusion, for any reason other than emergency medical attention, the team will be assessed an out.
- D. If a team leads the game by ten (10) runs or more after the third inning that team can no longer steal bases. If the score dips back below 10 runs at any point stealing may immediately resume until 10 runs is reached again.
- E. The offensive team may score a maximum of 5 runs per inning for the first five (5) innings of playoff games. With the exception that all runs score with a homerun hit over the fence regardless of the number of runs already scored.
- F. Extra innings are acceptable if in the allotted time. With the exception of playoff games where a six (6) inning game will be played, and extra inning will be played to determine a winner.
- G. Forfeiture. In the event of a forfeit, for whatever reason, all effort will be made to play the game on the field, regardless of the formal outcome of that game. If umpires agree to administer the game, they will be used; if not, adult volunteers will umpire.
- H. Teams winning percentage determines the final standings and playoff seeding with the higher seed being the home team and the lower seed. Winning percentages shall be calculated as follows:
- Games won will be assigned one point
 - Games tied will be assigned on half point
 - Games lost will be assigned no points
- I. A team's winning percentage is determined by dividing the team's total points by the number of games played. Final standings ties are broken as follows:
- Head-to-head matchups
 - Winning percentage based on the last six (6) games of the season
 - Coin flip

These rules apply to the regular season and playoffs. The mandatory infield/outfield play rules do not apply for playoffs.

2026 TWIN TOWN LITTLE LEAGUE SENIOR LEVEL RULES

The following rules would apply for games between TLL Seniors teams only and would not apply for interleague games.

Follow green book rules with the following additional house rules:

- **Pitching:** Only one (1) player can pitch in a maximum of two (2) innings in any single game (Note: it is expected that in every 6-inning game there would be a minimum of 5 pitchers). A player cannot pitch the 2-inning maximum in any 3 consecutive games.
- **Run Rule:** A team's side is retired when five (5) runs are scored or three outs occurs, whichever comes first. The five (5) run limit rule will apply for the first five (5) innings of regular season games. All runs will score on a homerun hit over the fence regardless of the number of runs already scored.
- **Infield Play:** Each player, in each game, **MUST** play at least **TWO (2) INNINGS** in a non-outfield position (1B, 2B, 3B, SS, P, C).
- Managers of teams with a roster of 12 players or less should continue to implement this rule
- Managers of teams with a roster of 13 or more players should try to implement this rule to the best of their ability
- **Time Limit:** Games are limited to 7 innings or 2.5 hours. Extra innings may be used in the event of a tie if the game is under the 2.5-hour time limit. Extra innings may not be used if the game has reached 7 innings in less than 2.5 hours.

2026 Twin Town Regional Baseball League Rules

MLB rules apply with the following exceptions:

7 inning games with a 2 ½ hour time limit.

No inning to start after 2 hours 10 minutes.

Mercy rule – 10 runs after 5 innings.

NCAA slide rules: Runners must slide on the ground before the base and in a direct line between the two bases. No intentional collisions are permitted. Failure to slide can result in ejection from the game.

A continuous batting order will be used for all players in attendance. If a player needs to leave the game early, they are removed from the batting order without penalty.

Players that arrive late shall be inserted at the end of the batting order.

All players in attendance must play in the field for a minimum of 2 innings in a 5-inning game, 3 innings for 6+ inning games. Free substitution is allowed for field players.

Roster sizes up to 16 players are allowed.

A player pool will be utilized and managed by the Level director in case teams are unable to field a full 9-player team. Pool players are allowed to play any position and must bat at the end of the lineup.

If a team has less than 9 players at any point during the game, they can borrow a fielder from the other team. If they have 8 players, then they are required to take an out for the 9th position in the batting order. If they have 7 players, then they are required to take an out for the 8th and 9th position in the batting order. Teams shall forfeit if they have fewer than 7 players at any point during the game.

Field preparation

The home team is responsible for preparing the field for the game:

Getting field in playable shape

Removing tarps

Chalking the batter's box and baselines

“Brooming” and raking the infield, plate, and mound at the conclusion of the game

The home team is responsible for closing the field if they are the last game of the day:

Emptying dugout trash cans

Replacing tarps

Locking gates and equipment shed

Locking bathroom building adjacent to the field