

Federal League Rules

rev: 3-4-26

- A game is 1hr:30min drop dead or 6 innings. No new inning will start after 1hr:15min. On a drop dead: when the time expires, the game ends, and the score reverts to the last completed inning if the visitor team is ahead. If the home team is ahead, they win.
 - *Weeknight games have a 1hr:15min drop-dead time until May 15. Please play the full 1:15 to allow development of players*
- All Coaches must abide by Little League pitch count restrictions outlined in "Regulation VI Pitchers" to protect the players. In addition, no player shall pitch more than **two** innings in a game prior to Memorial Day. The limit is **three** innings until the season-ending tournament begins. Then Little League pitch count rules will apply.
- Prior to memorial day, coaches will pitch after ball 4. The strike count will continue. No stealing bases on a dropped ball during coach pitch.
- 8 warm-up pitches for a new pitcher coming into the middle of an inning.
- Stealing of 2nd and 3rd is allowed. However, runners may not leave the base before the ball reaches the plate, **NO** delayed stealing. Stealing occurs on the pitch and only after the ball crosses home plate. If the catcher makes a play on a base-runner attempting to steal, other runners may advance as the ball is live. If the catcher returns the ball to pitcher, the ball is dead even upon overthrow. **NO** advancing an additional base by any runners on an overthrow during steals.
Rule 7.13. The umpires are instructed to call the runners back if the runner leaves the base early.
- Stealing is **NOT** allowed to home unless there's an attempted play on 3rd base runner by catcher or pitcher. An overthrow to 3rd by a runner stealing from 2nd does not allow runner to advance to home.
- Only 1st base can be taken by batter on dropped ball 4 unless the catcher makes a play on other base-runners. No advancing beyond 1st base on a passed ball 4
- Runners may only advance 1 base on an overthrow.
- A maximum of 5 runs can be scored per half inning. Any natural 3 outs will end the inning.
- No swinging of bats inside fence between innings.
- All players are to be in the batting lineup with free substitution in the field. No player shall sit for a second inning defensively until all other players have sat out an inning unless it is for disciplinary reasons.
- Rules QR code:

