

Federal League Rules

rev: 4/2/26

- 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*
- Coaches must abide by Little League pitch count restrictions outlined in "Regulation VI Pitchers" to protect the players. NO player shall pitch more than **two** innings in a game prior to pool-play. Pool-play: limit is **three** innings until the tournament bracket begins. Bracket-play: Little League pitch count rules will apply. 8 warm-up pitches for a new pitcher coming into the middle of an inning and beginning of each half-inning.
- Pitch-count reporting and score reporting is required in Sports Connect (Kennedy website) all season.
- **Prior to pool-play:** coach will pitch after ball 4 for all batters. The strike-count will continue.
Starting with pool-play: coach will pitch after 2 walks in any half-inning. The strike-count will continue. Coach may pitch off front edge of mound. No hit by pitch or stealing during coach pitch.
- Hit by Pitch: Any batter hit by a pitch has the option to take 1st base OR continue their at bat with coach pitch until they strike out or put the ball into play. Per Little League Rules: If the ball bounces and hits the batter, the batter is awarded 1st base. However, if the batter makes no effort to avoid it, pitch should be ruled a "ball" instead (umpire decision).
- **NO** bunting or intentional half swings.
- Stealing of 2nd and 3rd is allowed. However, runners may not leave the base before the ball reaches the plate, **NO** delayed stealing, **NO** lead-offs. Stealing occurs immediately after the ball crosses home plate, no delay. 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. The umpires are instructed to call the runners back if the runner leaves the base early.
- Stealing **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.
- Headfirst sliding is NOT allowed, and the runner will be called out except when a base runner is diving back to return to a base they already occupied.
- Runners may only advance 1 base on an overthrow. Runners are to avoid contact and must slide when a play is being made on the runner or a potential exists for such a play. If the player doesn't slide and makes contact disrupting the play, the runner is out. Excessive contact or intentional contact may result in ejection.
- A courtesy runner **is required** for the catcher at 2 outs, recommended at 1 out. Courtesy runner **must** be the player that recorded the last out. The projected catcher **must** use this time to get their gear on and ready for the next inning.
- 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. NO on-deck batter
- Batting lineup includes all players with free substitution in the field. Outfield is 4 positions. **NO player shall sit for a 2nd inning defensively until all other players have sat an inning unless it is for disciplinary reasons.**
- Rules QR code:

