



Baseball Program Rules

Majors Division

Livingston Little League & Softball follows the official Little League rule book unless modified below. The rules listed below are to help clarify common questions, emphasize safety rules, or to establish a local league rule that varies from a standard Little League rule. These rules are designed to help the kids develop their baseball skills while having fun and enjoying the game. Safety and good sportsmanship are always the highest priority.

I. General League Rules

1. All bats must be placed on a bat rack – no bats in the dugout.
2. All bats must have the USABat stamp. **USSSA and BBCOR bats are NOT permitted.** Coaches are responsible for ensuring compliance.
3. No shoes with metal cleats or metal spikes.
4. No one other than coaches with approved background checks are allowed on the field or in the dugout. No family or friends in the dugout.
5. Every player in attendance will be in the batting lineup.
6. Every player must sit out at least once (except pitcher and catcher) before another player on the team sits a second inning. No player sits more than 1 consecutive inning. No player sits more than 2 innings per game.

II. Game Format

1. Each team must field a minimum of 8 players for an official game. The coaches can agree to play the game with less than 8 or lend players.

2. Home team occupies first base dugout.
3. Each team must designate someone to track their own pitch counts.
4. Games are 6 innings. A game is official after at least 4 innings (3.5 innings if the home team is ahead).
5. A team may only score 5 runs max per inning, except the 6th which is unlimited.
6. Run Rule: if a team leads by 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings, the game will be declared over and will count as a regulation game. Teams can continue to play up to the time limit, with any additional runs not counting towards the game total.
7. Time limits are governed in the first instance by field availability. If games are scheduled back-to-back on the same field, the early teams must finish the game and vacate the field no later than 15 minutes before the next scheduled game.
8. In the absence of a field use restriction, no new inning after 1 hour 45 minutes.
9. Once the light goes on for darkness the game ends immediately.
10. If game is called due to darkness or weather before it is official, the game will be continued at a later date from where it left off.
11. Extra innings: "traditional" baseball rules. No runner placed on second base.

III. Rules of Play

1. A batter is out on a dropped third strike and may not advance to first base.
2. There is no leading. Players must wait until the ball crosses home plate to leave the base.
3. Runners can steal 2nd and 3rd base. Players may only advance one base (total) on an attempted steal. Catchers should be encouraged to make a play on an attempted steal if there is a chance to throw the runner out.
4. A team gets only one (1) attempt to steal home per inning. Attempting to advance home on an overthrow of a steal at 2nd base, a wild pitch or passed ball, or an overthrow back to the pitcher counts as a steal attempt of home.

5. No sliding head-first when a runner is attempting to reach the next base. Any player sliding head-first will be called out. A player in possession of a base may “dive back” to the same base to avoid being thrown out by a fielder making a play.
6. Bunting is permitted. Foul ball bunt on third strike is an out.
7. For overthrows on batted balls, a runner advances 1 base if the ball is thrown out of play. A runner may continue advancing at risk if the overthrown ball remains in play.
8. Infield Fly rule is not in effect.
9. No intentional walks.
10. Balks are not called.
11. Courtesy runner permitted for catcher or pitcher at any time utilizing the player that made the last out, except in last inning or during extra innings.

IV. Pitching Rules

Little League Regulation VI concerning pitch limits MUST be followed. Each team must designate someone to track their own pitch counts.

1. Any player on a regular season team may pitch.
2. Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. Warm-up pitches do not count.
3. 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 in the same day, may not return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning; or (4) the pitcher is removed from the mound prior to the batter completing their at-bat.
4. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day, except if a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch and maintain their eligibility to play catcher until that batter reaches base, is retired, third out is made, or pitcher is removed prior to the batter completing the at-bat.

5. A coach may come out once in one inning to visit the pitcher, but the second time out in one inning, the player must be removed as pitcher. A coach may come out twice in one game to visit a pitcher, but the third time out the player must be removed as pitcher.
6. A pitcher once removed from the mound cannot return as a pitcher.
7. The coach must remove the pitcher when they reach the limit for their age group as noted below. The pitcher may remain in the game at another position (subject to pitching rule 4, above):

13-14 (Seniors): 95 pitches per day

11-12 (Majors): 85 pitches per day

9-10 (Minors): 75 pitches per day

8 (Single A): 50 pitches per day

If a pitcher reaches their pitch count limit while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: the batter reaches base; the batter is put out; the third out is made to complete the half-inning or the game, or the pitcher is removed from the mound prior to the batter completing their at bat.

8. Pitchers league age 14 and under must adhere to the following rest requirements:
 - 66 or more pitches in a day, four (4) calendar days of rest.
 - 51-65 pitches in a day, three (3) calendar days of rest.
 - 36-50 pitches in a day, two (2) calendar days of rest.
 - 21-35 pitches in a day, one (1) calendar day of rest.
 - 1-20 pitches in a day, no (0) calendar day of rest.

NOTE 1: Under no circumstance shall a player pitch three (3) consecutive days or pitch in more than one (1) game per day, regardless of pitch count.

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

9. A pitcher is allowed up to eight (8) warm-up pitches between innings or when entering the game mid-inning. Warm-ups do not count towards pitch counts.