

Tri-West Little League Baseball 2026 Gameplay Guidelines Minor Division

New for 2026: Official game start time will be announced by the umpire. For the regular season: no new inning shall start after two (2) hours of gameplay. Playoffs – no two (2) hour time limit.

General

- Ⓞ Tri-West Little League adheres to Little League International's Official Regulations, Playing Rules, and Operating Policies: <https://www.littleleague.org/playing-rules/>
- Ⓞ **Primary Focus:** Applying fundamentals, displaying sportsmanship, enjoying the game;
- Ⓞ 5 inning games/2-hour time limit for regular season games/PLAYOFFS - 6 inning games (No 2-hour time limit for playoff games);
- Ⓞ If the pitcher throws a pitch to the catcher and the ball is caught (this includes a clean scoop off the ground), no runner may advance, if pass ball, or ball in dirt that is not cleanly scooped/picked by the catcher, or catcher drops the ball, runner may advance;
- Ⓞ If the catcher throws to 2nd base, on a baserunner attempting to steal 2nd base, and the ball goes to the outfield, runner stays at 2nd base;
- Ⓞ Mercy Rule: 15 runs after 3 innings or 10 runs after 4 innings - including playoffs.

Fielding

- Ⓞ Teams shall field one pitcher, one catcher, and four infielders. 3 players shall be positioned in the outfield;
- Ⓞ Play is not dead until the umpire calls "time".

Pitching

- Ⓞ TWLL follows Little League International pitching rules and TWLL requires coaches to report player pitch counts via the Division's GroupMe chat after each game;

- Ⓢ A pitcher is allowed to make a maximum of 75 pitches per day. However, a pitcher is allowed to finish the current batter once 75 pitches is reached;
 - ❖ If a player throws 66+ pitches: required rest = 4 days
 - ❖ If a player throws 51-65 pitches: required rest = 3 days
 - ❖ If a player throws 36-50 pitches: required rest = 2 days
 - ❖ If a player throws 21-35 pitches: required rest = 1 day
 - ❖ If a player throws 20 pitches or less: no required days or rest
- Ⓢ If a player throws to a max pitch count above: 20/35/50/65/or 75, the player may finish only that batter without penalty of another days rest.

Batting

- Ⓢ Teams will bat until 3 outs are recorded or the batting team scores 5 runs;
- Ⓢ The 5-run rule only applies for the first 4 innings. 5th inning = unlimited runs;
- Ⓢ PLAYOFFS: 5-run rule applies for the first 5 innings. 6th inning = unlimited runs;
- Ⓢ Bunting is allowed.



Baserunning

- Ⓢ Runners may attempt to steal after a pitch crosses home plate with an unsecured ball by the catcher;
- Ⓢ Runners may attempt to advance bases until the umpire calls “time”, except as outlined above on steals to 2nd base;
- Ⓢ Runners may not steal once the pitcher secures the ball;
- Ⓢ No delayed steals.

Equipment

- Ⓢ All batters and baserunners shall wear a helmet at all times while on the playing field;
- Ⓢ Catcher shall wear helmet, face mask, throat protector, chest protector, cup, and shin guards;
- Ⓢ Only USABat baseball bats are permitted. For more information on the USABat standard and a complete list of bats approved through the USABat Standard visit: <https://usabat.com>

Ultimate Year-End Goals to Aim For

-  Catcher(s) throws a runner out at 2nd or 3rd base;
-  Outfielders hit cutoff man and throw to the appropriate base when fielding and throwing runner out from the outfield attempting to advance.