



2026 League Rules Overview

	CP1	CP2	Minors	Majors
Game	5 innings constitutes a full game. No new inning after 1 hr. 30 mins.	5 innings constitutes a full game. No new inning after 1 hr. 30 mins.	6 innings constitutes a full game. No new inning after 1 hr. 50 mins.	6 innings constitutes a full game. No new inning after 1 hr. 50 mins.
Run rule	15 runs after 4 innings	15 runs after 4 innings	15 runs after 4 innings 10 runs after 5 innings	15 runs after 4 innings 10 runs after 5 innings
Playing the Field	Must play 3 innings in field. No player shall play (2) innings in the infield until every player has played one. Cannot play same position in consecutive innings. No player shall sit (2) innings until everyone has sat 1 Roster Bat	Must play 3 innings in field. No player shall play (2) innings in the infield until every player has played one. Cannot play same position in consecutive innings. No player shall sit (2) innings until everyone has sat 1 Roster Bat	Must play 3 innings in field. No player shall play (2) innings in the infield until every player has played one. Exception for pitcher and catcher. Cannot play same position in consecutive innings (except pitcher and catcher) Catchers can not catch in more than 4 innings Roster Bat	Must play 3 innings in field. No player shall play (2) innings in the infield until every player has played one. Exception for pitcher and catcher. Cannot play same position in consecutive innings (except pitcher and catcher) Catchers can not catch in more than 4 innings Roster Bat
Base Path/Pitching	60' base paths, 35' from point of home plate to pitching rubber.	60' base paths, 35' from point of home plate to pitching rubber.	60' base paths, 46' from point of home plate to pitching rubber.	60' base paths, 46' from point of home plate to pitching rubber.
Coaches	No defensive coaches on field. All coaches must be in dugout.	No defensive coaches on field. All coaches must be in dugout.	No defensive coaches on field. All coaches must be in dugout.	No defensive coaches on field. All coaches must be in dugout.
Pitching	Max. 6 pitches. No called strikes. No foul outs/continues at bat. No Base on Balls or hit by pitch. If batted ball hits or is caught by coach, ball is dead and pitch is replayed.	Kid pitcher permitted to pitch (3) balls. Batter hit by kid pitch awarded first base. Coach pitches (4) balls. Maximum of (7) pitched balls during an at bat. No foul outs/continues at bat. No base on balls. Kid pitchers can only pitch one inning/3 consecutive outs.	New pitcher warm up - 7 pitches Returning pitchers - 5 pitches No Curveballs or Breaking balls. Changeups allowed. Pitch counts will be enforced. Pitchers throwing 41 or more pitches can't catch. Player catching in 4 innings can't pitch (if you catch first, pitch max = 40).	New pitcher warm up - 7 pitches Returning pitchers - 5 pitches No Curveballs or Breaking balls. Changeups allowed. Pitch counts will be enforced. Pitchers throwing 41 or more pitches can't catch. Player catching in 4 innings can't pitch (if you catch first, pitch max = 40).
Ball in Play - 1	Infielder attempts to make an out and throws errant. Baserunner gets the base running to only.	Infielder attempts to make an out and throws errant. Baserunner gets the base running to only.	Balls thrown back from catcher to the pitcher is NOT a live ball and runners may not advance.	Balls thrown back from catcher to the pitcher are live and runners may advance at their own risk.
Ball in Play -2	Once Outfielder makes a throw towards the infield, the base runners may advance to the base they were running towards only at their own risk.	Once Infielder has control of the ball at or inside the base paths, the base runners may advance to the next base only at their own risk.	Team tries to throw a runner out at a base, the ball is live and runners may advance bases until umpire calls time.	Team tries to throw a runner out at a base, the ball is live and runners may advance bases until umpire calls time.
Pitcher / Pitch count	The fielding pitcher must begin the play parallel to and no further than 3' from the pitcher's rubber.	The fielding pitcher must begin the play parallel to and no further than 3' from the pitcher's rubber.	Enforced. 11-12 years of age: 85 pitches 9-10 years of age: 75 pitches 8U and under: 50 pitches	Enforced. 11-12 years of age: 85 pitches 9-10 years of age: 75 pitches 8U and under: 50 pitches

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Dropped third strike	Batter is out	Batter is out	Batter is out	Enforced, ball is live. Batter becomes a runner if first base is unoccupied OR if first base is occupied AND there are 2 outs.
Balk	Not Enforced	Not Enforced	Not Enforced	Not Enforced
Intentional walk	N/A	N/A	Defensive manager must request "time" and then inform the umpire of defense's intent to walk the batter. 4 pitches are added to the pitch count.	Defensive manager must request "time" and then inform the umpire of defense's intent to walk the batter. 4 pitches are added to the pitch count.
Infield Fly Rule	Does not apply	Does not apply	Does not apply	Does not apply
Runners on Base	No lead offs. Runners may leave base when ball is hit. First occurrence of player leaving early = warning to team. Second offense = player is out.	No lead offs. Runners may leave base when ball is hit. First occurrence of player leaving early = warning to team. Second offense = player is out.	No leadoffs are allowed. Runners may not leave the base until the ball crosses the front plate. One team warning and then runners are called out on 2nd violation. Team ahead by 10+ runs stealing is prohibited. Teams are NOT allowed to successfully advance home on a passed ball or wild pitch.	No leadoffs are allowed. Runners may not leave the base until the ball crosses the front plate. One team warning and then runners are called out on 2nd violation. Team ahead by 10+ runs stealing is prohibited. Teams are allowed to successfully advance home on a passed ball or wild pitch once per inning.
Inning	Each half inning consists of 3 outs or 7 runs. In 5th inning only, run limited is waived.	Each half inning consists of 3 outs or 7 runs. In 5th inning only, run limited is waived.	Each half inning consists of 3 outs or 7 runs. In 6th inning only, run limited is waived.	Each half inning consists of 3 outs or 7 runs. In 6th inning only, run limited is waived.
Bunting	Not allowed	Not allowed	Not allowed	When bunting, the bat must be pulled back away from the plate in an obvious effort not to hit the ball for a "ball" call to be considered.
Stealing Home	N/A	N/A	Not allowed. Teams are NOT allowed to steal home. Teams may not advance home on a passed ball or wild pitch. A player starting a play at 3rd base can only advance to home on a ball put in play, a walk with bases loaded or on an overthrow to a base during an attempted steal.	1 successful steal per inning. Note: an errant throw from the catcher to the pitcher allowing a runner on third to advance to home is NOT considered a steal and is therefore an unlimited action during an inning. The throw must get past pitcher to be considered errant. As noted in Little League of America rules. once the pitcher has the ball and is near the mound, runners must return to their base.
Thrown bat	First instance, team is warned. Second instance, player is out.	First instance, team is warned. Second instance, player is out.	First instance, team is warned. Second instance, player is out.	First instance, team is warned. Second instance, player is out.
8 players	If a team has only 8 players, an out is not called for the 9th position	If a team has only 8 players, an out is not called for the 9th position	If a team has only 8 players, an out is not called for the 9th position	If a team has only 8 players, an out is not called for the 9th position
Obstruction	The act of a fielder who without possession of the ball, impedes the progress of any runner	The act of a fielder who without possession of the ball, impedes the progress of any runner	The act of a fielder who without possession of the ball, impedes the progress of any runner	The act of a fielder who without possession of the ball, impedes the progress of any runner
Bats	Only bats with USA logo are legal for use. Only exception is a solid wood bat. First offense of usage of illegal bat is batter is out. Second offense results in ejection of head coach and player.	Only bats with USA logo are legal for use. Only exception is a solid wood bat. First offense of usage of illegal bat is batter is out. Second offense results in ejection of head coach and player.	Only bats with USA logo are legal for use. Only exception is a solid wood bat. First offense of usage of illegal bat is batter is out. Second offense results in ejection of head coach and player.	Only bats with USA logo are legal for use. Only exception is a solid wood bat. First offense of usage of illegal bat is batter is out. Second offense results in ejection of head coach and player.