

BASEBALL RULES SUMMARY FOR THE 2026 CAPITOL LITTLE LEAGUE SEASON

Division	T-BALL	AA (Machine pitch)	MINORS	MAJORS	U13 Intermediate & U15 JR & SR U16
# of innings	4	6	6	6	7
End of inning	Bat the roster once per team	3 runs or 3 outs	3 runs or 3 outs, last inning 5 runs/3 outs. Last inning must be declared.	5 runs or 3 outs last inning 6 runs Last inning must be declared.	5 runs or 3 outs
# of fielders	All team members present.	10-12 if available -4 outfield 1 extra infield	9 May play with 8 no penalty	9 May play with 8 no penalty	9 May play with 8 no penalty
Minimum play	Equal playing time for those present at game	Equal playing time for those present at game	6 defensive outs not continuous Unlimited substitutions	6 defensive outs not continuous Unlimited substitutions	6 defensive outs not continuous Unlimited substitutions
Pitcher	Batter hits from tee Pitcher stands with at least one foot in pitchers circle May leave when ball is hit	Pitching Machine used Pitcher stands with at least one foot in pitchers circle May leave when ball is hit	Pitcher to catcher can't pitch more than 40 (threshold) per day. Catcher plus 3 innings can't pitch. See Little League Pitch Count rules 11 yr old may pitch.	Pitcher to catcher can't pitch more than 40 (threshold) per day. Catcher plus 3 innings can't pitch. See Little League Pitch Count rules	Pitcher to catcher can't pitch more than 40 (threshold) per day. Catcher plus 3 innings can't pitch- See Little League Pitch Count rules 15 yr old may pitch in Jr if NO SR div.
Catcher	Recommend don't use	Recommend use Adult may backup	See catcher to pitcher rule.	See pitcher to catcher rule.	See pitcher to catcher rule.
Pitch count	Does not pitch	Does not pitch	USE LITTLE LEAGUE PITCH COUNT RULES Cannot reenter same game as pitcher Pitches for intentional walk count to pitch count. Can not intentionally walk same player twice	USE LITTLE LEAGUE PITCH COUNT RULES Cannot reenter same game as pitcher Pitches for intentional walk count to pitch count. Can not intentionally walk same player twice	USE LITTLE LEAGUE PITCH COUNT RULES. JR May pitch in 2 games same day. IF doesn't leave field may return to mound. Pitches for intentional walk count to pitch count Can not intentionally walk same player twice
Base Running	No base stealing No leading off Runners advance one base at time unless ball hit to outfield	No base stealing No leading off No head first slides. Runners advance one base at time unless ball hit to outfield	If pitcher is on rubber with the ball and the catcher is in catcher's box ready to receive ball, runner can't advance until ball reaches batter. NO head first slides.	If pitcher is on rubber with the ball and the catcher is in catcher's box ready to receive ball, runner can't advance until ball reaches batter. NO head first slides.	Base stealing allowed. Head first sliding allowed
Advanced Base Running	No advancing on overthrows If a coach is hit by batted ball, ball is dead and batter is awarded first base, all other runners advance one base	No advancing on overthrows If COACH is hit by a pitched ball, ball is dead and batter is awarded first base, all other runners advance one base.	May advance on overthrows. Can't steal home on passed ball until May 10. No leading off allowed. Courtesy runner allowed for pitcher/catcher with 2 outs must be batter who made last out.	May advance on overthrows. No leading off allowed. Courtesy runner allowed for pitcher/catcher with 2 outs must be batter who made last out.	Leading off allowed Courtesy runner allowed for pitcher/catcher with 2 outs must be batter who made last out.
Batting	Continuous batting order Players arriving after start of game go to end of batting order NO ON DECK BATTERS	Continuous batting order Players arriving after start of game go to end of batting order NO ON DECK BATTERS	Continuous batting order Players arriving after start of game go to end of batting order NO ON DECK BATTERS	Continuous batting order Players arriving after start of game go to end of batting order NO ON DECK BATTERS	Continuous batting order Players arriving after start of game go to end of batting order ON DECK BATTERS ALLOWED
Advanced Batting	No bunts No Walks Each batter stays at bat until: A ball is batted fair; A Batter strikes out or awarded first base on catcher interference	No bunts No Walks even if hit by pitch NO ON DECK BATTER ON FIELD Each batter stays at bat until: A ball is batted fair; A Batter strikes out or awarded first base on catcher interference May use T or coach soft pitch after 5 attempts.	Bunts allowed. NO SLASH BUNTING. First base awarded on Hit by pitch walk unless player does not make effort to avoid being hit. ON DECK BATTER stays in dugout Batter must remain in batter box thru out at bat.	Bunts allowed. NO SLASH BUNTING. First base awarded on Hit by pitch walk unless player does not make effort to avoid being hit. ON DECK BATTER stays in dugout Batter must remain in batter box thru out at bat.	Bunts allowed SLASH BUNTS ALLOWED. First base awarded on Hit by pitch walk unless player does not make effort to avoid being hit On deck batter allowed on Field. Batter must remain in batter box thru out at bat.
Equipment	Batting Tee Safety Baseballs	Pitching machine Safety 5 Baseballs	Regular hard ball. RS or RST	Regular hard ball. RS or RST	Regular hard ball. RS or RST
10 run rule	Not applied	Not applied	Applied after 4 innings	Applied after 4 innings	Applied after 5 innings
Time Limit Adults in Dugout	No new inning after 75 minutes No double headers Dugout adults unlimited	No new inning after 90 minutes No double headers Dugout adults unlimited	SAT. No new inning after 1 hr 45 min Drop dead 2 Hrs. 4 innings completed. Incomplete game score reverts to last completed inning. 3 adults in dugout.	SAT. No new inning after 1 hr 45 min Drop dead 2 hrs. 4 innings completed. Incomplete game score reverts last completed inning. 3 adults in dugout.	SAT No new inning after 2 hrs. Drop dead 2 ½ hrs. 5 innings completed. Incomplete game score reverts last complete inning. 3 adults in dugout.