LOCAL LEAGUE PLAYING RULES

Approved by Board of Directors 12/13/25

Overview:

Play is governed by the Official Rules of Little League Baseball and each Manager will be issued a Rule Book. Modifications listed herein are intended to clarify issues specifically left to the jurisdiction of the Local League by Little League.

Protests:

Protests will only be heard for incidents at the AAA level and above. There will be no protests in AA, Farm, or T-Ball. At these levels, all issues must be resolved before play resumes and the ruling of the Umpire is final. In the event of a protest being filed, the President will form a Committee consisting of themselves, the Umpire in Chief,and the applicable Player Agent. In the event any of the above has a stake in the outcome of the protest, they will be replaced as required on the Committee. The protesting Manager and Umpire in charge of the game must submit a written report to the Committee within 24 hours. The Committee may also conduct additional interviews with them, their Coaches, the opposing coaching staff, or Board Members present before ruling on the protest.

Protests will only be considered for the following:
- Interpretation of Little League Playing Rules
- Interpretation of Local Playing Rules
- Violation of Pitching Restrictions
- Failure to comply with Minimum Play Rules
- Failure to have 9 players available to start or continue a game

The Committee will issue a decision on whether to uphold a protest AND what the resolution will be. Upholding a protest does NOT mean that a game will be re-started or a forfeit will occur. The Committee will consider the intent, severity of the violation, the impact on the outcome of the game, and the history of the violator in making its decision. If the Committee finds that there has been a blatant attempt to manipulate the outcome of a game, the violator will be referred to the full Board for possible suspension.

Example 1: Protest filed against Manager A for failure to fulfill minimum play. No history of violation for the manager and player was in the game, but just did not get to bat. No forfeit will occur. Manager will receive a warning and the player must start the next game and complete play from previous game and that game as
Well.

Example 2: In the above scenario, it is the 2nd violation and it is determined that the failure was intentional and no effort was made to fulfill play. Result of the game would stand, but Manager would be suspended one game and placed on probation for the rest of the season.

Example 3: Team A fails to field 9 players for the game. Manager notifies Player Agent and opposing Manager 3 hours before game time of issue. It is determined that 3 players missed due to school function and 1 player is sick. No forfeit. Game is rescheduled.

Example 4: Team B fails to field 9 players for a game. It is discovered that when Manager finds out his best player is not available due to family travel, he tells 3 other players to claim they are sick. No notification is given to the Player Agent or other team. Game is forfeited and the Manager is referred to the Board for Suspension.

MAJORS GAME RULES

Majors: Play at this level is governed by the Official Rules except as follows: A league approved volunteer may help on the field or in the dugout when a coach is missing.

Time Limit: No new inning may begin after 2 hours. New inning begins when the final out is made in the previous inning.

Run Limit: None

Mercy Rule: 10 runs after 4 innings, or 8 runs after 5 innings

Pitching: Pitch count and rest rule as outlined by LLB. The designated pitch count as kept by the home team scorekeeper, or their designee, is the official count. It is recommended that both Managers also keep count and confirm between innings. Each Manager will record the Official pitch count on their affidavit and have it signed by the opposing Manager. Managers should declare pitching ineligibility on their lineup cards. Collusion or failure to comply with pitching rules is grounds for protest, suspension and forfeiture.

Batting Order: Continuous batting order used. All players hit.

Standings: Results are kept in the 1st half winner and 2nd half winner. If winner of 1st half is different then 2nd half winner then 1 playoff game at end of season will determine overall winner and be considered league champion and be the "A" representative in district TOC and 2nd place will be considered "B" representative in district TOC
Just to clarify: Second place "B" then becomes the team with the best overall regular season record other than the A team (which could be a team that doesn't even play in the one game playoff).

League TOC: Subject to schedule and number of teams each season

District TOC Representatives: The winner of the Championship will be declared the League Champion and receive the “A” berth in the District TOC. 2nd Place finisher will

be the “B” representative. Ties for 1st and 2nd will be determined by tiebreakers below. Team with the next best record will be the “B” representative in TOC.

Tie-Breakers: In the event two or more teams are tied at the end of the Regular Season, the following tie-breakers will be used for seeding.

- 2 Teams

1. Head to Head
2. Run Differential in all Head to Head games with maximum differential in any game of 7 runs
3. Coin Flip

- 3 or more Teams:

The tie will be broken using a “Round Robin” style Tournament. Regardless of each teams standing at the end of the season all teams will be randomly drawn to play each other. The teams will play as follows and in the following order:

(Example for 3 Teams) Team “A” will play Team “B”;
Team “B” will play Team “C”; and Team “C” will play Team “A”.

AAA GAME RULES

AAA Minors: Play at this level is governed by the Official Rules except as follows: Adult Game Coordinator: Each team shall be prepared to provide an umpire over the age of 18 to call the bases. A league approved volunteer may help on the field or in the dugout when a coach is missing.

Time Limit: No new inning may begin after 1 hour 50 minutes. New inning begins when the final out is made in the previous inning.

Run Limit: 5 runs per inning

Mercy Rule: 11 runs after 4 innings and 6 runs after 5 innings

Pitching: Pitch count and rest rule as outlined by LLB. The Home Team book is the official pitch count. It is recommended that both Managers also keep count and confirm between innings. Each Manager will record the Official pitch count on their affidavit and have it signed by the opposing Manager. Managers should declare pitching ineligibility on their lineup cards. Collusion or failure to comply with pitching rules is grounds for protest, suspension and forfeiture.

Batting Order: Continuous batting order used. All players hit.

Substitutions: Free substitution. No player may sit for 2 consecutive innings.

Standings: Results are kept for the entire season. No split season.

End of season Tournament: At the conclusion of the season, a tournament may be held with teams seeded based on Regular Season standings.

Tie-Breakers: Same as Majors

Base Running: No drop 3rd strike. No open home. Runner may not steal home on pitched balls. Players on 3rd may attempt to run to home IF a play is attempted to throw out another baserunner on a 1st and 3rd play. Steals and bunting are allowed. Players may continue to run on bases and overthrows until the ball is held by the pitcher on the mound.
Change on Dec 1, 2023 Board meeting: 1st half of the season no change to current rule. 2nd half of the season will allow runners to steal home.

AA GAME RULES

AA Minors: Play at this level is governed by the Official Rules except as follows: Regular ball to be used.

Adult Game Coordinator: Each team shall be prepared to provide an umpire over the age of 18 to call the bases. A league approved volunteer may help on the field or in the dugout when a coach is missing.

Time Limit: No new inning may begin after 1 hour 45 minutes. New inning begins when the final out is made in the previous inning. Any inning that starts will be finished regardless of time (subject to the run rules).

Run Limit: 5 runs per inning

Mercy Rule: 11 runs after 4 innings and 6 runs after 5 innings

Pitching: Combination of Player pitch and Coach pitch will be used.
- Player will begin each hitter as the pitcher
  - ○ Pitchers should throw from the rubber as much as possible in preparation for AAA.
  - ○ Pitcher can throw from in front of the rubber under the following conditions:
    - ■ Pitcher cannot throw the ball all the way to the catcher.
    - ■ Pitcher cannot consistently throw in and around the strike zone AND has a rainbow in their pitch.
    - ■ Pitcher cannot move forward if they can throw the ball flat (or mostly flat) to the catcher.
    - ■ Under no circumstances can a pitcher throw from closer than 42 feet (4 feet in front of the rubber).

- If a pitcher reaches a 3-ball count on the batter, the coach will enter and take over as pitcher. Regardless of the current count, the coach may throw up to three pitches to the batter. The batter has three opportunities to put the ball in play. The coach may deliver additional pitches if foul balls are hit after the third allotted coach pitch. If a ball is not put in play (swinging strike or taking a pitch) after the third (last) pitch, the hitter will be considered out.

- The child pitcher will stand on either side of the mound, even with the rubber. Coach may pitch from the rubber, up to 42 feet from home plate (4 feet in front of the rubber). Inability of a coach to throw strikes, or inability of players to hit well off the coach, are not reasons to pitch from less than 42 feet. Coaches must pitch overhand, but may pitch from a knee if desired.
- Any ball in play that strikes the Coach will be declared dead and base runners advance one base. If a Coach intentionally comes in contact with a ball, the batter is declared out
-Pitch count and rest rule as outlined by LLB. The Home Team book is the official pitch count. It is recommended that both Managers also keep count and confirm between innings. Each Manager will record the Official pitch count on their affidavit and have it signed by the opposing Manager. Managers should declare pitching ineligibility on their lineup cards. Collusion or failure to comply with pitching rules is grounds for protest, suspension and forfeiture.
- No player may pitch more than 2 innings per game or 4 innings per week.
- A player is considered to have pitched 1 inning if that player throws a minimum of 1 pitch in an inning.
- A week is defined as Sunday thru Saturday.

Base Running:
- Players may attempt to advance one base on the 1st overthrow, at their own risk. There can only be 1 overthrow per play, so players may not advance another base on a 2nd overthrow.
Example: if the second baseman overthrows first base after a fielded ground ball, the runner may attempt to advance to second base at their own risk. If the first baseman then overthrows second base in an attempt to get the advancing runner out, the runner can not attempt to advance to third base.
- Stealing of second and third base is allowed in the 2nd half of the season. Since schedules vary, the coaches and AA player representative will coordinate a common date that notes the halfway point of the season. Runner may only steal on a catchable pitch. If the pitch is not catchable, and the base runner is safe at the advancing base, then the runner must return to the prior base. If the baserunner is thrown out at the advancing base, the runner remains out, regardless of whether the pitch was catchable or not. It is expected that the base coaches will self-police and call their own runner back to the base. A catchable ball is NOT defined by whether the catcher actually

catches the ball or not. It is defined by the catcher not having to move their body (core) to reach the ball (the ball is within arm's reach). A ball that hits the dirt before reaching the catcher is automatically considered non-catchable.
- Player may only advance from 3rd to home on batted ball, force by walk/ HPB. Player con not advance home on an overthrow or an attempted play on another player.
- Bunting is allowed
- Batter may NOT bunt or runner advance while Coach is pitching.
- Players may continue to run the bases on a batted ball until the ball is in the possession of a player in the infield. A player may only attempt to take the next base if they've left the prior base before the ball is possessed on the infield.

Batting Order: Continuous batting order is used.

Substitutions: Free subs. No player may sit for 2 consecutive innings.

Standings: Results are kept for the entire season. No split season.

End of Season Tournament: At the conclusion of the season, a tournament may be held with teams seeded based on Regular Season standings. Regular Season rules apply EXCEPT:
1. pitchers may pitch up to 4 innings per game subject to pitch count rules.
2. All pitchers must throw from the rubber at the full 46'.
Tie-Breakers: Same as Major

FARM GAME RULES

Farm: Play at this level is governed by the Official Rules except as follows: Farm ball to be used. No score is to be kept, no winner declared, and no standings kept. When hitting, coaches may occupy the 1st and 3rd bases. A Manager or Coach must be in the dugout at all times. Base coaches are to make “safe/out” calls on bases.

No more than two (2) defensive coaches may be on the field while their team is on defense.

Time Limit: No new inning may begin after 1hour 30 minutes. New inning begins when the final out is made in the previous inning.

Run Limit: 5 runs per inning

Pitching: Combination of Coach Pitching (first half of the season) and Player/Coach pitching (second half of season) will be used at this level.

1. Coach Pitch.
· Hitter will receive a maximum of 6 pitches. If the 6th pitch is fouled off, hitter will continue until they miss or the ball is put in play. There are no walks at this level.
· Suggested pitching distance: 30’-35’. If necessary this distance can be adjusted to the player’s skill level.

2. Pitching: Combination of Player pitch and Coach pitch will be used.
- Player will begin each hitter as the pitcher
- The hitter will receive 3 pitches from the player and then three pitches from the coach for a total of 6.
- Any ball in play that strikes the Coach will be declared dead and base runners advance one base. If a Coach intentionally comes in contact with a ball, the batter is declared out.

- No player may pitch more than 2 innings per game or 4 innings per week. A player is considered to have pitched 1 inning if that player throws a minimum of 1 pitch in an inning.
o A week is defined as Sunday thru Saturday.

3. Pitch count:
· Pitch count and rest rule as outlined by LLB. The Home Team book is the official pitch count. It is recommended that both Managers also keep count and confirm between innings. Each Manager will record the Official pitch count on their affidavit and have it signed by the opposing Manager. Managers should declare pitching ineligibility on their lineup cards. Collusion or failure to comply with pitching rules is grounds for protest, suspension and forfeiture.

Base Running:
- Players may advance one base on a hit or two bases on a hit to the outfield. No advancement on
overthrows.
- No stealing or bunting is allowed.
- Ball in play that contacts the Coach is dead and all runners advance one base. If a Coach intentionally comes in contact with a ball, the batter is declared out.

Batting Order: Continuous batting order is used. All players will be in the batting order.

Substitutions: Free substitution. No player may sit for consecutive innings. Defense may play up to 10 in the field. Additional players are to be played in the outfield. However, no player shall sit alone on the bench. If you need a 2nd player to sit out, play one fewer in the field.

Player Positioning: Infield players shall play on the dirt in their perspective positions. Outfield players shall play on the grass in their perspective positions.

Standings: NONE

T-BALL GAME RULES

T-Ball: Play at this level is governed by the Official Rules except as follows:
A combination of coach pitch and Tee will be used. The Tee will be utilized the first half of the season and coach pitch will be utilized the second half of the season.

T-Ball ball to be used. No score is to be kept, no winner declared, and no standings kept. No more than 3 Coaches may be on the field while the team is on defense. When hitting, coaches may occupy the 1st and 3rd base boxes and one may “feed” the Batting Tee. A Manager, Coach, or Approved Volunteer must be in the dugout when players are in the dugout. A catcher in full protective gear should occupy the catcher’s box.

During the coach pitch half of the season, the player will receive 3 pitches from the coach. After three pitches without putting the ball in play, the batting Tee will be placed on the plate and the player will hit off the Tee.

Time Limit: No new inning may begin after 1hour 15 minutes. New inning begins when the final out is made in the previous inning. The goal should be for each team to bat 3-4 times per game.

Run Limit: All Players Bat each inning

Pitching: None

Hitting: All players hit off of the batting tee.

Base Running: Defense should attempt to make outs, but outs are not tracked, and all runners are safe. No advancing on overthrows. All runners are station to station, except with the final batter of each inning when all runners advance to home.

Batting Order: Continuous batting order is used. All players hit each inning.

Substitutions: Free substitution. Defense may play 10-11 in the field. Additional players are to be played in the outfield. However, no player shall sit alone on the bench. If you need a 2nd player to sit out, play one fewer in the field. No player shall sit more than one inning.

JUNIORS/SENIORS GAME RULES

The following set of rules shall be used in the management of the Junior and Senior Divisions. Play at this level will be governed by the LLB Rule Book.

Time Limit: Subject to Inter League Agreements. Intra League games have no new inning after 2:20.

Try-Outs: All players MUST attend a try-out. Players who participate in the High School program shall be placed in the Senior Division. Try-outs for Seniors will only be required if sufficient numbers exist to form more than one team.

Team Formation:
Managers may protect their own child. 13 year olds are protected until the 4th Round and 14 year olds until the 3rd Round.
- Each Manager may designate 2 coaches and protect their children. 13 year olds until the 3rd round and 14 year olds until the 2nd round. If no option is available at these rounds, teams must use first round pick.
- Draft will be conducted using the snake method. Order shall be by blind draw. - Teams do NOT
carry over from season to season
- NO REQUESTS will be honored to not be placed with a certain team