

Introduction

The information provided in this document (MLLB Rules) is designed to supplement the rules as stated in the Little League Official Regulations and Playing Rules (Rule Book) book. This is to supplement rules found in the Rule Book and should be companion material, not treated as the sole source of rules for McKinney Little League Baseball (MLLB). It is expected to read and know the rules for your applicable Division(s) as stated in the Rule Book.

This document is needed as there are unique situations that require MLLB to develop and enforce league specific rules. All rules in this document are reviewed and prepared by the MLLB Rules Committee and presented to the Board of Directors for approval. Each non-board member of the Rules Committee represents a Division within MLLB and the committee includes the Umpire-in-Chief (UIC) as a member.

If you have a question or a suggestion in relation to these rules, please feel free to contact either the Board of Directors or the UIC.

MLLB Code of Conduct

All Coaches and Players must conduct themselves in a sportsman like manner. Managers take responsibility for the actions of themselves, other team coaches, assistants, Players and parents at all Little League events in which they are participating. No profanity or misconduct (i.e. fighting) is permitted or tolerated at Little League sponsored events. The use of ALCOHOL (alcohol on the breath), TOBACCO products, or DRUGS is explicitly PROHIBITED at practices, games, or any other league sponsored events.

Rules of the Game

All Managers, Coaches and Players must read and follow the rules of Little League Baseball as well as the written rules adopted and added by MLLB found in this document.

Umpires shall be employed at all MLLB games at Coach Pitch divisions and higher. All Umpire judgment calls will be honored and are not subject to protests. The Head Coach (Manager) may protest the decision of an Umpire if there is reasonable doubt that the Umpire's decision may conflict with the Rule Book or provisions contained in this document (see Chapter 4.19 of the Rule Book regarding protests).

At the Chief Umpire's discretion and in accordance with Little League rules, any Manager, Coach, Player or fan can be ejected or asked to leave the game or playing area. Any person ejected or asked to leave a game must leave the playing field immediately. The Chief Umpire will then file a return report to the League Director of Operations. If any Manager, Coach, Player or fan is ejected, then a mandatory minimum one (1) game suspension, to be carried out on the next game, will apply. This suspension cannot be appealed or overturned by the Board of Directors. In the event a Manager is ejected from the last game of the regular season and was chosen to be an All Stars official, coach or manager, that Manager will be relieved of their All Stars duties effective immediately.

In the event a volunteer is selected to coach an All Star team and is ejected from the last game of the MLLB regular season, they will be immediately removed from any All Star team staff for the duration of one game and cannot be a team manager for the entirety of the tournament.

The Little League Official Regulations and Playing Rules (**Rule Book**) govern McKinney Little League play. Modification to these rules are listed within this document in both a general and per division manner. These exceptions have been addressed to meet the goals of the league and to ensure the focus of the game remains on the children that are playing Little League Baseball.

MLLB Player Draft Rules

[See separate MLLB draft procedure document for current draft practices.](#)

General Rules and Procedures

- Failure to field a team of 9 Players in majors divisions (8 in minors and coach pitch) within 15 minutes after the official start of the scheduled game results in automatic forfeiture of the game (Rule 4.16). Officially posted schedules (or changes to approved game schedules) are the implicit source for game dates and times; i.e., word of mouth is not considered sufficient.
- Minors and coach pitch team may play with 8 players. Managers are urged to request a pool player if they know they will not have 9 players.

- To promote good sportsmanship, both team's Players and Coaches will shake hands at the end of the game. Managers are always responsible for showing good sportsmanship and encouraging good sportsmanship from each Player. Managers are also responsible for the conduct of the team's parents at the game to ensure appropriate fan conduct.
- The Manager should notify the League if any Player on the team misses 2 consecutive games with unexcused absences. It is at this time that consideration will be given to potential Player replacements. An unreasonable number of absences from scheduled practices, scheduled games, or repeated demonstrations of inappropriate behavior by any Player on the field warrant disciplinary action (benching) to be administered by the Coach. Parents and Players' Agent must be notified in writing prior to administering discipline. With the Players Agent approval, the Player may be benched in the next game. Player attendance is mandatory at the game in which the discipline is being administered. The Player must be in full uniform and seated on the bench during the game. The opposing Coach and Head Umpire must be notified that disciplinary action is being exercised during this game. Managers are responsible for keeping parents well informed of any such actions.
- The "Code of Conduct" will be strictly enforced.
- The Chief Umpire and opposing Coaches will be informed by the Manager prior to every game of any Player having a known physical condition or limitation that might require additional safety measures. Examples are heart condition, epilepsy, hearing aids, etc.
- Games will end in a tie if regulation time has expired, and the game is considered complete. If a game is tied at the end of regulation play and there is still time remaining (as specified in the designated time rule for each league), the game will continue one (1) inning at a time as needed until a winner is determined or the time rule takes effect. Tied games will count in the standing as ½ game won and ½ game lost.
- The designated home team is responsible for supplying an official scorekeeper and game balls.
- The Manager of the winning team is responsible for reporting the score within the MLLB web site.
- If a game is called (due to inclement weather, darkness, etc.), it is a regulation game if 4 innings have been completed, or if the home team is winning after 3 and a half innings or if playing time has reached one hour. The score that is reported is the score of the game after the last completed inning. If a game is called before it has become a regulation game, but after more than one (1) inning has been played it will be re-scheduled and resumed exactly where it left off (see Rule 4.10(d) in Little League Rule Book).
- It is the responsibility of each Manager, before the start of an official game, to get with the Chief Umpire and the opposing Manager to cover/agree on the following issues, as a minimum. If this is not done, then no protests will be accepted for these types of game situations:
 - Boundaries of the playing field. i.e., where is the ball out of play?
 - Conditions of the playing field.
 - Any specific rules or conditions that the game will be played under.
 - Ground rule double conditions.
- No Contact Rule: The "no contact" rule is based upon Little League Rule 7.08. This rule explains when a runner is out. Part of this rule states the following: "Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make a tag." In other words, if contact is made because a Player did not slide, he will be called out. This rule is intended for the safety of all Players.
- Protesting a Game: The guidelines for game protests shall be in accordance with Little League Rule 4.19. The general guidelines for a protest are those conditions where a rule is not being followed or administered correctly. As such, protests can only be considered for the violation or interpretation of a playing rule. There are no protests in T-Ball. JUDGMENT CALLS, AS DEFINED IN THE LITTLE LEAGUE OFFICIAL REGULATIONS AND PLAYING RULES IN PARAGRAPH 9.02(a), BY THE UMPIRE ARE NOT GROUNDS FOR A PROTEST.

League Specific Rules

This section contains division specific rules for all levels of play in MLLB. In the event a rule in this document contradicts a rule in the Rule Book, the rule in this the Rule Book takes precedence. Rules should be treated as 'Rules as Written.' This statement applies, and will be repeated, in each division's set of specific rules. League age refers to Little League age is defined as the age the player will be on Aug 31st . During the fall season, MLLB elects to play up so use the next spring age chart to prepare the players for the next division.

Tie Breakers: In the case of a regular season tie, the following criteria (in order listed) will be used to determine end of the season standings as well as tournament seedings when applicable:

- 1) Winning Percentage (ties will count as half a win towards the winning percentage)
- 2) Head-to-head play
- 3) Runs differential
- 4) Total runs allowed
- 5) Total runs scored
- 6) Coin toss

Beginner T-Ball Specific Rules

- Eligible Ages: Players who are league age 4 and 5 years old.
- Focus: Developmental and Fun; no scores shall be recorded and teams are not ranked
- Length of Games: 3 innings or up to 60 minutes. No inning shall start after 60 minutes, game ends at 70 minutes regardless of state of game.
- Positions: Pitcher, First Base, Second Base, Shortstop, Third Base. All other Defensive Players shall play the outfield. Outfield is defined as behind the base path. Catcher position is allowed as long as they have catchers equipment on. All players on the defensive team must take the field in a defensive inning. Coaches will swap infielders and outfielders regularly, even during active innings.
- Hitting Rules:
 - Batting Order: Each team must bat the entire roster each inning
 - If the team bats out of order, they will correct the issue immediately without penalty
 - Tee: Batters cannot strike out; if the batter is hitting from the tee they will have as many tries as needed to put the ball in play.
 - Steals: No stealing allowed
 - Runs: The offensive Team may score as many runs as possible while batting their entire lineup while rotating the lineup to allow all players the opportunity to be the first/last batter throughout the season.
 - Bat Throwing: If a bat is thrown and hits the fence, Player, Coach or Umpire, the Player should be counseled by their Coach, no exceptions.
- Fielding Rules:
 - Outs: Offensive players cannot be put out by the defensive team. At this level of play the focus is on baserunning skills rather than the enforcement of outs.
 - Side Changes: Teams will change sides once the Offensive Team has batted their entire lineup.
 - Dead Ball: This division practices Dead Ball rules. This means once the ball has been thrown to an infielder (the area inside of the base paths) and a defensive Player has (in the Coaches' opinion) control of the ball, no runner shall advance farther than the last base reached. This rule does not apply if the batter is the last batter of the inning. Rather the batter and all runners on base will circle the bases home.
 - Overthrows: In the event of an overthrown to any base, a runner may not advance to the next base.
- Coach Rules:
 - Offense: A total of five (5) adult Coaches are allowed on the field to facilitate Offensive innings. Coaches are not allowed to touch the ball or Player at any time while the ball is in play.
 - Two (2) within the Coaches' boxes and 1 base Coach behind 2nd base.
 - One (1) Batting Coach is allowed on the field to place the ball on the batting tee.
 - Defense: A total of three (3) adult Coaches are allowed on the field to facilitate Defensive innings. These Coaches must be positions in the outfield and are not allowed to touch the ball or Player at any time while the ball is in play.

Advanced T-Ball Specific Rules

- Eligible Ages: Players who are league age 5 and 6 years old.
- Focus: Developmental and Fun; no scores shall be recorded, and teams are not ranked
- Length of Games: 3 innings or up to 60 minutes. No inning shall start after 60 minutes, game ends at 70 minutes regardless of state of game.
- Positions: Pitcher, First Base, Second Base, Shortstop, Third Base. All other Defensive Players shall play the outfield. There can be a catcher position in this division but must wear full catcher's gear. All players on the defensive team must take the field in a defensive inning. Coaches will swap infielders and outfielders regularly, even during active innings.
- Hitting Rules:

- Batting Order: Each team must bat the entire roster in a specific, continuous order.
 - If the team bats out of order, they will correct the issue immediately without penalty.
- Tee: Batters will get 3 pitches from the coach. If they do not put the ball in play, then the batter will have only 3 swings on the tee. If they fail to put the ball in play after the 3rd swing, the batter will be out and return to the dugout.
- Steals: No stealing allowed
- Runs: The offensive Team may score as many runs as possible while batting their entire lineup while rotating the lineup to allow all players the opportunity to be the first/last batter throughout the season.
- Bat Throwing: If a bat is thrown and hits the fence, Player, Coach or Umpire, the Player should be counseled by their coach, no exceptions.
- Pitching Rules:
 - Coach Pitch: The team may elect to have their batters hit from either the tee or a coach pitching from approximately 20 ft. If the coach elects to pitch they will throw 3 pitches. If the ball is not put in play after the third pitch, the batter shall hit off the tee. If the batter fouls off the 3rd pitch, one additional pitch will be allowed.
- Fielding Rules:
 - Outs: Offensive Players can be put out by the defensive team. If the Player is put out he will return to the dugout. An offensive team will not retire at three (3) outs, however, but rather when all batters for the offensive team that inning have their turn. If the player is the last batter for the offensive team then sides will retire upon the batter being put out or he scores.
 - Side Changes: Teams will change sides once the Offensive Team has batted their entire lineup.
 - Dead Ball: This division practices Dead Ball rules. This means once the ball has been returned to the infield (the area inside of the base paths) and an infielder has (in the Coaches' opinion) control of the ball, no runner shall advance farther than the last base reached. This rule does not apply if the batter is the last batter of the inning. Rather the batter and all runners on base will circle the bases home.
 - Overthrows: Overthrows shall work in the following manner:
 - If the ball is hit within the infield, the hitter will only be awarded a single if they safely reach base. In the event of an overthrow of an infield hit, any active runners shall not be allowed to take an extra base and the play will be considered dead. This rule is to enforce the throw to first without penalty given the young age of the players.
 - If the ball is hit to the outfield, the runners will be allowed to advance one extra base only.
- Coach Rules:
 - Offense: A total of five (5) adult Coaches are allowed on the field to facilitate Offensive innings. Coaches are not allowed to touch the ball or Player at any time while the ball is in play.
 - Two (2) within the Coaches' boxes and 1 base Coach behind 2nd base.
 - One (1) Batting Coach is allowed on the field to place the ball on the batting tee. One (1) Coach is designated as pitcher should the team elect to pitch to their Players.
 - Should the team elect to pitch to their Players, the Pitching Coach will have 3 game balls in possession. The Batting Coach will retrieve each missed ball.
- Defense: A total of three (3) adult Coaches are allowed on the field to facilitate Defensive innings. These Coaches must be positioned in the outfield and are not allowed to touch the ball or Player at any time while the ball is in play.

Coach Pitch Specific Rules

- Eligible Ages: Players who are league age 6, 7, and 8 years old.
- Focus: Introduction to competition; enabling fair and instructive play
- Length of Games: 6 innings or up to 60 minutes. No inning shall start after 60 minutes, game ends at 75 minutes – **No Exceptions. Games can end in a Tie.** If one team is ahead by 10 or more runs after 4 complete innings, the manager of the losing team shall concede the victory and the game will be considered complete.
- Prior to the last day of the school year, no game shall begin after 8:30 PM Monday through Thursday. During the summer, no inning shall begin after 10 PM.
- Allowed Positions: A 4th outfielder may be used at this level.
- **Substitutions may be made defensively at the start of any inning. Each player must play a defensive position for at least six (6) outs in a game for Mandatory Play. A substitute may not be removed until the completion of their Mandatory Play requirements is met. (Exception: any player that arrives after the game begins does not need to be started until the third**

(3rd) inning and must bat last in the order). Every player will be required to play one (1) inning in the infield each game. If a Manager feels that a player should not play in the infield for safety reasons, a written note signed by the Player Agent, Team Manager, and Parent/Guardian must be retained by the Player Agent before such action occurs.

- Pre-Game Coaches Meeting: Managers shall meet before the game to exchange lineup cards and ask for clarification of rules interpretation with the Chief Umpire.
- Hitting Rules:
 - Batting Order: Each team must bat the entire roster in a specific, continuous order.
 - If a team bats out of order, Little League Rule 6.07 shall be used to resolve the outcome.
 - Pitches: Batters will receive up to 6 pitches per at bat. A batter strikes out on 3 strikes. If the 6th pitch is fouled off and is not a caught foul tip the batter will receive additional pitches until they miss or put the ball in play.
 - Walks and HBP: A batter cannot achieve base on balls or be awarded a base on hit by pitch.
 - Fouls: Foul balls count as strikes; batters cannot foul out unless the foul ball is a foul tip or a pop foul caught in a Defensive Player's glove.
 - Steals: No stealing allowed
 - Runs: The Offensive Team may score as many as 4 runs in an Offensive inning.
 - Bat Throwing: If a bat is thrown and hits the fence, Player, Coach or Umpire, the Player shall be called out, no exceptions. If the Chief Umpire is of the opinion the Player threw their bat, time shall be called and the Coach informed that if the bat is thrown again during the game, the offending Player will be called out.
- Pitching Rules:
 - Coach Pitch: The Coach shall pitch overhand from a standing position at a minimum of 30 ft. and a maximum of 46 ft. from home plate.
 - Pitcher Hit by Ball: If a batted ball hits the Offensive Coach serving as pitcher, the play will be declared dead, and the pitch treated as a no pitch. The Coach will be allowed to retry the pitch.
- Fielding Rules:
 - Catcher: Any male Player at the catcher position must wear a protective cup.
 - Side Changes: Teams will change sides once the Offensive Team has accumulated 3 outs or has scored 5 runs in the inning, whichever occurs first.
 - Catcher: Any male Player at the catcher position must wear a protective cup. If a team has 8 or 9 players, they may elect to not field a catcher. If a team has 10 on defense, they must have a catcher.
 - Dead Ball: The ball is dead once a Player has returned the ball to the infield (the area inside the base paths) and an infielder has, in the Chief Umpire's judgment, control of the ball. At this time, the Chief Umpire will declare the ball dead. Once declared no runner shall advance farther than the last base reached if less than halfway to the next base.
 - Overthrows: Overthrows shall work in the following manner:
 - If the ball is hit within the infield, the hitter will only be awarded a single if they safely reach base. In the event of an overthrow of an infield hit, any active runners shall not be allowed to take an extra base and the play will be considered dead. This rule is to enforce the throw to first without penalty given the young age of the players.
 - If the ball is hit to the outfield, the runner may continue running the bases until the ball has been ruled dead by Umpire, as defined in the Dead Ball rule. If the ball is overthrown at any location onto the field, including overthrown past the foul lines, the runners may continue to advance on the bases if they feel they are safely able to until the Dead Ball rule is applicable.
 - Infield Fly: The infield fly rule does not apply.
- Coach Rules:
 - Maximum of 5 adults per team in the dugout/field.
 - Offense: A total of 2 adult Coaches are allowed on the field within the Coaches' boxes. Players may be base coach if not enough adult volunteers are available. Players must wear a helmet.
 - 1 Coach is allowed on the field to pitch to his Players.
 - 1 Coach serves as a backstop retriever, allowed to field and retrieve pitched balls to speed up play.
 - 1 adult must always be in the dugout.
 - Defense: A total of 2 Defensive Coaches are allowed on the field. One positioned down the right field line past 1st base in foul territory and the other positioned down the left field line past 3rd base in foul territory.

Modified Kid Pitch Rules

- Eligible Ages: All children league age 6,7 and 8 years old
- Focus: Introducing kid pitch; advancing fair and instructive play
- Length of Games: 6 innings or up to 60 minutes. No inning shall start after 60 minutes, game ends at 75 minutes – **No Exceptions. Games can end in a Tie.** If one team is ahead by 10 or more runs after the completion of 4 innings, the manager of the losing team shall concede the victory and the game will be considered complete.
- **Substitutions may be made defensively at the start of any inning. Each player must play a defensive position for at least six (6) outs in a game for Mandatory Play. A substitute may not be removed until the completion of their Mandatory Play requirements is met. (Exception: any player that arrives after the game begins does not need to be started until the third (3rd) inning and must bat last in the order). Every player will be required to play one (1) inning in the infield each game. If a Manager feels that a player should not play in the infield for safety reasons, a written note signed by the Player Agent, Team Manager, and Parent/Guardian must be retained by the Player Agent before such action occurs.**
- A team may play with 8 players.
- Pre-Game Coaches Meeting: Managers shall meet before the game to exchange lineup cards and ask clarification of rules interpretation with the Chief Umpire.
- Hitting Rules:
 - Batting Order: Each team must bat the entire roster in a specific, continuous order.
 - If a team bats out of order, Little League Rule 6.07 shall be used to resolve the outcome.
 - Runs: The Offensive Team may score as many as ~~5~~4 runs in an Offensive inning.
- One of the following results can be achieved during each at bat:
 - A batter can successfully record a base hit.
 - A batter can record an out by batted ball.
 - A batter can record an out by strikeout.
 - This can be any combination of strikes from player pitcher or coach pitcher.
 - A batter can be Hit by Pitch and obtain first base (player pitcher only) – Batter must attempt to get out of the way.
- Offensive Time Outs: Per Little League Rule 5.10(d) “... Only one offensive time-out, for the purpose of a visit or a conference, will be permitted each inning.”
- Pitching:
 - Player Pitcher shall pitch from the pitcher’s mound at the rubber set to forty-two (42) feet from home plate.
 - No balks
 - Player Pitcher shall pitch until one of the following occurs.
 - Three (3) strikes were achieved.
 - A ball is put into play.
 - Three (3) balls are achieved.
 - Foul balls on the kid pitcher are continuous until a pitch for a ball is recorded.
 - Coach Pitcher:
 - Enters the game when the player pitcher reaches 3 called balls.
 - The Coach Pitcher shall pitch from inside the pitchers circle no closer than base of mound.
 - The Coach Pitcher inherits the strike count and pitches under the following conditions:
 - If the batter has no strikes called the Coach Pitcher receives 3 pitches
 - If the batter has one (1) called strike the Coach Pitcher receives 2 pitches
 - If the batter has two (2) called strikes the Coach Pitcher receives 1 pitch
 - If the 6th pitch is fouled off and is not a caught foul tip the batter will receive additional pitches until they miss or put the ball in play.
 - No Walks (including intentional), No advancing on Drop 3rd strike, No leading off, No stealing or advancing on a wild pitch.
 - When the Coach Pitcher is pitching, the Player pitcher shall stand no more than 5 feet from the edge of the pitcher’s mound.
- Fielding Rules:
 - Catcher: Any male Player at the catcher position must wear a protective cup

- Side Changes: Teams will change sides once the Offensive Team has accumulated 3 outs or has scored 5 runs in the inning, whichever occurs first.
- Catcher: Any male Player at the catcher position must wear a protective cup. If a team has 8 or 9 players, they may elect to not field a catcher. If a team has 10 on defense, they must have a catcher.
- Dead Ball: The ball is dead once a Player has returned the ball to the infield (the area inside the base paths) and an infielder has, in the Chief Umpire's judgment, control of the ball. At this time, the Chief Umpire will declare the ball dead. Once declared no runner shall advance farther than the last base reached if less than halfway to the next base.
- Overthrows: Overthrows shall work in the following manner:
 - If the ball is hit within the infield, the hitter will only be awarded a single if they safely reach base. In the event of an overthrow of an infield hit, any active runners shall not be allowed to take an extra base and the play will be considered dead. This rule is to enforce the throw to first without penalty given the young age of the players.
 - If the ball is hit to the outfield, the runner may continue running the bases until the ball has been ruled dead by Umpire, as defined in the Dead Ball rule. If the ball is overthrown at any location onto the field, including overthrown past the foul lines, the runners may continue to advance on the bases if they feel they are safely able to until the Dead Ball rule is applicable.
- Infield Fly: The infield fly rule does not apply.
- Teams are limited to no more than 10 defensive players on the field. The 10th player is a fourth outfielder.
- Coach Rules:
 - Maximum of 5 adults per team in the dugout/field.
 - Offense: A total of 2 adult Coaches are allowed on the field within the Coaches' boxes. Players may be base coach if not enough adult volunteers are available. Players must wear a helmet.
 - 1 Coach serves as a backstop retriever, allowed to field and retrieve pitched balls to speed up play. – The coach MUST move out of the field of play on a batted ball and may not coach the catcher during the play.
 - 1 adult must always be in the dugout.
 - Defense: A total of 2 Defensive Coaches are allowed on the field. One positioned down the right field line past 1st base in foul territory and the other positioned down the left field line past 3rd base in foul territory.

Minors Specific Rules

- Eligible Ages: All children league age 9 and 10 years old; advanced league age 8-year-olds may also play with written request approval from League.
- Focus: Reinforcing kid pitch; advancing fair and instructive play
- Length of Games: 6 innings or up to 105 minutes. No inning shall start after 85 minutes with a max of 105 minutes – **No Exceptions. Games can end in a Tie.** If one team is ahead by 10 or more runs after 4 complete innings, the manager of the losing team shall concede the victory and the game will be considered complete.
- **Substitutions may be made defensively at the start of any inning. Each player must play a defensive position for at least six (6) outs in a game for Mandatory Play. A substitute may not be removed until the completion of their Mandatory Play requirements is met. (Exception: any player that arrives after the game begins does not need to be started until the third (3rd) inning and must bat last in the order).**
- A team may play with 8 players.
- Pre-Game Coaches Meeting: Managers shall meet before the game to exchange lineup cards and ask clarification of rules interpretation with the Chief Umpire.
- Hitting Rules:
 - Batting Order: Each team must bat the entire roster in a specific, continuous order.
 - If a team bats out of order, Little League Rule 6.07 shall be used to resolve the outcome.
 - Steals: Tight Bases are in force. Runners must be in contact with the base when the pitcher is on the rubber in control of the ball. Runners remain on base until a pitched ball passes over home base. The runner(s) may, at their own risk, advance towards the next base once the ball has passed over home plate.
 - Offensive Time Outs: Per Little League Rule 5.10(d) "... Only one offensive time-out, for the purpose of a visit or a conference, will be permitted each inning."

- Drop 3rd strike: Will not apply in the minors.
- Courtesy runner: Allows a courtesy runner with 2 outs for pitcher or catcher to speed up game. The runner must be last out. Only applies to the pitcher/catcher for the upcoming inning.
- Pitching Rules:
 - Kid Pitch Pitcher: At this level, pitching rules per the Little League Official Regulations and Playing Rules are in effect. These rules are listed under Section VI – Pitchers. Please review these rules so that an illegal pitcher does not enter the game. Also at this level, pitch counts need to be documented since Little League states eligibility by pitch count.
 - Warm-Up Pitches: Little League rule 8.03 governs the amount of time it should take for warm-ups. It states that the pitcher shall receive 8 warm-up pitches for the first time he enters the game and 5 warm-up pitches in subsequent innings. To speed up the game, warm-ups should take no longer than a minute. Further, the total exchange between innings including warm-ups is not to exceed 2 minutes. If it takes longer to place Players on the field, then the warm-up of the pitcher will suffer. Only players are allowed to warm up pitchers, whether on the field or in the bullpen.
 - Pitcher Conference: See Rule 8.06 in the Rule Book
 - Intentional walks: pitcher doesn't need to throw pitches. Let umpire know your intentions.
 - 4 pitches will be added to the pitch count and batter is awarded first.
 - Doesn't need to happen before at bat, can be done in middle of the at bat.
- Fielding Rules:
 - Side Changes: Teams will change sides once the Offensive Team has accumulated 3 outs or 7 runs, whichever comes first
 - Catcher: Any male Player at the catcher position must wear a protective cup
 - Infield Fly: The infield fly rule does not apply in this division.
- Coach Rules:
 - Coaches in Game: 3 total coaches/volunteers are allowed on the field/dugout. A total of 2 adult coaches are allowed on the field within the coaches' boxes. An adult must always be in the dugouts. Players may be base coach if not enough adult volunteers are available. Players must wear a helmet.
 - Defense: No defensive Coaches allowed.

Majors Specific Rules

- Eligible Ages: Players who are league age 10, 11, and 12 years old.
- Focus: Advanced competitive environment and baseball skills; advancing fair and instructive play
- Length of Games: 6 innings or up to 105 minutes. No inning shall start after 85 minutes with a max of 105 minute – **No Exceptions. Games can end in a Tie.** If one team is ahead by 10 or more runs after 4 innings, the manager of the losing team shall concede the victory and the game will be considered complete.
- **Substitutions may be made defensively at the start of any inning. Each player must play a defensive position for at least six (6) outs in a game for Mandatory Play. A substitute may not be removed until the completion of their Mandatory Play requirements is met. (Exception: any player that arrives after the game begins does not need to be started until the third (3rd) inning and must bat last in the order).**
- Pre-Game Coaches Meeting: Managers shall meet before the game to exchange lineup cards and ask for clarification of rules interpretation with the Chief Umpire.
- Hitting Rules:
 - Batting Order: Each team must bat the entire roster in a specific, continuous order.
 - If a team bats out of order, Little League Rule 6.07 shall be used to resolve the outcome.
 - Steals: Tight Bases are in force. Runners must be in contact with the base when the pitcher is on the rubber in control of the ball. Runners remain on base until a pitched ball passes over home plate. The runner(s) may, at their own risk, advance towards the next base once the ball has passed over home plate.
 - Offensive Time Outs: Per Little League Rule 5.10(d) "... Only one offensive time-out, for the purpose of a visit or a conference, will be permitted each inning."
 - Courtesy runner: Allows a courtesy runner with 2 outs for pitcher or catcher to speed up game. The runner must be last out. Only applies to the pitcher/catcher for the upcoming inning.
- Pitching Rules:

- Kid Pitch Pitcher: At this level, pitching rules per the Little League Official Regulations and Playing Rules are in effect. These rules are listed under Section VI – Pitchers. Please review these rules so that an illegal pitcher does not enter the game. Also at this level, pitch counts need to be documented since Little League states eligibility by pitch count.
- Warm-Up Pitches: Little League rule 8.03 governs the amount of time it should take for warm-ups. It states that the pitcher shall receive 8 warm-up pitches for the first time he enters the game and 5 warm-up pitches in subsequent innings. To speed up the game, warm-ups should take no longer than a minute. Further, the total exchange between innings including warm-ups is not to exceed 2 minutes. If it takes longer to place Players on the field, then the warm-up of the pitcher will suffer. Only players are allowed to warm up pitchers, whether on the field or in the bullpen.
- Pitcher Conference: See Rule 8.06 in the Rule Book
- Intentional walks: pitcher doesn't need to throw pitches. Let the umpire know your intentions.
 - 4 pitches will be added to pitch count and batter is awarded first.
 - Doesn't need to happen before at bat, can be done in middle of the at bat.
- Fielding Rules:
 - Catcher: Any male Player at the catcher position must wear a protective cup
 - Infield Fly: The infield fly rule does apply for the purposes of an out per page 95 of the Rule Book.
 - Drop 3rd strike is in effect.
- Coach Rules:
 - Coaches in Game: Only Three Coaches are permitted on the bench during the game. At least one Coach will always remain in the dugout. If only two Coaches are present, then only one Coach will be permitted to Coach the bases. The other base Coach can be a Player on the team that is wearing a helmet.
 - Defense: No defensive Coaches allowed.