

2025 Little League Rule Options Form
SVLL


Level / Division:

	BB Majors	BB Coast	BB AAA (Regular Season)	BB AAA (Pool Play/Playoffs)	BB AA	BB A	BB T-Ball	SB Juniors	SB Majors	SB Coast	SB AAA (Regular Season)	SB AAA (Pool Play/Playoffs)	SB AA	SB A	SB T-Ball
These rules apply to every game played between teams within your league, (local rules), or if interlocking with another league(s), (interlock rules). The Little League rulebook requires that the following options must be decided. Options apply to ALL divisions of baseball and softball except where designated in bold. You must choose an answer for every item unless it doesn't apply to your level or sport. Choices, (Yes or NO), that are underlined are the default, or rule book recommended option.	Local	Local	Local	Local	Local	Local	Local	Interlock D9 Rules & Regs	Interlock D9 Rules & Regs	Interlock D9 Rules & Regs	Interlock	Interlock	Local	Local	Local
(1) Softball only: Are you imposing additional pitching rules? <input type="radio"/> Yes <input type="radio"/> No (If No, skip to 2) If yes, explain in detail: (Regulation VI (b))	n/a	n/a	n/a	n/a	n/a	n/a	n/a				No	No	No	No	No
(2) Do you have more than 15 players on a team? <input type="radio"/> Yes <input type="radio"/> No (If No, skip to 3) Any changes to Mandatory Play? <input type="radio"/> Yes <input type="radio"/> No If yes, explain in detail: (Regulation IV(i)) NOTE 4)	No	No	No	No	No	No	No				No	No	No	No	No
(3) Minor Divisions only: Are you playing as Instructional or Competitive? <input type="radio"/> Instructional <input type="radio"/> Competitive (Rule 1.01)	n/a	Competitive	Instructional	Instructional	Instructional	Instructional	Instructional				Instructional	Instructional	Instructional	Instructional	Instructional
(4) Minor Divisions only: If "Instructional" (not designated as "competitive"), are 3 coaches allowed in addition to the manager, (instead of just 2)? <input type="radio"/> Yes <input type="radio"/> No (Rules 1.01& 3.17)	n/a	n/a	No	No	Yes	Yes	Yes				No	n/a	Yes	Yes	Yes
(5) Can a game be started and played with only 8 players? <input type="radio"/> Yes <input type="radio"/> No (If no, skip to 6) When the (absent) 9th player would be up to bat, what happens? <input type="radio"/> Bat out <input type="radio"/> Just skip to the next batter (Rules 1.01, 4.04, 4.16, 4.17, 6.05)	Yes, skip batter	Yes, skip batter	Yes, skip batter	Yes, skip batter	Yes, skip batter	Yes, skip batter	Yes, skip batter				Yes, skip batter	Yes, skip batter	Yes, skip batter	Yes, skip batter	Yes, skip batter
(6) Will courtesy runner be allowed for the pitcher and/or catcher when there are two outs? <input type="radio"/> Yes <input type="radio"/> No (Rules 2.0, 3.04, 7.14)	Yes	Yes	Yes	Yes	Yes	Yes	Yes				Yes	Yes	Yes	Yes	Yes
(7) Will a continuous batting order be adopted? <input type="radio"/> Continuous Batting Order <input type="radio"/> 9 Batters, with substitutions (Rule 4.04)	Yes	Yes	Yes	Yes	Yes	Yes	Yes				Yes	Yes	Yes	Yes	Yes
(8) Is the option of not having the 15, 10, 8 run rule adopted? <input type="radio"/> Yes <input type="radio"/> No (Rule 4.0(e))	No	No	No	No	No	No	No				No	No	No	No	No
(9) Are you adopting the 1 hour 45-minute time limit? <input type="radio"/> Yes <input type="radio"/> No (Rule 4.10(c)(2))	No inning can start after 2 hours	No inning can start after 2 hours	No new inning can start after 1:30	No new inning can start after 1:30	No new inning can start after 1:30	5 innings or 90 minutes, whichever comes first	4 innings or 90 minutes, whichever comes first				5 innings or no new inning after 1:40. No pitch after 1:55.	Pool Play: No new inning after 1:40. No pitch after 1:55. Playoff Games: No time limit unless a game following	5 innings or 2 hours, whichever comes first	5 innings or 2 hours, whichever comes first	4 innings or 90 minutes, whichever comes first
(10) Minor Divisions only: Is the "5 run rule" suspended on the last half-inning for either team? <input type="radio"/> Yes <input type="radio"/> No (Rule 5.07)	n/a	Yes	NO	NO	NO	NO	NO				Yes	Yes	Yes	Yes	n/a
(11) After entering the batter's box, does the batter have to remain in the box with at least one foot through the at bat? <input type="radio"/> Yes <input type="radio"/> No (Rule 5.02(c))	Yes	Yes	Yes	Yes	No	No	No				Yes	Yes	No	No	No
(12) Minor Divisions only: Do all protests have to be resolved before the next play? <input type="radio"/> Yes <input type="radio"/> No (Rules 4.19(e) and (g))	No	No	No	No	No	No	No				No	No	No	No	No
(13) Little League "Majors" division only: Is the Minor League Third Strike not caught rule adopted? <input type="radio"/> Yes <input type="radio"/> No (Rule 5.05(b)(2))	No	n/a	n/a	n/a	n/a	n/a	n/a				n/a	n/a	n/a	n/a	n/a
(14) Softball Majors division only: Runners must remain in contact with the bag until the ball is batted or reached the batter. <input type="radio"/> Yes <input type="radio"/> No (Rule 7.08 (a) (5) (ii))	n/a	n/a	n/a	n/a	n/a	n/a	n/a				n/a	n/a	n/a	n/a	n/a
(15) Is stealing signs unsportsmanlike behavior, and results in 1 warning and then an ejection of involved players/coaches/managers? <input type="radio"/> Yes <input type="radio"/> No (Rule 9.0(g))	Yes	Yes	Yes	Yes	Yes	Yes	Yes				Yes	Yes	Yes	Yes	Yes
(16) Allow the "plate" umpire to stand behind the pitcher. <input type="radio"/> Yes <input type="radio"/> No (Rule 9.04(a))	Yes	Yes	Yes	Yes	Yes	Yes	Yes				Yes	Yes	Yes	Yes	Yes
Others:	1. Every child must play 6 consecutive defensive outs with in the first 4 innings. 2. Every child must play 9 outs in a game. 3. Every Child MUST play at least one inning of infield in a game. 4. No kid can sit twice before every kid has sat	1. Every child must play 6 consecutive defensive outs with in the first 4 innings. 2. Every child must play 9 outs in a game. 3. Every Child MUST play at least one inning of infield in a game. 4. No kid can sit twice before every kid has sat	1. Every child must play 6 consecutive defensive outs with in the first 4 innings. 2. Every child must play 9 outs in a game. 3. Every Child MUST play at least one inning of infield in a game. 4. No kid can sit twice before every kid has sat	1. Every child must play 6 consecutive defensive outs with in the first 4 innings. 2. Every child must play 9 outs in a game. 3. Every Child MUST play at least one inning of infield in a game. 4. No kid can sit twice before every kid has sat	1. Every child must play 6 consecutive defensive outs with in the first 4 innings. 2. Every child must play 9 outs in a game. 3. Every Child MUST play at least one inning of infield in a game. 4. No kid can sit twice before every kid has sat	1. Every child must play 6 consecutive defensive outs with in the first 4 innings. 2. Every child must play 9 outs in a game. 3. Every Child MUST play at least one inning of infield in a game. 4. No kid can sit twice before every kid has sat	1. Every child must play 6 consecutive defensive outs with in the first 4 innings. 2. Every child must play 9 outs in a game. 3. Every Child MUST play at least one inning of infield in a game. 4. No kid can sit twice before every kid has sat	1. Players CANNOT play one position more than two inning. 2. Players MUST play two innings in an Infield Position with in first 4 innings(C, P, 1B, 2B, SS, 3B) and one inning in the outfield. 3. Players are LIMITED to sitting on the bench one inning / game. 4. Up to 1(10) players are allowed on defense. (4) Outfielders - LF, 1C, RC, RF) = (6)	Additional mandatory play requirements: Coach pitch; No stealing; No bunting; One base on overthrows; No infield fly.	Additional mandatory play requirements: Coach pitch; No strikeouts; No bunting; No extra bases on overthrows; No infield fly.	Additional mandatory play requirements: 10th fielder allowed. Player pitch with coach pitch at 4 balls. Player pitch no stealing home. Coach pitch no stealing. No bunting. One or two base on fielding overthrows. No infield fly.	Additional mandatory play requirements: 10th fielder not allowed. Standard balls and strikes.	Additional mandatory play requirements: Coach pitch; No stealing; No bunting; One base on overthrows; No infield fly.	Additional mandatory play requirements: Coach pitch; No stealing; No bunting; One base on overthrows; No infield fly.	Additional mandatory play requirements: No strikeouts; No bunting; No extra bases on overthrows; No infield fly.



SVLL Upper Division Rules by Level Spring 2025- *The intent of these rules are to allow the same expiriance for every player.*

	AA - Rapid Softball Rules	AAA	COAST	MAJORS
Game Length		No new innings after 1:45 hours; games must end by 2 hours. Games may end in a tie. Time starts at first pitch	No new innings after 1:45 hours; games must end by 2 hours. Games may end in a tie. Time starts at first pitch	No new innings after 1:45 hours; games must end by 2 hours. Games may end in a tie. Time starts at first pitch
Who Bats		Entire Roster continuously until 3 outs are made.	Entire Roster continuously until 3 outs are made.	Entire Roster continuously until 3 outs are made.
Playing Time Rules		1. Every player must play 6 consecutive defensive outs with in the first 4 innings. 2. Every player must play 9 outs in a game, assuming a minimum of a four inning game. 3. Every player MUST play at least one inning of infield in a game. 4. No player can sit out twice before every player has sat out once.	1. Every player must play 6 consecutive defensive outs with in the first 4 innings. 2. Every player must play 9 outs in a game, assuming a minimum of a four inning game. 3. Every player must play at least one inning of infield in a game, assuming a minimum of a four inning game. 4. No player can sit twice before every player has sat once.	1. Every player must play 6 consecutive defensive outs with in the first 4 innings. 2. Every player must play 9 outs in a game. 3. Every player must play at least one inning of infield in a game, assuming a minimum of a four inning game, upon with player 4. No player can sit twice before every player has sat once.
Number of players on field		9 (Excluding Coach when they are pitching)	9	9
Pitching		Pitchers will pitch from a 35-foot rubber using a standard (hard) 11" softball. A coach will come in to pitch when a player-pitcher has thrown 4 balls to an individual batter, no walks will be issued, but any strikes recored by the player pitcher carry over. A player can strike out via a coach swinging or looking. A pitcher may pitch a maximum of 3 innings per game. Coach's must pitch from the rubber	Pitchers will pitch from a 35-foot rubber using an 11" ball. A pitcher may pitch a maximum of 3 innings per game. Pitchers can leave and re-enter the game as a pitcher later in the game up to the maximum of 3 innings per game. Pitchers Hitting Batters: If a pitcher hits three or more batters in the same inning, at the umpire's discretion, she may be removed from the pitching position. Said pitcher may remain in the game at another position or later re-enter the game at another position at her Manager's discretion. Umpires should not remove pitchers pursuant to this rule unless, in the umpire's sole discretion, batters are making appropriate attempts to avoid being hit by a pitch	Pitchers will pitch from a 40-foot rubber, using a 12" ball. Pitchers can leave and re-enter the game as a pitcher later in the game. Pitchers Hitting Batters: If a pitcher hits three or more batters in the same inning, at the umpire's discretion, she may be removed from the pitching position. Said pitcher may remain in the game at another position or later re-enter the game at another position at her Manager's discretion. Umpires should not remove pitchers pursuant to this rule unless, in the umpire's sole discretion, batters are making appropriate attempts to avoid being hit by a pitch
Stealing Bases		Yes. One base per batter once ball reaches the plate, no advancing on over throw.	Stealing permitted after ball reaches the plate.	Stealing permitted after ball leaves the pitchers hand.
Stealing Home		No	Yes	Yes
Balks/Illegal Pitch		No	No	Yes, after one umpire warning per pitcher.
Run Limit Per Inning		5	5 runs per inning for all inning but last inning which is unlimited. The last inning has to be called before it starts by the Umpire and coach's	No Limit
Mercy Rule		15 after 3, 10 after 4 8 after 5	15 after 3, 10 after 4 8 after 5	15 after 3, 10 after 4 8 after 5
Other		1 base only on an over throw. The ball is dead when the pitcher has the ball in the circle, or the ump or a player/coach calls timeout and the ump stops the play. During the first part of the season if a player it hit by a pitch they can chose to take their base or bat. During the 2nd part of the season (wk6 players must take the base). A hit batter is weather it is in the air or off the ground	Unlimited advancing on overthrows unless ball is out of play (the intent of this rules is to teach the rules not have every player run around on all pass balls). The ball is dead when the pitcher has the ball in the circle, or the ump or a player/coach calls timeout and the ump stops the play. The catcher and pitcher may be pinch run for when on the base paths, if there are two outs in an inning, and only if there are two outs in an inning and it is the player who made the last out. A hit batter is weather it is in the air or off the ground	Unlimited advancing on overthrows unless ball is out of play. The ball is dead when the pitcher has the ball in the circle, or the ump or a player/coach calls timeout and the ump stops the play. The catcher may be pinch run for when on offense, if there are two outs in an inning, and only if there are two outs in an inning. The catcher and pitcher may be pinch run for when on the base paths, if there are two outs in an inning, and only if there are two outs in an inning and it is the player who made the last out. A hit batter is weather it is in the air or off the ground
Competitive / Instructional		Instructional	Instructional though week 6 then competitive	Competitive
Umpires		If no umpire shows the home team is responsible for providing a ump- behind the mound is okay- if home team can't find an ump a coach will ump the entire game	If no umpire shows the home team is responsible for providing a ump- behind the mound is okay- if home team can't find an ump a coach will ump the entire game	If no umpire shows the home team is responsible for providing a ump- behind the mound is okay- if home team can't find an ump a coach will ump the entire game
Warming Up		No team can warm up on the infield	No team can warm up on the infield	No team can warm up on the infield

SVLL Upper Division Rules be Level Spring 2025- The intent of these rules are to allow the same expirience for every kid				
	Rapid Ball Rules	AAA	COAST	MAJORS
				
Game Length		No new innings after 1:30 hours; last inning will be played to completion and game can end in a tie	No new inning may start after 2 hours- game can end in a tie	No new inning may start after 2 hours- game can end in a tie
Who Bats		Entire Roster continuously- kids who show up late or if a player is injured that batter is skipped but it is not an out	Entire Roster continuously- kids who show up late or if a player is injured that batter is skipped but it is not an out	Entire Roster continuously- kids who show up late or if a player is injured that batter is skipped but it is not an out
Playing Time Rules		1. Every child must play 6 consecutive defensive outs with in the first 4 innings. 2. Every child must play 9 outs in a game 3. Every Child MUST play at least one inning of infield in a game 4. No kid can sit twice before every kid has sat	1. Every child must play 6 consecutive defensive outs with in the first 4 innings. No kid can sit twice before every kid has sat 2. Every child must play 9 outs in a game 3. Every Child MUST play at least one inning of infield in a game 4. No kid can sit twice before every kid has sat	1. Every child must play 6 consecutive defensive outs with in the first 4 innings. 2. Every child must play 9 outs in a game 3. Every Child MUST play at least one inning of infield in a game 4. No kid can sit twice before every kid has sat
Pitch Count		Player Pitch thresholds League Age 9-10: 75 pitches per day limit Required days of rest 66 or more pitches in a day, four (4) calendar days of rest. 51-65 pitches in a day, three (3) calendar days of rest. 36-50 pitches in a day, two (2) calendar days of rest. 21-35 pitches in a day, one (1) calendar days of rest. 1-20 pitches in a day, no (0) calendar day of rest. Catchers who catch more than 4 inning can't pitch	Player Pitch thresholds League Age 11-12: 85 pitches per day limit League Age 9-10: 75 Required days of rest 66 or more pitches in a day, four (4) calendar days of rest. 51-65 pitches in a day, three (3) calendar days of rest. 36-50 pitches in a day, two (2) calendar days of rest. 21-35 pitches in a day, one (1) calendar days of rest. 1-20 pitches in a day, no (0) calendar day of rest. Catchers who catch more than 4 inning can't pitch	Player Pitch thresholds League Age 11-12: 85 pitches per day limit League Age 9-10: 75 pitches per day limit Required days of rest 66 or more pitches in a day, four (4) calendar days of rest. 51-65 pitches in a day, three (3) calendar days of rest. 36-50 pitches in a day, two (2) calendar days of rest. 21-35 pitches in a day, one (1) calendar days of rest. 1-20 pitches in a day, no (0) calendar day of rest. Catchers who catch more than 4 inning can't pitch
Number of players on field		9	9	9
Stealing Bases		Yes one per batter once ball reaches the plate, no advancing on over throw. Once pitcher is on mound with the ball no more advancing is allowed	Stealing permitted after ball reaches the plate -	Stealing permitted after ball reaches the plate. Once pitcher is on mound with the ball no more advancing is allowed
Stealing Home		No	Yes	Yes ,buthighly recommend no slash bunting
Sliding		Yes, but no head first sliding unless returning to the base. If you slide head first the runner is out.	Yes, but no head first sliding unless returning to the base. If you slide head first the runner is out.	Yes, but no head first sliding unless returning to the base. If you slide head first the runner is out.
Dropped 3rd strike		no	no	Yes
Balks		No	No	No
Run Limit Per Inning		5 runs per inning	5 runs per inning , but unlimited in last inning - last inning has to be called before the top of the inning	No Limit
Mercy Rule		15 after 3, 10 after 4, 8 after 5	15 after 3, 10 after 4, 8 after 5	15 after 3, 10 after 4 8 after 5
Other		1 Base only on an over throw The ball is dead when the pitcher has the ball on the mound , or a player calls timeout and the ump stops the play	Unlimited advancing on overthrows unless ball is out of play (the intent of this rules is to teach the rules not have a every kid run around on all pass balls) Once the pitcher has the ball and has intent and with in proximity to the mound the play is dead	Unlimited advancing on overthrows unless ball is out of play (the intent of this rules is to teach the rules not have a every kid run around on all pass balls) Once the pitcher has the ball and has intent and with in proximity to the mound the play is dead
Bunting		NO	Yes, no slash bunting	Yes ,no slash bunting
Competitive / Instructional		Instructional	Competitive	Competitive
Umpires		If no umpire shows the home team is responsible for providing a ump- behind the mound is okay- if home team can't find an ump a coach will ump the entire game	If no umpire shows the home team is responsible for providing a ump- behind the mound is okay- if home team can't find an ump a coach will ump the entire game	If no umpire shows the home team is responsible for providing a ump- behind the mound is okay- if home team can't find an ump a coach will ump the entire game
Warming Up	No team can warm up on the infield	No team can warm up on the infield	No team can warm up on the infield	No team can warm up on the infield

