

## 2026 Murfreesboro Little League Rules of Play

\*These rules supersede any related rules in the Little League International Rule Book. All other rulings will follow the Little League International Rule Book.\*

\*\*Changes from 2025 Spring MLL Rules are highlighted in **YELLOW**\*\*

### GENERAL RULES

- All players on roster will bat with continuous batting order.
- There will be a 15-minute break between each scheduled game unless the preceding game ends early. Games will not start earlier than scheduled, however, teams are expected to be in the dugout and head coach at the plate meeting 5 minutes before game time.
- Teams must have 6 of their own players and at least 8 players total to avoid a forfeit (excluding Tee Ball & CP MN; Tee Ball & CP MN games can be played with as little as 6 players).
  - i. Teams with 6 players must call up 2-3 players from the division directly below them. Call ups must play outfield and bat last in the order.
  - ii. Teams with 7 players must call up 1-2 players from the division directly below them. Call ups must play outfield and bat last in the order.
  - iii. Teams with 8 players have the option to call up 1 player from the division directly below them. Call ups must play outfield and bat last in the order.
- If a team starts a game w/8 players, the 9<sup>th</sup> spot in the order is an automatic out the 1<sup>st</sup> time through the order. That spot is skipped the remainder of the game unless additional players arrive.
- Late arriving players are added to the end of the lineup w/o penalty.
- If a player becomes injured or ill and leaves during the game, there is no penalty as long as the team still has at least 9 players in the lineup. If that leaves a team w/8 players, the missing player's spot is an automatic out the next time up. That spot is then skipped the remainder of the game.

- Home teams will use the first base dugout and are responsible for keeping the official scorebook. **It is REQUIRED to use GameChanger to score games.** Visiting teams will use the third base dugouts and are responsible for providing a scoreboard operator in the press box. Games will not be started without an official scorebook and scoreboard operator present.
- Teams must start all plays on defense with no more than 6 players in the infield.
- In all divisions, teams have the option of using a courtesy runner for the pitcher or catcher of record with 2 outs. The courtesy runner will be the last recorded out.
- **In the regular season, no new innings will start after the game's time limit has been reached.**
- Inning After Time Limit (**Postseason Only**): Both teams will start with one out and a runner on second base, which will be the last batter of the previous inning.
- Weather: Lightning strikes closer than 6 miles will cause an automatic suspension of play for a minimum of 15 minutes. Lightning strikes 6-10 miles could cause a suspension of play at the Board's discretion. Play will likely not be halted for lightning strikes more than 10 miles away unless severe weather is clearly tracking to the game site. Once the game has started, suspensions due to field conditions are at the discretion of the umpires on the field.
- SPRING: All regular season championship games and postseason tournament games will be completed and will not be shortened by rain or curfew. If a game is unable to be completed, it will be suspended to be completed the next day possible. Regular season championship games and tournament championship games do not have a time limit, a full regulation game will be played with run rules in effect.
- No innings can be started after 10:00 PM for all divisions. An inning is considered started the moment the third out of the preceding inning is made.

- All coaches must have registered and completed background checks with MLL. Coaches include any adult in the dugout or on the field. There will be a list of approved coaches at the field for umpires to check. Teams may have as many approved coaches as they would like to use during the season, but a maximum of 5 are allowed for any individual game in CP MAJ and below. A maximum of 4 coaches are allowed for any individual game for KP MN and above. If a coach that has not been approved by the league coaches in a game, the head coach will receive a warning. If it happens a second time, the head coach receives a 1-game suspension. A third occurrence will result in a 1-year suspension for the head coach.
  
- Illegal Bats: Any player that steps into the batter's box with an illegal bat is in violation of the bat rules per Little League.
  - i. Player will be ejected from the game.
  - ii. Head coach will be ejected from the game.
  - iii. Team will lose one adult base coach for the remainder of the game.
  - iv. If there is a play, the batter is out and all runners return to their original bases. The opposing head coach has the alternative option of taking the result of the play.
  
- Standings Tiebreakers (used for determining regular season championship game participants and postseason tournament seeding)
  - i. Winning Percentage
  - ii. Head-to-Head Record
    - If more than two teams are involved in the tie, combined head-to-head games played must be the same number of games for all teams involved in the tie, or this tiebreaker is skipped.
  - iii. Runs Allowed Per Game Played
  - iv. Runs Scored Per Game Played
  - v. Coin Flip
  
- Divisions
  - Players that wish to play up one league age must register for the correct division for their league age and email [mborollinfo@gmail.com](mailto:mborollinfo@gmail.com) before registrations close to seek approval to play up one league age.

- 2026 Spring Season (Use the player’s age on 8/31/26 to determine league age)
  - Tee Ball – Ages 4-5 on 8/31/26 are eligible.
  - Coach Pitch Minor – Age 6 on 8/31/26 is eligible.
  - Coach Pitch Major – Ages 7-8 on 8/31/26 are eligible.
  - Kid Pitch Minor – Ages 9-10 on 8/31/26 are eligible.
  - Kid Pitch Major – Ages 11-12 on 8/31/26 are eligible.
  - Intermediate – Ages 11-13 on 8/31/26 are eligible.
  - Senior – Ages 14-16 on 8/31/26 are eligible.
- 2026 Fall Season (Use the player’s age on 8/31/27 to determine league age)
  - Tee Ball – Ages 4-5 on 8/31/27 are eligible.
  - Coach Pitch Minor – Age 6 on 8/31/27 is eligible.
  - Coach Pitch Major – Ages 7-8 on 8/31/27 are eligible.
  - Kid Pitch Minor – Ages 9-10 on 8/31/27 are eligible.
  - Kid Pitch Major – Ages 11-12 on 8/31/27 are eligible.
  - Intermediate – Ages 11-13 on 8/31/27 are eligible.
  - Senior – Ages 14-16 on 8/31/27 are eligible.

**Pitch Limits**

<b><u>League Age</u></b>	<b><u>0 days rest</u></b>	<b><u>1 day rest</u></b>	<b><u>2 days rest</u></b>	<b><u>3 days rest</u></b>	<b><u>4 days rest</u></b>	<b><u>Max Pitches per Day</u></b>
<b><u>9-10</u></b>	1-20 pitches	21-35 pitches	36-50 pitches	51-65 pitches	66-75 pitches	75
<b><u>11-12</u></b>	1-20 pitches	21-35 pitches	36-50 pitches	51-65 pitches	66-85 pitches	85
<b><u>13-14</u></b>	1-20 pitches	21-35 pitches	36-50 pitches	51-65 pitches	66-95 pitches	95
<b><u>15-16</u></b>	1-30 pitches	31-45 pitches	46-60 pitches	61-75 pitches	76-95 pitches	95

- If a pitcher reaches any limit while facing a batter, the pitcher may continue to pitch until the end of that at bat. The pitcher's pitch total will be rounded back down to the limit reached during that at bat.
- Pitchers that are removed from the mound are not eligible to return as pitcher during that game. Exception: Pitchers in Intermediate and SNR divisions can return to the mound once per game if the pitcher remained on defense in the game at another position.
- Under no circumstances shall a player pitch on 3 consecutive days.

- If a pitcher throws more than 40 pitches, that player is ineligible to play the catcher position the remainder of the day.
- Any player that catches more than 3 innings in a game is not eligible to pitch on that day.
- Any player that catches 3 innings or less, moves to pitcher and throws more than 20 pitches (30 pitches for league ages 15-16), is ineligible to return to catcher that day.
- If an ineligible pitcher throws a pitch in any game or an ineligible catcher catches a pitch in any game, that game is automatically forfeited, and the head coach receives an automatic 1-game suspension (first offense) or 1-year suspension (second offense) pending Board review. Whether the use of an ineligible pitcher is discovered during the game or hours/days/weeks later has no impact on the penalties imposed.
- If a coach attempts to play a player that is not registered for the current season with Murfreesboro Little League, that game is automatically forfeited, and the head coach receives an automatic 1-year suspension pending Board review. Whether the use of an ineligible player is discovered before/during the game or hours/days/weeks later has no impact on the penalties imposed.

## TEE BALL

- 50 minute time limit, game will end immediately when time expires.
- All players on roster will bat with continuous batting order every inning. All players allowed on defense. 2 coaches allowed in the field on defense (must remain in the grass during live play).
- No leading off or stealing. No bunting.
- If 3 outs are recorded, the bases are cleared, but the batting team continues to bat.
- Player pitcher, catcher, and all batters must wear helmet with a face mask.
- Player pitcher must begin each play with at least one foot in the circle.
- No head first slides (while advancing). Players can slide head first if they are going back to bag.
- No On Deck circle
- Soft/Flex Baseballs will be used.
- All bats are legal.

## COACH PITCH MINOR

- Games are 6 innings. 1 hour time limit, if an inning starts before time expires, that inning will be finished. An inning is considered started the moment the third out of the preceding inning is made.
- All players allowed on defense – 2 coaches allowed in the field on defense (must remain in the grass at all times).
- 5 run limit per inning.
- No leading off or stealing.
- Bunting is allowed. No slash bunting. Batter cannot pull back and swing (First offense: warning; Second offense in same game by same batter: batter is out).
- Batter gets 3 pitches per at bat, then one swing on a tee. There are no strikeouts unless the batter swings and misses on the tee.
- SPRING: CP MN Postseason tournament will be played using the following rule from CP MAJ to replace the Batter rule above: Batter gets 5 pitches per at bat. There are only swinging strikes, no called strikes. The 5th and final pitch must be fouled to remain at bat. If the 5th pitch is not swung at, the batter is out. 3 swinging strikes and the batter is out.
- 3 outs per inning. Once 3 outs are recorded, the sides are changed.
- Player pitcher must wear a face mask (either helmet with face mask or just face mask with hat). Catcher must wear helmet with a face mask.
- Player pitcher must begin each play with at least one foot on the 40 foot line. Player pitcher cannot move until the ball is hit. If batter squares to bunt, the player pitcher can move once the ball is released by the coach pitcher. If player pitcher moves too early on a bunt, the ball is declared a dead ball and no pitch.
- Coach pitcher must begin each play with at least one foot on the pitcher's line at 30 feet and must exit the field of play immediately after the ball is hit. Coach pitcher must throw overhand; underhand throwing is not allowed.
- Batted ball that hits Coach pitcher is ruled a dead ball and no pitch, however, batter is ruled out if interference is called on the Coach pitcher.
- No head first slides (while advancing) Players can slide head first if they are going back to bag.
- No On Deck circle • Regulation Baseballs will be used. • All USA bats are legal.
- Score and scoreboard will be kept but will not be recorded for official standings on website.

## COACH PITCH MAJOR

- Games are 6 innings. Regulation after 4 innings (3 ½ innings if home team is ahead). 1 hour 15 min time limit. If an inning starts before time expires, that inning will be finished as long as either team still has a chance to tie or win. An inning is considered started the moment the third out of the preceding inning is made.
- 10 players allowed on defense. 2 coaches allowed in the field on defense (must remain in the grass at all times).
- No player may sit out more than 1 inning in a game until all players have sat out 1 inning.
- 5 run limit per inning. 10 run mercy rule in effect after 4 innings (3 ½ innings if home team is ahead); 15 run mercy rule in effect after 3 innings.
- No leading off or stealing.
- Bunting is allowed. The batter is out if the batter bunts the ball foul on the third strike or fifth pitch. No slash bunting. Batter cannot pull back and swing (First offense: warning; Second offense in same game by same batter: batter is out).
- Batter gets 5 pitches per at bat. There are only swinging strikes, no called strikes. The 5th and final pitch must be fouled to remain at bat. If the 5th pitch is not swung at, the batter is out. 3 swinging strikes and the batter is out.
- Player pitcher must wear a face mask (either helmet with face mask or just face mask with hat). Catcher must wear helmet with a face mask.
- Player pitcher and Coach pitcher must begin each play with at least one foot on the 40 foot line. Player pitcher cannot move until the ball is hit. If batter squares to bunt, the player pitcher can move once the ball is released by the coach pitcher. If player pitcher moves too early on a bunt, the ball is declared a dead ball and no pitch. Coach pitcher must exit the field of play immediately after the ball is hit. Coach pitcher must throw overhand; underhand throwing is not allowed.
- Batted ball that hits Coach pitcher is ruled a dead ball and no pitch, however, batter is ruled out if interference is called on the Coach pitcher.
- Bats must be USABat approved and must be 2 1/4" or 2 5/8" barrel and at least 26" in length. Tee ball bats are not allowed.
- No head first slides (while advancing) Players can slide head first if going back to bag.
- No On Deck circle
- Regulation Baseballs will be used

## KID PITCH MINOR

- Games are 6 innings. Regulation after 4 innings (3 ½ innings if home team is ahead). 1 hour 30 min time limit. If an inning starts before time expires, that inning will be finished as long as either team still has a chance to tie or win. An inning is considered started the moment the third out of the preceding inning is made.
- 9 players allowed on defense – all players must play at least 2 innings on defense.
- 7 run limit per inning. 10 run mercy rule in effect after 4 innings (3 ½ innings if home team is ahead) ; 15 run mercy rule in effect after 3 innings.
- Dropped 3rd strike rule is NOT in effect. 3rd strike is an out.
- No leading off. Runners can leave the base once the pitched ball reaches the batter. Base stealing is allowed.
- Pitch count rules are in effect and listed in the rule book.
- Once a pitcher is removed from the mound that pitcher cannot return to the mound in that game
- A pitcher that delivers 41 or more pitches in a game cannot play the position of catcher in that game.
- A catcher that catches four innings is ineligible to pitch on that day. 1 caught pitch is considered an inning.
- Any player may be intentionally walked by opposing manager's request to the umpire once per game. The appropriate number of pitches will be added to the pitch count. This does not restrict a team from throwing 4 balls to this player at another time during the game.
- Catchers must wear protective cup and throat guard.
- Metal cleats are not allowed. • No On Deck circle
- Bats must be USABats approved and must be 2 1/4" or 2 5/8" barrel.
- No head first slides (while advancing) Players can slide head first if going back to bag.
- Illegal pitches will be called and add a ball to the batter's count.

## KID PITCH MAJOR

- Games are 6 innings. Regulation after 4 innings (3 ½ innings if home team is ahead). 1 hour 30 min time limit. If an inning starts before time expires, that inning will be finished as long as either team still has a chance to tie or win. An inning is considered started the moment the third out of the preceding inning is made.
- 9 players allowed on defense – all players must play 2+ innings on defense.
- SPRING: 10 run limit per inning. FALL: 7 run limit per inning.
- 10 run mercy rule in effect after 4 innings (3 ½ innings if home team is ahead); 15 run mercy rule in effect after 3 innings (2 ½ innings if home team is ahead).
- Dropped 3rd strike rule IS in effect. Batter may attempt to advance to first on a dropped 3rd strike with 2 outs or with less than 2 outs and first base unoccupied.
- No leading off. Runners can leave the base once the pitched ball reaches the batter. Base stealing is allowed.
- Pitch count rules are in effect and listed in the rule book.
- Once a pitcher is removed from the mound that pitcher cannot return to the mound in that game.
- A pitcher that delivers 41 or more pitches in a game cannot play the position of catcher in that game.
- A catcher that catches four innings is ineligible to pitch on that day. 1 caught pitch is considered an inning.
- Any player may be intentionally walked by opposing manager's request to the umpire once per game. The appropriate number of pitches will be added to the pitch count. This does not restrict a team from throwing 4 balls to this player at another time during the game.
- Catchers must wear protective cup and throat guard.
- Metal cleats are not allowed. • No On Deck circle
- Bats must be USABats approved and must be 2 1/4" or 2 5/8" barrel.
- No head first slides (while advancing) Players can slide head first if going back to bag.
- Illegal pitches will be called and add a ball to the batter's count.

## INTERMEDIATE

- Games are 7 innings. Regulation after 5 innings (4 ½ innings if home team is ahead). 1 hour 45 min time limit. If an inning starts before time expires, that inning will be finished as long as either team still has a chance to tie or win. An inning is considered started the moment the third out of the preceding inning is made.
- 9 players allowed on defense – all players must play at least 2 innings on defense.
- SPRING: 10 run limit per inning. **FALL: 7 run limit per inning.**
- 10 run mercy rule in effect after 5 innings (4 ½ innings if home team is ahead); 15 run mercy rule in effect after 4 innings (3 ½ innings if home team is ahead)
- Pitch count rules are in effect and listed in the rule book.
- Any player may be intentionally walked by opposing manager's request to the umpire once per game. The appropriate number of pitches will be added to the pitch count. This does not restrict a team from throwing 4 balls to this player at another time during the game.
- A pitcher that delivers 41 or more pitches in a game cannot play the position of catcher in that game.
- A catcher that catches four innings is ineligible to pitch on that day. 1 caught pitch is considered an inning.
- Catchers must wear protective cup and throat guard.
- Bats must be BBCOR approved and no more than a 2 5/8" barrel. Players can use bats that are USABats approved and must be 2 1/4" or 2 5/8" barrel.

## SENIOR

- Games are 7 innings. Regulation after 5 innings (4 ½ innings if home team is ahead). 1 hour 45 min time limit. If an inning starts before time expires, that inning will be finished as long as either team still has a chance to tie or win. An inning is considered started the moment the third out of the preceding inning is made.
- 9 players allowed on defense – all players must play at least 2 innings on defense.
- SPRING: 10 run limit per inning. FALL: 7 run limit per inning.
- 10 run mercy rule in effect after 5 innings (4 ½ innings if home team is ahead); 15 run mercy rule in effect after 4 innings (3 ½ innings if home team is ahead)
- Pitch count rules are in effect. 95 pitches maximum.
- Any player may be intentionally walked by opposing manager's request to the umpire once per game. The appropriate number of pitches will be added to the pitch count. This does not restrict a team from throwing 4 balls to this player at another time during the game.
- A pitcher that delivers 41 or more pitches in a game cannot play the position of catcher in that game.
- A catcher that catches four innings is ineligible to pitch on that day. 1 caught pitch is considered an inning.
- Catchers must wear protective cup and throat guard.
- Bats must be BBCOR approved and no more than a 2 5/8" barrel. Players league age 13-14 can use bats that are USABats approved and must be 2 1/4" or 2 5/8" barrel.