

2026 3&2 League Rule Summary

All coaches must remain in the dugout during live play.

1/9/2026

	Rule Ref	1st Grade		2nd Grade		3rd Grade		4th Grade		5th-6th Grade		7th-8th Grade		High School	
		2nd/Rec	1st Div	2nd/Rec	1st Div	2nd/Rec	1st Div	2nd/Rec	1st Div	2nd/Rec	1st Div	2nd/Rec	1st Div	AL / NL	Federal
Bat Roster	9.01, 17.02, 18.04	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Choice	Choice	Choice	Choice	Choice
Bats	6.07	Small barrel USSSA/USA mark/Big Barrel USSSA/USA mark. 7th grade must be -8. 8th grade must be -5.												BBCOR	
Pitching Machine Speed	12.01	34 mph	36 mph	36 mph	39 mph	x	x	x	x	x	x	x	x	x	x
EH or DH	16.01, 17.02, 18.04	No	No	No	No	No	No	No	No	No	EH only	EH only	EH only	Either or both	Either or both
Courtesy Runners	8.23	For catcher only, with two outs. Shall be last batted out.	For catcher only, with two outs. Shall be last batted out.	For catcher only, with two outs. Shall be last batted out.	For catcher only, with two outs. Shall be last batted out.	For P & C only, at any time. Shall be last batted out.	For P & C only, at any time. Shall be last batted out.	For P & C only, at any time. Shall be last batted out.	For P & C only, at any time. Shall be last batted out.	For P & C only, at any time. Shall be last batted out.	For P & C only, at any time. Shall be last batted out if batting entire roster or not currently in line up if batting 9/10.	For P & C only, at any time. Shall be last batted out if batting entire roster or not currently in line up if batting 9/10.	For P & C only, at any time. Shall be last batted out if batting entire roster or not currently in line up if batting 9/10.	For P/C only. Not in line-up	For P & C only, at any time. Shall be last batted out if batting entire roster or not currently in line up if batting 9/10.
Runs per inning limit	9.06, 17.01, 18.02	5	5	5	5	5	5	5	5	5	5	5	5	4	5
Infield Fly	12.06, 13.05, 14.04	No	No	No	No	No	Yes	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Dropped 3rd Strike	13.07	No	No	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Lead-offs	10.06, 11.06, 12.07, 13.01, 14.01, 17.05	No	No	No	No	No ⁷	Yes	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Stealing	10.08, 11.08, 12.08, 13.02, 14.02, 17.05	No	No	No	No	No	Yes	Yes ¹	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Bunting	12.04, 17.05	No	2x inning	No	2x inning	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Start with 8	8.04 b	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Finish with 8	8.05	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Scheduled Innings	8.11	6	6	6	6	7	7	7	7	7	7	7	7	9	7
Complete Game	8.10	4	4	4	4	4	4	4	4	4	4	4	4	4	4
Time Limit	8.11	1h 15m	1h 15m	1h 15m	1h 15m	1h 30m	1h 30m	1h 30m	1h 30m	1h 45m	1h 45m	1h 45m	1h 45m	2h 30m	1h 45m
Run Spread	8.12, 17.07, 18.03b	6 at TL	6 at TL	6 at TL	6 at TL	6 at TL	6 at TL	6 at TL	6 at TL	6 at TL	6 at TL	6 at TL	6 at TL	None	16/4, 11/5, 6/6
Balks	13.06, 14.05, 17.05	NA	NA	NA	NA	No	Yes	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Intentional Walks	8.22, 12.05	No	No	No	No	Automatic	Automatic	Automatic	Automatic	Automatic	Automatic	Automatic	Automatic	Automatic	Automatic
Daily Max Pitching Limitations	9.07, 16.04	NA	NA	NA	NA	75 ²³⁴⁵⁶		75 ²³⁴⁵⁶		85 ²³⁴⁵⁶		95 ²³⁴⁵⁶		105 ²³⁴⁵⁶	
Min Defensive Innings	9.02	3	3	3	3	3	None	3	None	3	None	None	None	None	None
Tie Games after Time Limit has been called	8.12	No new inning shall start after time limit has been called.													
When Termination time is called:	8.11	The game will stop and if a winner has not been determined, the score will revert back to the last completed inning, even when that results in a tie game. The game will stop unless the tying or lead run is on base or at bat for either team.													

Footnotes

- 1 Not until ball leaves pitchers hand. Excluding straight steals of home or steals of home on routine throws from the catcher to the pitcher. Rule 14.02 and 14.03
- 2 Required rest after pitches - 1-20 (0 CALENDAR days); 21-35 (1 CALENDAR Day); 36-50 (2 CALENDAR days); 51-65 (3 CALENDAR days); 66+ (4 CALENDAR days)
- 3 Shall be allowed to exceed the above number of pitches in order to complete the turn at bat when pitch count limit has been reached
- 4 Shall not enter a game with five or fewer eligible pitches remaining
- 5 Cannot return to pitching after they have been relieved
- 6 The penalty for not sharing current pitch counts at pre-game line-up exchange is 50% reduction in every pitcher's available pitches.
- 7 Runner may not leave base until ball is hit.
- 8 In Machine Pitch, if the 10th batter is missing and playing with just nine, no out shall be recorded for the 10th batter.