

2026 Burlington Little League Majors Rules

Follow the 2026 Little League Rulebook as printed except for the following BLL Hometown Rules as follows:

General Rules and Guidelines

1. Batting Order: Each team will utilize a continuous batting order.
2. Substitution: No player may sit consecutive innings defensively unless for disciplinary reasons. This eliminates special pinch runner rule
3. No new inning shall start after 1 hour and 45 minutes. The game clock starts at the time of the first pitch. The next inning starts at the end of the previous completed inning.
4. A run rule will come into effect after 4 ½ innings if the home team is winning by 10 or more runs or 5 innings if the visiting team is winning by 10 or more runs
5. Bats: Refer to www.littleleague.org for LL approved bats. Any player using a non-LL approved bat will forfeit that at bat and be removed from the game and the Manager will receive a written warning. A second offense will result in both Manager and player being suspended from the next game. A Third offense will result in both Manager and player being suspended for the season.
6. 1 manager and 2 coaches per team are allowed in dugout and bull pen area.
7. An umpire has the power to call a game for safety purposes if the playing conditions are getting hazardous.
8. Teams may utilize a courtesy runner (last out) for the pitcher and catcher where there are 2 outs in an inning.
9. New requirement: Team management Software
 - a. All Majors Division coaches are required to utilize GameChanger software for team management. This includes: Roster management, game scheduling, parent communication, attendance tracking and scorekeeping. This requirement ensures consistent communication, transparency and streamlined coordination across all Majors Division teams.

Pitching rules:

1. Any player age 8-12 on a regular season team may pitch. (There is no limit to the number of pitchers a team may use per game.)
2. The player age as of April 30 will be the age for the entire season.
3. Pitch counts and days of rest per the rule book.
4. **Pitch counts:**
 - 11–12-year-olds: Maximum of 85 pitches per day
 - 9–10-year-olds: Maximum of 75 pitches per day
 - 8 years olds: Maximum of 50 pitches per day
5. If a pitcher reaches the limit, while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.
6. Pitchers 14 and under also must observe these rules for Calendar Rest (see Little League book for examples):

7. **Rest days:**

- **66 or more pitches = 4 calendar days of rest**
 - **51-65 pitches = 3 calendar days of rest**
 - **36-50 pitches = 2 calendar days of rest**
 - **21-35 pitches = 1 calendar days of rest**
 - **1-20 pitches = 0 calendar days rest**
8. A player who has 4 or more innings of catcher may not pitch in that day's game (a pitch counts as an inning).
 9. A pitcher who delivers 41 or more pitches cannot play the position of catcher for the remainder of that day.
 10. Pitch count and rest days **must** be followed regardless of whether it is league play or tournament play.
 11. Little League Managers shall be informed of players pitching on weekends for Titans by the Titans Managers. An accurate pitch count must be relayed. It is up to the Little League Managers to ensure this communication is taking place. This is for the safety of the player's arms.
 12. Once a pitcher is removed from the mound they cannot return to pitch.
 13. In suspended games follow rule book which states: In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provide the pitcher has observed the required days of rest.

Umpire/Pitch Count Log Forms:

1. Umpires are not responsible for tracking pitches, but after each ½ inning, they must fill out the Pitch Count forms with the pitch count for that inning. All teams will be provided with pitch counters and teams will have to provide the pitch count each half inning. **Any discrepancies in totals should be handled at that point before continuing.**
2. Do not continue until coaches agree on pith total each inning. If the coaches cannot agree, home book with prevail.
3. Please make sure Pitch Count form is filled out completely including:
 - a. Full name, Numbers and Ages for pitchers.
 - b. Names of Home plate and Base umpires
 - c. Both teams listed and final score
4. All protests must be filed **before coaches leave the field** or they will not be honored. Please notify the Umpire in Chief immediately.
5. At the end of the game, both coaches must:
 - a. Initial the Pitch Count form for accuracy
 - b. The umpire will sign it
 - c. The form needs to be returned to the Umpire folder located in concessions for pitch count tracking and standings.

Injured Player

1. Injury replacements: If a team loses any player(s) during the current season for more than two (2) weeks (which lowers the team roster to less than 11 players) through illness, injury, change of address, or other justifiable reasons, another player shall be obtained through the player agent from those that attended the tryout.

Player Pool (Regulation V (c))

To aid leagues that are having a difficult time getting enough players for their regular season teams the following option is available: A pool of players from existing regular season teams can be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game within their respective division.

NOTE: Players may not be borrowed from an opponent. They must be assigned by the player agent.

Guidelines:

1. The league's player agent will create and run the pool. The league's player agent will use the pool to assign players within their respective division to teams that are short of players on a rotating basis.
2. Managers and/or coaches will not have the right to randomly pick and choose players from the pool within their respective division.
3. Under this option, when a player participates in a game on a team other than his/her own team, such player will not be permitted to pitch in that game, catch in that game, and they must bat last in the order and will play in the outfield.

All Majors players will receive an e-mail to opt into being part of the pool. The pool will be created and put on a Google Doc and shared with board members. If a manager becomes aware that their team will not have 9 players to compete in a game, the following will take place

1. Call the majors player agent **Blue Aldridge 319-721-7018** as soon as you are aware that you will need a pool player.
2. The major's player agent will use a random number generator to get a number assigned to each pool player.
3. The age of the replacement pool player will correspond as closely as possible with the missing team player.

Bat Regulations per Little League International:

The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).



Non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, and Junior League divisions, shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball’s Youth Bat Performance Standard. All BPF – 1.15 bats are prohibited. The bat diameter shall not exceed $2\frac{5}{8}$ inches for these divisions of play. Bats meeting the Batted Ball Coefficient of Restitution (BBCOR) standard may also be used in the Intermediate (50-70) Division and Junior League Division. Additional information is available at LittleLeague.org/batinfo.

Minor/Major Divisions:

It shall not be more than 33 inches in length; nor more than $2\frac{5}{8}$ inches in diameter, and if wood, not less than fifteen-sixteenths ($15/16$) inches in diameter ($7/8$ inch for bats less than 30”) at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end.