



Majors Supplemental Rules

18 Jan 2026

Rev 1.2



SUMMARY OF CHANGES

Table 1: Summary of Changes

Revision	Release Date	Changes/Updates
0.1	07 Mar 2025	Draft
1.0	26 Mar 2025	Approved by BOD
1.1	17 Apr 2025	Added in darkness suspension rule
1.2	18 Jan 2026	Updated ages, number of games, and lightning rules. Added managers cannot use non-pool players when short.



1.0 PURPOSE

The purpose of this document is to establish Academy Little League Majors Supplemental Rules that provide specific local guidance for gameplay within the Majors division. These supplemental rules are designed to clarify and standardize gameplay expectations, ensuring consistency across teams, coaches, players, and spectators.

These rules are intended to complement, not replace, the official regulations set forth by Little League International, as defined in the Little League Baseball Official Regulations, Playing Rules, and Policies (current year edition). Where discrepancies arise, Little League International rules shall take precedence, except where local league modifications are expressly permitted.

All Majors coaches are required to adhere to these supplemental rules consistently to promote fairness, safety, and an enjoyable experience for all participants.

This document is maintained by the Academy Little League Vice President of Baseball and may be amended following approval by the Academy Little League Board of Directors. Supplemental rules will be reviewed annually before each season.

2.0 OVERVIEW

The Majors (11-12 years old) is a competitive division of kid pitch the entire season. While competitive, teams must still place an emphasis on as much equal playing time as possible and are encouraged to rotate players in different positions for development.

3.0 SEASON STRUCTURE

The Majors division consists of 12 games with an end of season tournament.

4.0 GAME RULES AND FORMAT

I. Game Structure

- Games will be six innings or one hour 45 minutes (no new inning after time expires, complete the inning during weekday games, but weekend games end immediately at the two hour ('drop-dead time'), with the score reverting to the last completed inning.
- Games are official after four full innings or 3.5 innings if the home team is ahead.
- If a game is tied after six innings or time expires, the game will be recorded as a tie.
- If, in the judgment of the managers and umpire(s), darkness has progressed to a point where continued play poses a safety risk or impairs fair play, the game shall be suspended or ended. If a game is called due to darkness before it becomes official, it will be resumed at a later date from the point of suspension. If it is an official game (per division inning requirements), the result will be final with the score reverting to the last completed inning.
 - *Note: When no umpire is present (e.g., in Tee Ball, Rookies, or early Minors AA), both managers must agree to stop the game for safety.*
- Each team will provide one game ball.
- The home team uses the first base dugout, and the visiting team uses the third base dugout.
- The home team is responsible for setting up the field (drag, line, etc.) while the away team is responsible for tear down.
- Each team is responsible for cleaning up their dugout after a game.
- Players must stay inside the dugout unless they are on defense or offense.
 - Exceptions: warming up the outfielder between innings, leadoff hitter for that inning, coaching first base, or warming up a pitcher.

II. Pitching Rules

- Player pitch will follow the official little league rules for the Majors division.
- Distance: Pitching will occur from a distance of 46 feet, measured from the apex of home plate to the front edge of the pitcher's plate.
- A player assumes the position of a pitcher once they are on the pitching rubber and throws one warm-up pitch.
- Managers are authorized two mound visits per inning. A pitching change must occur for any visits beyond the authorized visits.
- Teams must follow Little League International pitch counts and rest by age group.
- At the conclusion of the game, both coaches must complete a Pitching Affidavit and have it signed by the other coach. The affidavit must be presented to the opposing coach before the start of the next game.
- Failure to provide a Pitching Affidavit before a game will result in a 20-pitch limit for each pitcher during that game.
- Managers may walk a batter intentionally by announcing the decision to the plate umpire. After appropriate notification is made, the ball is ruled dead and no other runners may advance unless forced by the batter's awarded of first base. Once the award is granted, four pitches will be added to the defensive pitcher's official pitch count.

III. Batting Rules

- Teams will bat the full roster (continuous lineup).
- Bunting is permitted in Majors.
- No on-deck batters allowed for safety reasons.
- A batter must maintain one foot in the batter's box throughout the at-bat (rule 6.02)
- Drop third strikes are in play in Majors.

IV. Pool Players

- Player Agent will invite all registered players to participate in the player pool at the beginning of the season.
- If a team is short players, the Manager must request a pool player. Non-pool players cannot be used to supplement players.
- Managers who require pool players to meet their minimum player requirements will notify the Player Agent ASAP.
- Player Agents will assign available players from the pool at their discretion.
- Pool players shall not pitch. If the pool player is scheduled to play for his/her regular team the same day, they also cannot catch. If they have already played, and did not throw more than 40 pitches, then they are eligible to catch as a pool player.
- Pool players are expected to play in their own scheduled game prior to being eligible to pool play.
- There will be no pool players for playoffs.

V. Baserunning Rules

- When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready for delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter.
- Runners may advance at their own risk on any overthrows or passed balls until the pitcher is in contact with the pitcher's plate and in possession of the ball.
- Runners may advance one base only on a passed ball to the catcher, at their own risk.
- No headfirst sliding when advancing to another base. Players may dive headfirst to return to a base.
- Courtesy runner allowed for catcher or pitcher with two outs (last batted out).

VII. Defensive Play & Positioning

- 9 defensive players (three outfielders, infielders play standard positions).
- Every player must play two innings in the field.
- Players may not sit out two consecutive innings.
- Every player must play at least one inning in the infield per game (unless a safety concern is identified by the coach).
- The infield fly rules is in effect.

VIII. Coaching & Game Management

- Only three coaches are allowed on the field or dugout per team.
- One first base coach, one third base coach, and one bench coach.
- When a team only has two coaches, they must use a player as their first base coach.
- Only the team manager can communicate with the umpire.

IX. Scoring, Standings & Reporting

- Standings will be kept.
- Game Changer is the official scorebook that tracks the scores and players' playing time.
- The home team is responsible for keeping the official scorebook and must verify the score with the visiting team before submission.
- During Player Pitch, the visiting team is responsible for keeping the official pitch count and must verify the pitch count with the home team before submission.
- Scores and pitch count must be reported to the league within 24 hours of game completion.
- If at the end of three (3) innings (two and one-half innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
- If at the end of a regulation game (4 innings) one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. The home team, if behind, must bat in its half of the inning.
- If at the end of five (5) innings a team is up by eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

X. Short Players Procedures

- A team must have at least eight (8) players to start a game.
- If a team has fewer than eight players, the game will be played with shared defensive players from the other team, but the official score will be recorded as a 7-0 loss for the short-handed team.

XI. Standings & Playoffs

- Standings will be tracked, and teams will be ranked accordingly.
- A season-ending tournament will be held, with seeding based on standings during the season.

XII. Safety & Sportsmanship

- Lightning delays require 30 minutes before resumption of play with the latest reported strike being at least 10 miles away.
- During Lightning delays, players, coaches, and spectators should take shelter in their cars or an enclosed building.
- All players must wear helmets while batting and running bases.
- All bats must have the USA stamp.
- No metal cleats.



- Players must avoid collisions at home plate and all bases—contact must be minimized, or the runner may be called out for safety reasons.