

## 2026 Bartlett Little League Ground Rules

The following Ground Rules are appendices to the Little League Rule Book. Please refer to the 2026 Little League Rule Book for a comprehensive list of rules. You are responsible for knowing and understanding the Little League Rules and your divisional ground rules. Coaches can download Little League Rule Book to smart devices from iOS and Android app stores.

For questions, clarification, or explanation of any rules, please contact Eric Russell.

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### All Divisions (unless otherwise noted)

1. The time limit is one hour and fifteen minutes (1:15) or five (5) innings.
2. A new inning will not begin with five (5) minutes or less left in a game.
3. The run rule is applied if a team is behind by twelve (12) or more runs after three (3) complete innings or behind by eight (8) or more runs after four (4) complete innings.
4. Once it has reached three (3) complete innings or forty (40) minutes, a game is considered official.
5. A game will end in a tie if the game is tied at the end of regulation play unless the game is a tournament game.
6. A maximum of five (5) runs per inning may be scored.
7. The plate meeting will begin ten (10) minutes before the start of the game. Coaches should be present; line-up cards should be completed.
8. Line-up cards must include the head coaches' name, players' first name, and players' uniform number. **The card must be given intact** (do not remove any of the pages) to the base umpire at the plate meeting.
9. Seven (7) players must be present for a game to be official. If only seven (7) or eight (8) players are in attendance, the team must take an out at the end of the line-up. An unofficial game will still be played even if less than seven (7) players are in attendance. The team short players can draft from the opposing team to help in the field if both coaches agree.
10. All male catchers in all age divisions (except 6U T-Ball) must wear a protective cup.
11. If a runner leaves a base before the ball is hit, Rule 7.13 will not be applied. Instead, the play is dead, and all runners must return to the base that the player(s) previously occupied.
12. Coaches may warm up pitchers.
13. All teams will use a continuous batting order and all kids will play 1 inning in the field. If a player sits out the first inning, that player must be put in the field in the second inning.
14. Other than stud earrings, no jewelry is allowed. An exception will be made if the jewelry alerts medical personnel to a specific condition.
15. A courtesy runner should be entered for the catcher with two outs in an inning or four runs have scored. This rule allows the catcher to get their gear on and speed up the game. The first choice for a courtesy runner must be someone who has not yet played in the game. The second choice (when utilizing the continuous batting order or when everyone has played) for a courtesy runner is the player who made the last batted out. If there are no outs, the last player to score will be the courtesy runner.

### 6U T-Ball

1. No defensive player may be positioned closer than forty-six (46) feet.
2. The player that is positioned as a pitcher must wear a protective face mask provided by BLL.

3. The player that is positioned as a pitcher, fielding a ball inside the 40' arc must stay inside the arc with the ball until they throw the ball to another player. They are allowed to attempt to tag runners provided they don't cross the line. The pitcher can throw the ball to any base they choose, and run to home plate, any infraction of crossing the line including momentum, is an immediate Dead Ball. Play is stopped, batter is awarded first base, all other runners can only advance if forced on the play. Exception if runner on 3<sup>rd</sup> crosses plate before the ball is called dead, that run will count, all other runners will go back to the previous base unless forced.
4. The catcher has the option of wearing a fielder's glove in place of a catcher's mitt.
5. Play is considered dead when lead runner advancement has been halted, and the umpire has called time. Throwing the ball to the pitcher does NOT end the play.
6. The batter has five (5) swings to hit the ball. If the ball is not hit fair in five swings, the batter is out.
7. A coach is encouraged to pitch to all kids every inning. The coach is to pitch from thirty (30) feet. The batter will have up to three (3) pitches. If the pitched ball is not hit, the batter will be provided with two (2) swings off the tee.
8. Two (2) defensive coaches are allowed. Both coaches must remain in foul territory at or beyond first/third base base. One coach is allowed on the first base side and the other on the third-base side.
9. Teams are allowed to have 10 players on the field at a time. The 10<sup>th</sup> player will be positioned in the outfield.
- 10. The next batter is not allowed out of the dugout until the umpire calls time.**

## **8U Coach Pitch**

1. The player that is positioned as a pitcher must wear a protective face mask provided by BLL.
2. The coach is to pitch from a distance of forty (40) feet.
3. Each batter will receive five (5) pitches. After five (5) pitches or three (3) swinging strikes, the batter will be called out.
4. The batter will continue an at-bat if they foul the last pitch.
5. The catcher has the option of wearing a fielder's glove in place of a catcher's mitt.
6. A strike will be called on the batter if the coach pitching instructs the player to swing or not to swing during the pitched ball in flight.
7. The coach pitching cannot instruct base runners while the ball is in play.
8. The coach pitching must move immediately off the field to the opposite side of the hit or play.
9. The player that is positioned as a pitcher, fielding a ball inside the 40' arc must stay inside the arc with the ball until they throw the ball to another player. They are allowed to attempt to tag runners provided they don't cross the line. The pitcher can throw the ball to any base they choose, and run to home plate, any infraction of crossing the line including momentum, is an immediate Dead Ball. Play is stopped, batter is awarded first base, all other runners can only advance if forced on the play. Exception if runner on 3<sup>rd</sup> crosses plate before the ball is called dead, that run will count, all other runners will go back to the previous base unless forced.
10. Infielders must be positioned in the dirt unless guarding against a bunt, Outfielders must be in the outfield grass (3' from grass if playing on the front field)(This does not apply while playing at Appling Fields)
11. Teams are allowed to have 10 players on the field at a time. The 10<sup>th</sup> player will be positioned in the outfield.
- 12. The next batter is not allowed out of the dugout until the umpire calls time.**

## **9-11 Majors**

1. The on-deck batter is allowed.
2. Leading off is not permitted. Stealing is allowed once the ball crosses home plate. A runner leaving early will be a no pitch, dead ball. All runners will return to the previously occupied base.
3. ALL Male players must wear a cup except for the pitcher. The pitcher must wear an athletic supporter. It is recommended for the pitcher to wear a cup, but not required.
4. The batter is not out on a dropped third strike and may advance to 1<sup>st</sup> Base. Any offer to return to the dugout is considered batter out.
5. Pitchers cannot wear white or gray colored sleeves under their jerseys.
6. Field Layout will be pitching from 46' and bases at 60'

## **Juniors Baseball**

1. BBCOR logo bats or USABaseball bats can be used.
2. Steel cleats are not allowed (City of Bartlett rule).
3. Pitchers cannot wear white or gray colored sleeves under their jerseys.
4. Field layout will be 60/90

## **Important Little League Rule Reminders**

1. Any player that doesn't start the game must play the field in their teams' 2<sup>nd</sup> inning of play.
2. Bats must have the USA Baseball logo. Juniors Baseball can use BBCOR
3. One piece Wood bats are allowed but the league is not responsible for breakage(Majors and up).
4. Batting helmets can have stickers but cannot be painted (deteriorates helmet strength) and must be in good condition with no cracks or missing padding within the helmet.
5. **Players cannot hold or handle bats in the dugout in 6U T-Ball or 8U Coach Pitch.** The dugout coach must hand the bat to the player as the batter exits the dugout to bat. Players holding and handling bats in the dugout present safety issues. All coaches and umpires are required to enforce this rule.
6. The traditional batting donut is not permissible.
7. The catcher must wear a catcher's mitt, not a first baseman mitt or fielder glove in 11U Baseball and up.
8. A pitcher cannot move to catcher if forty-one (41) or more pitches were thrown.
9. A catcher is not permitted to move to pitcher if four (4) or more innings were caught in a game.
10. Be a coach that your players can look up to and be the adult that they should emulate.
11. **LET THE PLAYERS HAVE FUN!!!!**