Local Rules
Majors Division (As of 8-25-26)

The current Little League Baseball rulebook will govern all play not specified below.

Double First Base – Please read Little League Rule 7.15 for details regarding the double first base. Some of our fields have them and some do not. If the field has a double first base, we will apply the rules listed in 7.15.

Game Changer – The use of Game Changer is mandatory for each game for **all teams in Single A and above**. Please designate an adult for each game to enter all the information and use it to enter the final score of the game. The Home Team's Game Changer data will be the official record of the game, but both teams are encouraged to work together during the game to ensure all data is accurate. If you have any questions about Game Changer or how it should be used this season, please contact Joe Tosh at jtosh@dulleslittleleague.org.

AAA and Majors will be combined for Fall 2026. There will be a 5 run limit per inning and the uncaught third strike rule WILL NOT be enforced. If the third strike is dropped, the batter is out and the ball remains live if there are less than two outs.

Teams and Mandatory Play

- ✓ All teams shall maintain the number of players on their roster consistent with what was set upon rosters being finalized. Managers should notify the player agent within 24 hours if a player on your team quits or is injured.
- ✓ The home team shall utilize the 3rd base dugout.
- ✓ All players shall be listed in the batting order (continuous batting order).
- ✓ All players shall play a minimum of six (6) consecutive defensive outs during a regular six-inning game. If a player is unable to complete his/her mandatory play due to a shortened game (darkness, weather, etc.), that player
    - must be in the starting line-up for the team's next game;
    - must play plus the previous minimum play not completed; and
    - complete the minimum play for the current game before being removed.
- ✓ Once established, the batting order cannot be changed except for injury, players arriving late or players leaving early. Players arriving after the scheduled start time of a game shall be listed at the end of the batting order and their defensive play may be reduced by the number of innings missed. If a player is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill or absent player returns he/she is inserted into their original spot in the batting order and the game continues.
- ✓ Teams are allowed to start games with only 8 players. If a team starts with 8 players, an out will be recorded when the 9th batter's spot would have come to the plate (Spring 2026). If additional players arrive after the game starts, they will be added to the end of the batting order.
- ✓ As it is common for games to end short of six innings, every effort should be made to get players their mandatory defensive innings by the conclusion of the 4th inning on fields with no lights.
- ✓ Rule 3.09 has been updated and Adult Coaches are now allowed to warm up pitchers on the field in between innings in an effort to improve pace of play. It is preferred that a player on the team with a mask and dangling throat guard warm up the pitcher, but the Adult Coach can make that determination.

Equipment, Field and Infield/Outfield Practice Rules

Local Rules
Majors Division (As of 8-25-26)

- ✓ All male players must wear a protective cup.
- ✓ Players must wear helmets and use bats approved by Little League International.
- ✓ The Home Team has the field 35 to 20 minutes before game time for infield/outfield practice. The Visiting Team has the field 20 to 5 minutes before game time for infield/outfield practice. The Home Team has the batting cages while the Visiting Team has the field and the Visiting Team has the batting cages while the Home Team has the field.
- ✓ No on-field batting practice before games.
    - Batting practice with live balls is limited to the batting cages for those fields so equipped.
    - This includes batting balls into fences, which is banned at all times (including practice).
    - Wiffle balls may be batted in the outfield under coach supervision except when the other team is taking infield practice.
    - Balls may be hit into a portable batting net in the outfield under coach supervision except when the other team is taking infield practice.

The Offense / Batter / Runner / Defense

- ✓ Two (2) adult base coaches are allowed, as long as there is one coach in the dugout. Any players coaching a base must wear a protective helmet.
- ✓ A player may **not advance** to first base on an uncaught/dropped third strike when first base is unoccupied with less than two (2) outs, or in any situation with two (2) outs. Rule 6.05(b) (2). (Fall 2026)
- ✓ Little League Rule 4.10 (e) (10 run rule) **is not in effect** (Fall 2026), which states the following:
    - If after three (3) innings, two and a half if the home team is ahead, one team has a lead of fifteen (15) runs or more, after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more or after five (5) innings, four and a half innings if the home team is ahead by eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
- ✓ Rule 6.05(d), the infield fly rule, is in effect.
- ✓ Courtesy base runners are allowed for the pitcher of record or the catcher scheduled for the next inning when there are two outs. The Courtesy Runner must be the player in the batting order who made the last out.
- ✓ Rule 6.08(a)(2) Intentional Walks are allowed, but a player may only be intentionally walked one time per game. This would not restrict a team from throwing four balls outside of the strike zone at another time during the game. The request must be made by the Defensive Manger and may be made prior to or during the at-bat. The Manager must request time and inform the Umpire. The ball is dead and no other runners may advance unless forced by the batter's award. The appropriate number of "balls" needed based on the count on the batter at the time of the Manager's request to complete the Intentional Walk will be added to the pitch count. For example, if the request is made prior to the at-bat, four pitches will be added to the pitch count. If the request is made when the count is 2-1, five pitches will be added to the pitch count.

The Pitcher

Little League has implemented pitch count restrictions for all players. Allowable pitch counts and days vary by age. Regulation VI of the Little League Rulebook governs all pitcher rules.

- ✓ Any player on the team can pitch.

Local Rules
Majors Division (As of 8-25-26)

- Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
- Any player who has played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches [see Pitch Count Threshold Exception below] or more in the same day, may not return to the catcher position on that calendar day.

✓ The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position.

League Age	Maximum Pitches per Day [see Pitch Count Threshold Exception below]
11-12	85
9-10	75
6-8	50

✓ A pitcher who delivers 40 pitches [see Pitch Count Threshold Exception below] in a game cannot play the position of catcher for the remainder of that day.

✓ Days rest requirements [see Pitch Count Threshold Exception below]:
- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

A calendar day is one full day as it is seen on a calendar. A calendar day begins at midnight and ends at midnight the following evening. For example, if a pitcher throws 66 pitches in a game on Saturday morning, that pitcher cannot pitch again until Thursday, when he/she has had four (4) calendar days of rest (Sunday, Monday, Tuesday and Wednesday). It makes no difference what time of day the pitcher pitched on Saturday, as the rest period does not begin until midnight that night.

✓ Any pitcher hitting three (3) batters in one inning or four (4) in the game shall be removed.

✓ A pitcher once removed from the mound cannot return as a pitcher. In addition, a player may not pitch in more than one game a day.

Pitch Count Threshold Exception: If a pitcher reaches the pitch limits imposed above while facing a batter, the pitcher may continue to pitch until any one of the following conditions occur:

✓ That batter reaches base;

✓ That batter is put out; or

✓ The third out is made to complete the half-inning.

To illustrate how to apply pitch count thresholds:

✓ Example 1: Player A has played the position of catcher for the first three innings. In the fourth inning, Player A is put in as the pitcher...
- Player A throws 30 pitches and his pitch count was 25 before the last batter he faced. Player A is not eligible to play the position of catcher for the remainder of that calendar day.
- Player A throws 25 pitches and his pitch count was 20 before the last batter he faced. Player A is eligible to play the position of catcher for the remainder of that calendar day. Even

though he threw 25 pitches, he is eligible to return to the position of catcher because he reached the pitch count threshold while facing his last batter.

- ✓ Example 2: Player B is league age 12 and has thrown 84 pitches. Player B pitches to the next batter and throws 5 more pitches, for a total of 89 pitches. Player B is no longer eligible to pitch for that day as s/he reached the maximum pitches for his/her league age while facing the last batter.
- ✓ Example 3: Player C has thrown 49 pitches. Player C pitches to the next batter and throws 5 more pitches, for a total of 54 pitches and is then taken out. Player C must observe two (2) calendar days of rest. The coach would enter 54 pitches for Player C on the DLL website when entering the game results and click the "PC Met" box next to the number of pitches.

Starting and Ending the Game

- ✓ Regular Season (Post-season may be different at the discretion of the Board):
  - Time Limit: No new inning may start after two (2) hours from the scheduled game time or after the published sunset time for that game day (if the game is not on a lighted field), whichever is earlier. An inning begins immediately upon the end of the preceding inning.
  - The game will end after 2 ½ hours from the scheduled game time. If time runs out in the middle of an at-bat, please allow the at-bat to finish.
  - The time limit starts at the scheduled game time or if the game begins before the scheduled time, at the actual time it starts. For example, if the game starts at 5:50, no new inning starts after 7:50 and play ends at 8:20. If the game starts at 6:10, no new inning starts after 8:00 and play ends at 8:30.

We need to strive for consistency about how we end games that are interrupted due to time restrictions, weather or lighting issues. To keep things simple, and in keeping with Little League rules, there are a few ways a game can end and be considered an official game.

- ✓ If the game does not go four full innings (or three and a half if the Home Team is ahead), it is NOT an official game and if it is interrupted by time restrictions, weather or lighting issues, it must be continued. The teams pick up exactly where they left off with the same line-ups in place and continue until the game ends.
- ✓ If the teams have played four or more innings (or three and a half if the Home Team is ahead) and the interruption occurs in the middle of an inning, there are a few different scenarios.
- ✓ If the Visiting Team has batted and used all three outs and the Home Team is winning, the game is official and the Home Team is the winner.
- ✓ If the Visiting Team has batted and used all three outs and the Home Team is losing when the game is interrupted, the game reverts back the score from the last full inning completed, is official and whoever was winning at that time is the winner. If the last complete inning resulted in a tie score the game must be continued at the point of interruption. The teams pick up exactly where they left off with the same line-ups and continue until the game ends.
- ✓ If the game is interrupted in the middle of the Visiting Team's at bat and they are losing, the game reverts back to the score of the last completed inning and the Home Team is the winner.
- ✓ If the game is interrupted in the middle of the Home Team's at bat and they are winning, the game is official and the Home Team is the winner.

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Majors Division (As of 8-25-26)

- ✓ If the game is interrupted in the middle of the Home Team's at bat and they are losing, the game reverts back to the score of the last completed inning and whoever was winning at that time is the winner.

Player Pool: The League's Player Agent will use the pool to assign players from AAA to teams that are short of players on a rotating basis. Managers/Coaches will not have the right to randomly pick and choose players from the pool. When a player participates in a game on a team other than his/her own team, the player will not be permitted to pitch in that game. Pool players that are called and show up at the field must play at least nine consecutive defensive outs and bat once.

Local Rules
AAA Division (As of 8-25-26)

The current Little League Baseball rulebook will govern all play not specified below.

Double First Base – Please read Little League Rule 7.15 for details regarding the double first base. Some of our fields have them and some do not. If the field has a double first base, we will apply the rules listed in 7.15.

Game Changer – The use of Game Changer is mandatory for each game for **all teams in Single A and above**. Please designate an adult for each game to enter all the information and use it to enter the final score of the game. The Home Team's Game Changer data will be the official record of the game, but both teams are encouraged to work together during the game to ensure all data is accurate. If you have any questions about Game Changer or how it should be used this season, please contact Joe Tosh at jtosh@dulleslittleleague.org.

Teams and Mandatory Play

- ✓ All teams shall maintain the number of players on their roster consistent with what was set when rosters were finalized. Managers should notify the player agent within 24 hours if a player on your team quits or is injured.
- ✓ The home team shall utilize the 3rd base dugout.
- ✓ All players shall be listed in the batting order (continuous batting order).
- ✓ All players shall play a minimum of four (four) defensive innings during a regular six-inning game, with at least one (1) inning in the infield and one (1) in the outfield. If a player is unable to complete his/her mandatory play due to a shortened game (darkness, weather, etc.), that player
  - must be in the starting line-up for the team's next game;
  - must play plus the previous minimum play not completed; and
  - complete the minimum play for the current game before being removed.
- ✓ Once established, the batting order cannot be changed except for injury, players arriving late or players leaving early. Players arriving after the scheduled start time of a game shall be listed at the end of the batting order and their defensive play may be reduced by the number of innings missed. If a player is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill or absent player returns he/she is inserted into their original spot in the batting order and the game continues.
- ✓ Teams are allowed to start games with only 8 players. If a team starts with 8 players, an out will be recorded when the 9th batter's spot would have come to the plate (Spring 2026). If additional players arrive after the game starts, they will be added to the end of the batting order.
- ✓ As it is common for games to end short of six innings, every effort should be made to get players their mandatory defensive innings by the conclusion of the 4th inning on fields with no lights.
- ✓ Rule 3.09 has been updated and Adult Coaches are now allowed to warm up pitchers on the field in between innings in an effort to improve pace of play. It is preferred that a player on the team with a mask and dangling throat guard warm up the pitcher, but the Adult Coach can make that determination.

Equipment, Field and Infield/Outfield Practice Rules

- ✓ All male players must wear a protective cup.
- ✓ Players must wear helmets and use bats approved by Little League International.
- ✓ The Home Team has the field 35 to 20 minutes before game time for infield/outfield practice. The Visiting Team has the field 20 to 5 minutes before game time for infield/outfield practice. The Home

Local Rules
AAA Division (As of 8-25-26)

Team has the batting cages while the Visiting Team has the field and the Visiting Team has the batting cages while the Home Team has the field.

- ✓ No on-field batting practice before games.
  - Batting practice with live balls is limited to the batting cages for those fields so equipped.
  - This includes batting balls into fences, which is banned at all times (including practice).
  - Wiffle balls may be batted in the outfield under coach supervision except when the other team is taking infield practice.
  - Balls may be hit into a portable batting net in the outfield under coach supervision except when the other team is taking infield practice.

The Offense / Batter / Runner / Defense

- ✓ Two (2) adult base coaches are allowed, as long as there is one coach in the dugout. Any players coaching a base must wear a protective helmet.
- ✓ Each of the first five (5) innings shall end after three (3) outs or five (5) runs, whichever occurs first. Three outs are required to retire the side in any inning played beyond the 5th inning.
- ✓ Rule 6.05(b), the uncaught/dropped third strike rule, is not in effect.
- ✓ Rule 6.05(d), the infield fly rule, is in effect.
- ✓ Courtesy base runners are allowed for the pitcher of record or the catcher scheduled for the next inning when there are two outs or when the team at-bat is within one run of the maximum for the inning. The Courtesy Runner must be the player in the batting order who made the last out.
- ✓ Rule 6.08(a)(2) Intentional Walks are allowed, but a player may only be intentionally walked one time per game. This would not restrict a team from throwing four balls outside of the strike zone at another time during the game. The request must be made by the Defensive Manger and may be made prior to or during the at-bat. The Manager must request time and inform the Umpire. The ball is dead and no other runners may advance unless forced by the batter's award. The appropriate number of "balls" needed based on the count on the batter at the time of the Manager's request to complete the Intentional Walk will be added to the pitch count. For example, if the request is made prior to the at-bat, four pitches will be added to the pitch count. If the request is made when the count is 2-1, five pitches will be added to the pitch count.

The Pitcher

Little League has implemented pitch count restrictions for all players. Allowable pitch counts and days vary by age. See Regulation VI of the Little League Rulebook for additional information.

- ✓ Any player on the team can pitch.
  - Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
  - Any player who has played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches [see Pitch Count Threshold Exception below] or more in the same day, may not return to the catcher position on that calendar day.
- ✓ The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position

League Age	Maximum Pitches per Day [see Pitch Count Threshold Exception below]
11-12	85

Local Rules
AAA Division (As of 8-25-26)

9-10	75
6-8	50

- ✓ A pitcher who delivers 40 pitches [see Pitch Count Threshold Exception below] in a game cannot play the position of catcher for the remainder of that day.
- ✓ Days rest requirements [see Pitch Count Threshold Exception below]:
  - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
  - If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
  - If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
  - If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
  - If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

    A calendar day is one full day as it is seen on a calendar. A calendar day begins at midnight and ends at midnight the following evening. For example, if a pitcher throws 66 pitches in a game on Saturday morning, that pitcher cannot pitch again until Thursday, when he/she has had four (4) calendar days of rest (Sunday, Monday, Tuesday and Wednesday). It makes no difference what time of day the pitcher pitched on Saturday, as the rest period does not begin until midnight that night.

- ✓ Any pitcher hitting three (3) batters in one inning or four (4) in the game shall be removed.
- ✓ A pitcher once removed from the mound cannot return as a pitcher. In addition, a player may not pitch in more than one game a day.
- ✓ Players may pitch in a maximum of three (3) innings in a game. Delivery of a single pitch constitutes having pitched in an inning.

Pitch Count Threshold Exception: If a pitcher reaches the pitch limits imposed above while facing a batter, the pitcher may continue to pitch until any one of the following conditions occur:

- ✓ That batter reaches base;
- ✓ That batter is put out; or
- ✓ The third out is made to complete the half-inning.

To illustrate how to apply pitch count thresholds:

- ✓ Example 1: Player A has played the position of catcher for the first three innings. In the fourth inning, Player A is put in as the pitcher...
  - Player A throws 30 pitches and his pitch count was 25 before the last batter he faced. Player A is not eligible to play the position of catcher for the remainder of that calendar day.
  - Player A throws 25 pitches and his pitch count was 20 before the last batter he faced. Player A is eligible to play the position of catcher for the remainder of that calendar day. Even though he threw 25 pitches, he is eligible to return to the position of catcher because he reached the pitch count threshold while facing his last batter.
- ✓ Example 2: Player B is league age 11 and has thrown 84 pitches. Player B pitches to the next batter and throws 5 more pitches, for a total of 89 pitches. Player B is no longer eligible to pitch for that day as s/he reached the maximum pitches for his/her league age while facing the last batter.
- ✓ Example 3: Player C has thrown 49 pitches. Player C pitches to the next batter and throws 5 more pitches, for a total of 54 pitches and is then taken out. Player C must observe two (2) calendar days of rest. The coach would enter 54 pitches for Player C on the DLL website when entering the game results and click the “PC Met” box next to the number of pitches.

Local Rules
AAA Division (As of 8-25-26)

Starting and Ending the Game

- ✓ Regular Season (Post-season may be different at the discretion of the Board):
  - No new inning may start after two (2) hours from the scheduled game time or after the published sunset time for that game day (if the game is not on a lighted field), whichever is earlier. An inning begins immediately upon the end of the preceding inning.
  - The game will end after 2 ½ hours from the scheduled game time. If time runs out in the middle of an at-bat, please allow the at-bat to finish.
  - The time limit starts at the scheduled game time or if the game begins before the scheduled time, at the actual time it starts. For example, if the game starts at 5:50, no new inning starts after 7:50 and play ends at 8:20. If the game starts at 6:10, no new inning starts after 8:00 and play ends at 8:30.

We need to strive for consistency about how we end games that are interrupted due to time restrictions, weather or lighting issues. To keep things simple, and in keeping with Little League rules, there are a few ways a game can end and be considered an official game.

- ✓ If the game does not go four full innings (or three and a half if the Home Team is ahead), it is NOT an official game and if it is interrupted by time restrictions, weather or lighting issues, it must be continued. The teams pick up exactly where they left off with the same line-ups in place and continue until the game ends.
- ✓ If the teams have played four or more innings (or three and a half if the Home Team is ahead) and the interruption occurs in the middle of an inning, there are a few different scenarios.
- ✓ If the Visiting Team has batted and used all three outs and the Home Team is winning, the game is official and the Home Team is the winner.
- ✓ If the Visiting Team has batted and used all three outs and the Home Team is losing when the game is interrupted, the game reverts back the score from the last full inning completed, is official and whoever was winning at that time is the winner. If the last complete inning resulted in a tie score the game must be continued at the point of interruption. The teams pick up exactly where they left off with the same line-ups and continue until the game ends.
- ✓ If the game is interrupted in the middle of the Visiting Team's at bat and they are losing, the game reverts back to the score of the last completed inning and the Home Team is the winner.
- ✓ If the game is interrupted in the middle of the Home Team's at bat and they are winning, the game is official and the Home Team is the winner.
- ✓ If the game is interrupted in the middle of the Home Team's at bat and they are losing, the game reverts back to the score of the last completed inning and whoever was winning at that time is the winner.

Local Rules
AA Division (As of 8-25-26)

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Double First Base – Please read Little League Rule 7.15 for details regarding the double first base. Some of our fields have them and some do not. If the field has a double first base, we will apply the rules listed in 7.15.

Game Changer – The use of Game Changer is mandatory for each game for **all teams in Single A and above**. Please designate an adult for each game to enter all the information and use it to enter the final score of the game. The Home Team's Game Changer data will be the official record of the game, but both teams are encouraged to work together during the game to ensure all data is accurate. If you have any questions about Game Changer or how it should be used this season, please contact Joe Tosh at jtosh@dulleslittleleague.org.

Teams and Mandatory Play

- ✓ All teams shall maintain the number of players on their roster consistent with what was set when rosters were finalized. Managers should notify the player agent within 24 hours if a player on your team quits or is injured.
- ✓ The home team shall utilize the 3rd base dugout.
- ✓ All players shall be listed in the batting order (continuous batting order).
- ✓ All players shall play a minimum of five (5) defensive innings during a regular six-inning game, with at least two (2) innings in the infield. If a player is unable to complete his/her mandatory play due to a shortened game (darkness, weather, etc.), that player
    - must be in the starting line-up for the team's next game;
    - must play plus the previous minimum play not completed; and
    - complete the minimum play for the current game before being removed.
- ✓ Once established, the batting order cannot be changed except for injury, players arriving late or players leaving early. Players arriving after the scheduled start time of a game shall be listed at the end of the batting order and their defensive play may be reduced by the number of innings missed. If a player is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill or absent player returns he/she is inserted into their original spot in the batting order and the game continues.
- ✓ Teams are allowed to start games with only 8 players without penalty. If additional players arrive after the game starts, they will be added to the end of the batting order.
- ✓ As it is common for games to end short of six innings, every effort should be made to get players their mandatory defensive innings by the conclusion of the 4th inning on fields with no lights.
- ✓ Rule 3.09 has been updated and Adult Coaches are now allowed to warm up pitchers on the field in between innings in an effort to improve pace of play. It is preferred that a player on the team with a mask and dangling throat guard warm up the pitcher, but the Adult Coach can make that determination.

Equipment, Field and Infield/Outfield Practice Rules

- ✓ All male players must wear a protective cup.
- ✓ Players must wear helmets and use bats approved by Little League International.
- ✓ The Home Team has the field 35 to 20 minutes before game time for infield/outfield practice. The Visiting Team has the field 20 to 5 minutes before game time for infield/outfield practice. The Home

Local Rules
AA Division (As of 8-25-26)

Team has the batting cages while the Visiting Team has the field and the Visiting Team has the batting cages while the Home Team has the field.

- ✓ No on-field batting practice before games.
    - Batting practice with live balls is limited to the batting cages for those fields so equipped.
    - This includes batting balls into fences, which is banned at all times (including practice).
    - Wiffle balls may be batted in the outfield under coach supervision except when the other team is taking infield practice.
    - Balls may be hit into a portable batting net in the outfield under coach supervision except when the other team is taking infield practice.

The Offense / Batter

- ✓ Two (2) adult base coaches are allowed, as long as there is one coach in the dugout. Any players coaching a base must wear a protective helmet.
- ✓ Each of the first five (5) innings shall end after three (3) outs or three (3) runs, whichever occurs first. Three outs are required to retire the side in any inning played beyond the 5th inning.
- ✓ Rule 6.05(b), the uncaught/dropped third strike rule, is not in effect.
- ✓ Rule 6.05(d), the infield fly rule, is in effect.
- ✓ Rule 6.08(a)(2) Intentional Walks are allowed, but a player may only be intentionally walked one time per game. This would not restrict a team from throwing four balls outside of the strike zone at another time during the game. The request must be made by the Defensive Manger and may be made prior to or during the at-bat. The Manager must request time and inform the Umpire. The ball is dead and no other runners may advance unless forced by the batter's award. The appropriate number of "balls" needed based on the count on the batter at the time of the Manager's request to complete the Intentional Walk will be added to the pitch count. For example, if the request is made prior to the at-bat, four pitches will be added to the pitch count. If the request is made when the count is 2-1, five pitches will be added to the pitch count.
- ✓ The batter may continue running on a ball hit to the outfield at their risk and does not need to stop at second base if the ball is still live.

The Runner

- ✓ Courtesy base runners are allowed for the pitcher of record or the catcher scheduled for the next inning when there are two outs or when the team at-bat is within one run of the maximum for the inning. The Courtesy Runner must be the player in the batting order who made the last out.
- ✓ Runners may advance one base on an overthrow at their own risk. Runners who advance on an overthrow may not advance again on a subsequent overthrow on the same play.
- ✓ Runners may not advance on an overthrow while attempting to steal. This includes overthrows on the return throw to the pitcher.
- ✓ Runners may not begin an attempt to steal once the ball is in possession of the pitcher and they are on or near the mound (e.g. no "delayed steals"). The runner may, however, attempt to steal second or third base if the catcher is making a play on the runner (e.g. pick-off attempt rather than a return throw to the pitcher), but can not advance home in this situation.
- ✓ Runners are not permitted to steal home. The runner may take a secondary lead off of third base at the risk of being tagged out. If the runner chooses to run home and is tagged before they touch the plate, they are out. If they run home and touch the plate before being tagged, the ball is then considered dead, and the runner is returned to third base. Since the ball is dead, once the player touches home plate they cannot be tagged out.

Local Rules
AA Division (As of 8-25-26)

The Pitcher

Little League has implemented pitch count restrictions for all players. Allowable pitch counts and days vary by age. See Regulation VI of the Little League Rulebook for additional information.

- ✓ Any player on the team can pitch.
  - Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
  - Any player who has played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches [see Pitch Count Threshold Exception below] or more in the same day, may not return to the catcher position on that calendar day.
- ✓ The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position

League Age	Maximum Pitches per Day [see Pitch Count Threshold Exception below]
11-12	85
9-10	75
6-8	50

- ✓ A pitcher who delivers 40 pitches [see Pitch Count Threshold Exception below] in a game cannot play the position of catcher for the remainder of that day.
- ✓ Days rest requirements [see Pitch Count Threshold Exception below]:
  - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
  - If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
  - If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
  - If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
  - If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

  A calendar day is one full day as it is seen on a calendar. A calendar day begins at midnight and ends at midnight the following evening. For example, if a pitcher throws 66 pitches in a game on Saturday morning, that pitcher cannot pitch again until Thursday, when he/she has had four (4) calendar days of rest (Sunday, Monday, Tuesday and Wednesday). It makes no difference what time of day the pitcher pitched on Saturday, as the rest period does not begin until midnight that night.

- ✓ Any pitcher hitting three (3) batters in one inning, or four (4) batters in a game, shall be removed.
- ✓ A pitcher once removed from the mound cannot return as a pitcher. In addition, a player may not pitch in more than one game a day.
- ✓ Players may pitch in a maximum of two (2) innings in a game. Delivery of a single pitch constitutes having pitched in an inning.

Pitch Count Threshold Exception: If a pitcher reaches the pitch limits imposed above while facing a batter, the pitcher may continue to pitch until any one of the following conditions occur:

- ✓ That batter reaches base;

- ✓ That batter is put out; or
- ✓ The third out is made to complete the half-inning.

To illustrate how to apply pitch count thresholds:

- ✓ Example 1: Player A has played the position of catcher for the first three innings. In the fourth inning, Player A is put in as the pitcher...
  - Player A throws 30 pitches and his pitch count was 25 before the last batter he faced. Player A is not eligible to play the position of catcher for the remainder of that calendar day.
  - Player A throws 25 pitches and his pitch count was 20 before the last batter he faced. Player A is eligible to play the position of catcher for the remainder of that calendar day. Even though he threw 25 pitches, he is eligible to return to the position of catcher because he reached the pitch count threshold while facing his last batter.
- ✓ Example 2: Player B is league age 9 and has thrown 74 pitches. Player B pitches to the next batter and throws 5 more pitches, for a total of 79 pitches. Player B is no longer eligible to pitch for that day as s/he reached the maximum pitches for his/her league age while facing the last batter.
- ✓ Example 3: Player C has thrown 50 pitches. Player C pitches to the next batter and throws 5 more pitches, for a total of 55 pitches and is then taken out. Player C must observe two (2) calendar days of rest. The coach would enter 55 pitches for Player C on the DLL website when entering the game results and click the "PC Met" box next to the number of pitches.

The Defense

- ✓ The defense shall field a maximum of ten (10) players, with the extra player positioned in the outfield.
- ✓ All outfield players shall be positioned at least 15 feet beyond the outfield grass cut.
- ✓ A player in the outfield may not make a put out in the infield unless acting as a backup on a run down. The outfielder must throw the ball to the appropriate infielder for an out.
- ✓ Rule 6.05(d), the infield fly rule, is in effect.

Starting and Ending the Game

- ✓ Regular Season (Post-season may be different at the discretion of the Board):
  - Time Limit: No new inning may start after two (2) hours from the scheduled game time or after the published sunset time for that game day (if the game is not on a lighted field), whichever is earlier. An inning begins immediately upon the end of the preceding inning.
  - The game will end after 2 ½ hours from the scheduled game time. If time runs out in the middle of an at-bat, please allow the at-bat to finish.
  - The time limit starts at the scheduled game time or if the game begins before the scheduled time, at the actual time it starts. For example, if the game starts at 5:50, no new inning starts after 7:50 and play ends at 8:20. If the game starts at 6:10, no new inning starts after 8:00 and play ends at 8:30.

We need to strive for consistency about how we end games that are interrupted due to time restrictions, weather or lighting issues. To keep things simple, and in keeping with Little League rules, there are a few ways a game can end and be considered an official game.

- ✓ If the game does not go four full innings (or three and a half if the Home Team is ahead), it is NOT an official game and if it is interrupted by time restrictions, weather or lighting issues, it must be

continued. The teams pick up exactly where they left off with the same line-ups in place and continue until the game ends.

- ✓ If the teams have played four or more innings (or three and a half if the Home Team is ahead) and the interruption occurs in the middle of an inning, there are a few different scenarios.
- ✓ If the Visiting Team has batted and used all three outs and the Home Team is winning, the game is official and the Home Team is the winner.
- ✓ If the Visiting Team has batted and used all three outs and the Home Team is losing when the game is interrupted, the game reverts back the score from the last full inning completed, is official and whoever was winning at that time is the winner. If the last complete inning resulted in a tie score the game must be continued at the point of interruption. The teams pick up exactly where they left off with the same line-ups and continue until the game ends.
- ✓ If the game is interrupted in the middle of the Visiting Team's at bat and they are losing, the game reverts back to the score of the last completed inning and the Home Team is the winner.
- ✓ If the game is interrupted in the middle of the Home Team's at bat and they are winning, the game is official and the Home Team is the winner.
- ✓ If the game is interrupted in the middle of the Home Team's at bat and they are losing, the game reverts back to the score of the last completed inning and whoever was winning at that time is the winner.

Local Rules
Single A Division (As of 8-25-26)

The current Little League Baseball rulebook will govern all play not specified below.

Double First Base – Please read Little League Rule 7.15 for details regarding the double first base. Some of our fields have them and some do not. If the field has a double first base, we will apply the rules listed in 7.15.

Game Changer – The use of Game Changer is mandatory for each game for **all teams in Single A and above**. Please designate an adult for each game to enter all the information and use it to enter the final score of the game. The Home Team's Game Changer data will be the official record of the game, but both teams are encouraged to work together during the game to ensure all data is accurate. If you have any questions about Game Changer or how it should be used this season, please contact Joe Tosh at jtosh@dulleslittleleague.org.

Teams and Mandatory Play

- ✓ All teams shall maintain the number of players on their roster consistent with what was set at the draft. Managers should notify the player agent within 24 hours if a player on your team quits or is injured.
- ✓ The home team shall utilize the 3rd base dugout.
- ✓ All players shall be listed in the batting order (continuous batting order).
- ✓ All players shall play a minimum of five (5) defensive innings during a regular six-inning game, with at least two (2) innings in the infield. If a player is unable to complete his/her mandatory play due to a shortened game (darkness, weather, etc.), that player should be given an extra inning of infield in the following game.
- ✓ Once established, the batting order cannot be changed except for injury, players arriving late or players leaving early. Players arriving after the scheduled start time of a game shall be listed at the end of the batting order and their defensive play may be reduced by the number of innings missed. If a player is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill or absent player returns he/she is inserted into their original spot in the batting order and the game continues.
- ✓ Teams are allowed to start games with only 8 players without penalty. If additional players arrive after the game starts, they will be added to the end of the batting order.
- ✓ As it is common for games to end short of six innings, every effort should be made to get players their mandatory defensive innings by the conclusion of the 4th inning on fields with no lights.
- ✓ Rule 3.09 has been updated and Adult Coaches are now allowed to warm up pitchers on the field in between innings in an effort to improve pace of play. It is preferred that a player on the team with a mask and dangling throat guard warm up the pitcher, but the Adult Coach can make that determination.

Equipment, Field and Infield/Outfield Practice Rules

- ✓ All male players must wear a protective cup.
- ✓ Players must wear helmets and use bats approved by Little League International.
- ✓ The Home Team has the field 35 to 20 minutes before game time for infield/outfield practice. The Visiting Team has the field 20 to 5 minutes before game time for infield/outfield practice. The Home Team has the batting cages while the Visiting Team has the field and the Visiting Team has the batting cages while the Home Team has the field.
- ✓ No on-field batting practice before games.

- Batting practice with live balls is limited to the batting cages for those fields so equipped.
- This includes batting balls into fences, which is banned at all times (including practice).
- Wiffle balls may be batted in the outfield under coach supervision except when the other team is taking infield practice.
- Balls may be hit into a portable batting net in the outfield under coach supervision except when the other team is taking infield practice.

The Offense / Batter

- ✓ Two (2) adult base coaches are allowed, as long as there is one coach in the dugout.
- ✓ Each of the first five (5) innings shall end after three (3) outs or
  - three (3) runs during coach pitch innings, or
  - two (2) runs during kid pitch innings,
  - whichever occurs first.
- ✓ Three outs are required to retire the side in any inning played beyond the 5th inning.
- ✓ Rule 6.05(b), the dropped third strike rule, is not in effect.
- ✓ Rule 6.05(d), the infield fly rule, is not in effect.
- ✓ The batter may continue running on a ball hit to the outfield at their risk and does not need to stop at second base if the ball is still live.

The Runner

- ✓ Courtesy base runners are allowed for the pitcher of record or the catcher scheduled for the next inning when there are two outs or when the team at-bat is within one run of the maximum for the inning. The Courtesy Runner must be the player in the batting order who made the last out.
- ✓ Runners may advance one base on an overthrow at their own risk with only one advance on the same play per runner, regardless of the number of overthrows per play
  - For example, an overthrow from shortstop to 1st base on an infield hit, player may advance to 2nd at his/her own risk. If the 1st baseman throws to 2nd in an attempt to make a put-out on the advancing runner, an overthrow resulting from this effort will not create an opportunity for the runner to advance to 3rd base.
- ✓ Runners may not advance on an overthrow while attempting to steal. This includes overthrows on the return throw to the pitcher.
- ✓ Runners may not begin an attempt to steal once the ball is in possession of the pitcher and they are on or near the mound (e.g. no "delayed steals"). The runner may, however, attempt to steal if the catcher is making a play on the runner (e.g. pick-off attempt rather than a return throw to the pitcher).
- ✓ Runners may advance until the ball is in the possession and control of a defensive **infield** player in the infield. The "play" is complete once the ball is in the possession and control of a defensive infield player.
  - A runner must return to the previous base if they are not greater than halfway to the next base before the defensive infield attains possession. If a runner is tagged out during any such attempted advance, the out stands. However, if the runner safely advances to the next base after such advance, the umpire should return the runner to the previous base.
  - A runner may remain on the advanced base if s/he was greater than halfway to the base before infield possession was attained.
- ✓ Runners are not permitted to steal home. The runner may take a secondary lead off of third base at the risk of being tagged out. If the runner chooses to run home and is tagged before they touch the plate, they are out. If they run home and touch the plate before being tagged, the ball is then

considered dead, and the runner is returned to third base. Since the ball is dead, once the player touches home plate they cannot be tagged out.

- ✓ Runners are not permitted to steal during coach pitch innings.

The Pitcher

Little League has implemented pitch count restrictions for all players. Allowable pitch counts and days vary by age. See Regulation VI of the Little League Rulebook for additional information.

- ✓ A coach from the offensive team will provide all pitching during the 1st, 2nd and 6th innings, and any extra innings.
  - The coach pitcher shall stand within the standard pitcher's mound while delivering a pitch. The standard pitcher's mound is a circle whose front is six (6) feet in front of the pitcher's plate (rubber).
  - The coach pitcher is allowed to coach the batter in between pitches but may not coach after delivery of the pitch or while the ball is in play.
  - If the batted ball makes contact with the coach pitcher, the ball is live and in play.
  - A bucket to hold baseballs may be used, but it must be placed behind the coach pitcher on the pitcher's mound. If a batted ball comes into contact with the bucket, the ball is live and in play.
- ✓ Any player on the team can pitch during the 3rd, 4th or 5th inning.
  - Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
  - Any player who has played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches [see Pitch Count Threshold Exception below] or more in the same day, may not return to the catcher position on that calendar day.
- ✓ The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position

League Age	Maximum Pitches per Day [see Pitch Count Threshold Exception below]
11-12	85
9-10	75
6-8	50

- ✓ A pitcher who delivers 40 pitches [see Pitch Count Threshold Exception below] in a game cannot play the position of catcher for the remainder of that day.
- ✓ Days rest requirements [see Pitch Count Threshold Exception below]:
  - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
  - If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
  - If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
  - If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
  - If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

    A calendar day is one full day as it is seen on a calendar. A calendar day begins at midnight and ends at midnight the following evening. For example, if a pitcher throws 66 pitches in a game on Saturday morning, that pitcher cannot pitch again until Thursday, when he/she has

had four (4) calendar days of rest (Sunday, Monday, Tuesday and Wednesday). It makes no difference what time of day the pitcher pitched on Saturday, as the rest period does not begin until midnight that night.

- ✓ Any pitcher hitting three (3) batters in one inning shall be removed.
- ✓ A pitcher once removed from the mound cannot return as a pitcher. In addition, a player may not pitch in more than one game a day.
- ✓ Players may pitch in a maximum of one (1) inning in a game. Delivery of a single pitch constitutes having pitched in an inning.

Pitch Count Threshold Exception: If a pitcher reaches the pitch limits imposed above while facing a batter, the pitcher may continue to pitch until any one of the following conditions occur:

- ✓ That batter reaches base;
- ✓ That batter is put out; or
- ✓ The third out is made to complete the half-inning.

To illustrate how to apply pitch count thresholds:

- ✓ Example 1: Player A has played the position of catcher for the first three innings. In the fourth inning, Player A is put in as the pitcher...
  - Player A throws 30 pitches and his pitch count was 25 before the last batter he faced. Player A is not eligible to play the position of catcher for the remainder of that calendar day.
  - Player A throws 25 pitches and his pitch count was 20 before the last batter he faced. Player A is eligible to play the position of catcher for the remainder of that calendar day. Even though he threw 25 pitches, he is eligible to return to the position of catcher because he reached the pitch count threshold while facing his last batter.
- ✓ Example 2: Player B is league age 11 and has thrown 84 pitches. Player B pitches to the next batter and throws 5 more pitches, for a total of 89 pitches. Player B is no longer eligible to pitch for that day as s/he reached the maximum pitches for his/her league age while facing the last batter.
- ✓ Example 3: Player C has thrown 49 pitches. Player C pitches to the next batter and throws 5 more pitches, for a total of 54 pitches and is then taken out. Player C must observe two (2) calendar days of rest. The coach would enter 54 pitches for Player C on the DLL website when entering the game results and click the "PC Met" box next to the number of pitches.

The Defense

- ✓ The defense shall field a maximum of ten (10) players, with the extra player positioned in the outfield.
- ✓ All outfield players shall be positioned at least 15 feet beyond the outfield grass cut.
- ✓ A player in the outfield may not make a put out in the infield unless acting as a backup on a run down. The outfielder must throw the ball to the appropriate infielder for an out.
- ✓ One (1) defensive coach may be positioned on the outfield grass in order to reposition and coach players after the completion of play. Coaching players during any live play is not permitted. No other defensive coach is permitted on the playing field.
- ✓ During coach pitch innings, the defensive pitcher shall be positioned with one foot on either side and adjacent to the pitching mound, even with or just behind the pitching plate.
- ✓ In all innings, including coach pitch innings, the catcher shall wear all regulation protective gear, including a catcher's glove, and be positioned properly behind the plate in the catcher's box. If you have a left-handed catcher, but do not have a right-handed catcher's mitt, the player then may use his

own glove so that the player is not excluded from the catcher's position. Check with the DLL equipment manager for available catcher's mitts that fit on the right hand.

Starting and Ending the Game

- ✓ Regular Season (Post-season may be different at the discretion of the Board):
  - Time Limit: No new inning may start after two (2) hours from the scheduled game time or after the published sunset time for that game day (if the game is not on a lighted field), whichever is earlier. An inning begins immediately upon the end of the preceding inning.
  - The game will end after 2 ½ hours from the scheduled game time. If time runs out in the middle of an at-bat, please allow the at-bat to finish.
  - The time limit starts at the scheduled game time or if the game begins before the scheduled time, at the actual time it starts. For example, if the game starts at 5:50, no new inning starts after 7:50 and play ends at 8:20. If the game starts at 6:10, no new inning starts after 8:00 and play ends at 8:30.

We need to strive for consistency about how we end games that are interrupted due to time restrictions, weather or lighting issues. To keep things simple, and in keeping with Little League rules, there are a few ways a game can end and be considered an official game.

- ✓ If the game does not go four full innings (or three and a half if the Home Team is ahead), it is NOT an official game and if it is interrupted by time restrictions, weather or lighting issues, it must be continued. The teams pick up exactly where they left off with the same line-ups in place and continue until the game ends.
- ✓ If the teams have played four or more innings (or three and a half if the Home Team is ahead) and the interruption occurs in the middle of an inning, there are a few different scenarios.
- ✓ If the Visiting Team has batted and used all three outs and the Home Team is winning, the game is official and the Home Team is the winner.
- ✓ If the Visiting Team has batted and used all three outs and the Home Team is losing when the game is interrupted, the game reverts back the score from the last full inning completed, is official and whoever was winning at that time is the winner. If the last complete inning resulted in a tie score the game must be continued at the point of interruption. The teams pick up exactly where they left off with the same line-ups and continue until the game ends.
- ✓ If the game is interrupted in the middle of the Visiting Team's at bat and they are losing, the game reverts back to the score of the last completed inning and the Home Team is the winner.
- ✓ If the game is interrupted in the middle of the Home Team's at bat and they are winning, the game is official and the Home Team is the winner.
- ✓ If the game is interrupted in the middle of the Home Team's at bat and they are losing, the game reverts back to the score of the last completed inning and whoever was winning at that time is the winner.

Local Rules
Rookie Division (As of 8-25-26)

The current Little League Baseball rulebook will govern all play not specified below.

Teams and Mandatory Play

- ✓ All teams shall maintain up to 13 players on their roster. Managers should notify the player agent within 24 hours if a player on your team quits or is injured.
- ✓ The home team shall utilize the 3rd base dugout.
- ✓ All players shall be listed in the batting order (continuous batting order).
- ✓ All players shall play a minimum of five (5) defensive innings during a regular six-inning game, with at least two (2) innings in the infield and two (2) innings in the outfield. If either team has 13 players present, both teams will play five (5) outfielders each inning to minimize the number of innings a player must sit out. If a player is unable to complete his/her mandatory play due to a shortened game (darkness, weather, etc.), that player should be given an extra inning of infield in the following game.
- ✓ Once established, the batting order cannot be changed except for injury, players arriving late or players leaving early. Players arriving after the scheduled start time of a game shall be listed at the end of the batting order and their defensive play may be reduced by the number of innings missed. If a player is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill or absent player returns he/she is inserted into their original spot in the batting order and the game continues.
- ✓ Teams are allowed to start games with only 8 players without penalty. If additional players arrive after the game starts, they will be added to the end of the batting order.
- ✓ As it is common for games to end short of six innings, every effort should be made to get players their mandatory defensive innings by the conclusion of the 4th inning on fields with no lights.

Equipment, Field and Infield/Outfield Practice Rules

- ✓ All male players must wear a protective cup.
- ✓ Players must wear helmets with a protective face cage and use bats approved by Little League International.
- ✓ The Home Team has the field 35 to 20 minutes before game time for infield/outfield practice. The Visiting Team has the field 20 to 5 minutes before game time for infield/outfield practice. The Home Team has the batting cages while the Visiting Team has the field and the Visiting Team has the batting cages while the Home Team has the field.
- ✓ No on-field batting practice before games.
    - Batting practice with live balls is limited to the batting cages for those fields so equipped.
    - This includes batting balls into fences, which is banned at all times (including practice).
    - Wiffle balls may be batted in the outfield under coach supervision except when the other team is taking infield practice.
    - Balls may be hit into a portable batting net in the outfield under coach supervision except when the other team is taking infield practice.

The Offense / Batter

- ✓ Two (2) adult base coaches are allowed, as long as there is one coach in the dugout.
- ✓ Each of the first five (5) innings shall end after three (3) outs or four (4) runs, whichever occurs first. The sixth (6) inning shall end after (3) outs or six (6) runs, whichever occurs first.
- ✓ The batter shall be given a maximum of six (6) pitches. A foul ball cannot be counted as the last pitch.

Local Rules
Rookie Division (As of 8-25-26)

- Strikes will not be recorded if the batter does not swing at the pitch. However, swinging strikes and foul balls will be recorded.
- The batter is out after three (3) strikes; meaning s/he is not guaranteed six (6) pitches.

✓ Rule 6.05(b), the dropped third strike rule, is not in effect.
✓ Rule 4.10(e), the run limit rule, is not in effect.
✓ Bunting is not allowed.
✓ There is no penalty for "throwing" the bat after a swing, but when this happens the offensive manager should call time after the play is over to explain to the batter what happened and to teach the proper method of dropping the bat. If the same batter continues to throw the bat, and the defensive catcher is at risk of injury, the manager should consider removing the layer from the game for the safety of others until the player has learned the proper way to drop the bat.

The Runner

✓ A runner may not advance on an overthrow.
✓ For balls hit to the outfield, runners may advance until the ball is in the possession and control of a defensive player in the infield. The "play" is complete once the ball is in the possession and control of a defensive infield player.
- A runner must return to the previous base if they are not greater than halfway to the next base before the defensive infield attains possession. If a runner is tagged out during any such attempted advance, the out stands. However, if the runner safely advances to the next base after such advance, the umpire should return the runner to the previous base.
- A runner may remain on the advanced base if s/he was greater than halfway to the base before infield possession was attained.
- In order to fairly judge this, a mark may be placed halfway between first and second, second and third, and third and home plate.

The Pitcher

✓ A coach from the offensive team will provide all pitching to their team's respective batters.
✓ The coach pitcher shall stand within the standard pitcher's mound while delivering a pitch. The standard pitcher's mound is a circle whose front is six (6) feet in front of the pitcher's plate (rubber).
✓ The coach pitcher is allowed to coach the batter in between pitches but may not coach after delivery of the pitch or while the ball is in play.
✓ If the batted ball makes contact with the coach pitcher, the ball is live and in play.
✓ A bucket to hold baseballs may be used, but it must be placed behind the coach pitcher on the pitcher's mound. If a batted ball comes into contact with the bucket, the ball is live and in play.

The Defense

✓ The defense shall field a maximum of ten (10) players, with the extra player positioned in the outfield. If a team has 13 players present, a fifth outfielder will be utilized by both teams, regardless of how many players are present for the opposing team. If the opposing team has ten (10) players or fewer present, they will use as many outfielders as their roster allows.
✓ All outfield players shall be positioned at least 15 feet beyond the outfield grass cut.
✓ The third baseman and shortstop must be positioned at the time of the pitch no closer than one step in from a straight line running from second to third base.

Local Rules
Rookie Division (As of 8-25-26)

- ✓ The second and first baseman must be positioned at the time of pitch no closer than one step in from a straight line running from first to second base.
- ✓ A player in the outfield may not make a put out in the infield unless acting as a backup on a run down. The outfielder must throw the ball to the appropriate infielder for an out.
- ✓ Two (2) defensive coaches may be positioned on the outfield grass in order to reposition and coach players after the completion of play. A third defensive coach should be positioned near the catcher in such a manner as to prevent injury, and to reposition the catcher and retrieve balls after the completion of play. Coaching players during any live play is not permitted. No other defensive coach is permitted on the playing field.
- ✓ The defensive pitcher shall be positioned within one foot on either side and adjacent to the pitching mound, even with or just behind the pitching plate.
- ✓ The catcher shall wear all regulation protective gear, including a catcher's glove, and be positioned properly behind the plate in the catcher's box. If you have a left-handed catcher, but do not have a right-handed catcher's mitt, the player then may use his own glove so that the player is not excluded from the catcher's position. Check with the DLL equipment manager for available catcher's mitts that fit on the right hand.
- ✓ Rule 6.05(d), the infield fly rule, <u>is not</u> in effect.

Starting and Ending the Game

- ✓ The game will end 2 hours after the scheduled game time or after the published sunset time for that game day, whichever is earlier. The sunset rule does not apply to lighted fields.
- ✓ Regardless of the time of day, the managers will terminate play whenever early darkness poses a safety hazard to the players.

Local Rules
Instructional Rookie Division (As of 8-25-26)

The current Little League Baseball rulebook will govern all play not specified below.

Objective, Teams and Mandatory Play

- ✓ The objective at this level is to ensure that every player has a safe and enjoyable playing experience. The emphasis is to be placed on developing a basic understanding of the game. This is a non-competitive program and positive reinforcement is key.
- ✓ Managers and coaches from both teams are required to work together during games, with the goal of providing the best possible learning environment.
- ✓ All teams shall maintain up to 13 players on their roster. Managers should notify the player agent within 24 hours if a player on your team quits or is injured.
- ✓ The home team shall utilize the 3rd base dugout.
- ✓ No scores or standings will be kept.
- ✓ All players shall be listed in the batting order (continuous batting order). Players arriving after the start of the game will be added to the end of the batting order.
- ✓ All players shall play in the field every inning and each player must play one (1) inning in the infield and one (1) inning in the outfield.

Equipment, Field and Infield/Outfield Practice Rules

- ✓ The ball used at this level is a Tee-ball (a "softer" version of a regulation baseball)
- ✓ All male players must wear a protective cup.
- ✓ Players must wear helmets with a protective face cage and use bats approved by Little League International.
- ✓ The Home Team has the field 35 to 20 minutes before game time for infield/outfield practice. The Visiting Team has the field 20 to 5 minutes before game time for infield/outfield practice. The Home Team has the batting cages while the Visiting Team has the field and the Visiting Team has the batting cages while the Home Team has the field.
- ✓ No on-field batting practice before games.
    - Batting practice with live balls is limited to the batting cages for those fields so equipped.
    - This includes batting balls into fences, which is banned at all times (including practice).
    - Wiffle balls may be batted in the outfield under coach supervision except when the other team is taking infield practice.
    - Balls may be hit into a portable batting net in the outfield under coach supervision except when the other team is taking infield practice.

The Offense / Batter

- ✓ A maximum of three (3) innings will be played and an inning is completed when every player has batted.
- ✓ The last batter/runner may only run as far as his/her hit allows or when the batter/runner is put out. Please do not allow the last batter to run all the bases, as this poses an injury risk to defensive players coming off the field and encourages poor fundamental base running.
- ✓ Two (2) adult base coaches are allowed, as long as there is one coach in the dugout. Base coaches must be adults.
- ✓ The batter shall be given a maximum of six (6) pitches. A foul ball cannot be counted as the last pitch.

- If the batter has not put the ball in play after three (3) pitches, the offensive team has the option of giving the batter three (3) more pitches or hitting off the tee. If after six (6) pitches the batter still has not put the ball in play, the batter is required to hit off the tee.
- The decision of whether to use the tee or continue with live pitching rests with the offensive manager, though s/he may leave that decision to the hitter if s/he so chooses.

✓ A player or coach may elect to skip live pitching and proceed directly to hitting off the tee.
✓ When the tee is used,
- the offense will have another coach positioned near home plate to operate the tee and determine if the ball crosses the 15-foot line. A curved line shall be drawn in chalk showing the 15-foot mark from home plate prior to the start of the game. The offensive coach near home plate should also help ensure the safety of the catcher.
- the tee should be placed in front of, not on top of, home plate to get players in the habit of hitting the ball out in front. The tee should be placed such that the ball is above the front edge of home plate.

✓ Balls and strikes are not recorded
✓ Bunting is not allowed
✓ There is no penalty for "throwing" the bat after a swing, but when this happens the offensive manager should call time after the play is over to explain to the batter what happened and to teach the proper method of dropping the bat. If the same batter continues to throw the bat, and the defensive catcher is at risk of injury, the manager should consider removing the layer from the game for the safety of others until the player has learned the proper way to drop the bat.

The Runner

✓ Stealing is not allowed.
✓ The runner is removed from the base when s/he is put out.
✓ A runner may not advance on an overthrow.
✓ For balls hit to the outfield, runners may advance until the ball is in the possession and control of a defensive player in the infield. The "play" is complete once the ball is in the possession and control of a defensive infield player.
- A runner must return to the previous base if they are not greater than halfway to the next base before the defensive infield attains possession. If a runner is tagged out during any such attempted advance, the out stands. However, if the runner safely advances to the next base after such advance, the umpire should return the runner to the previous base.
- A runner may remain on the advanced base if s/he was greater than halfway to the base before infield possession was attained.
- In order to fairly judge this, a mark may be placed halfway between first and second, second and third, and third and home plate.

Employ common baseball sense when deciding when to allow runners to take an extra base. If it is good fundamental baseball, then allow runners to take another base. For example, the ball is hit to the outfield and goes past the outfielders. If it is not good fundamental baseball, then please hold the runner. For example, the outfielder has the ball and the only reason you are sending the runner is because you know there is a very slim chance that the infielder will catch the ball thrown from the outfield.

The Pitcher

Local Rules
Instructional Rookie Division (As of 8-25-26)

- ✓ A coach from the offensive team will provide all pitching to their team's respective batters.
- ✓ The coach pitcher shall stand or kneel within the standard pitcher's mound while delivering a pitch. The standard pitcher's mound is a circle whose front is six (6) feet in front of the pitcher's plate (rubber).
- ✓ The coach pitcher is allowed to coach the batter in between pitches but may not coach after delivery of the pitch or while the ball is in play.
- ✓ If the batted ball makes contact with the coach pitcher, the ball is live and in play.
- ✓ A bucket to hold baseballs may be used, but it must be placed behind the coach pitcher on the pitcher's mound. If a batted ball comes into contact with the bucket, the ball is live and in play.

The Defense

- ✓ All players shall play on defense every inning. The extra players must be positioned in the outfield.
- ✓ All outfield players shall be positioned at least 15 feet beyond the outfield grass cut.
- ✓ A player in the outfield may not make a put out in the infield unless acting as a backup on a run down. The outfielder must throw the ball to the appropriate infielder for an out.
- ✓ Up to three (3) defensive coaches may be positioned on the outfield grass in order to reposition and coach players after the completion of play. A fourth defensive coach should be positioned near the catcher in such a manner as to prevent injury, and to reposition the catcher and retrieve balls after the completion of play. No other defensive coaches should be in the playing field.
- ✓ The pitcher and first baseman shall wear a batting helmet with a protective face cage.
- ✓ The defensive pitcher shall be positioned within one foot on either side and adjacent to the pitching mound, even with or just behind the pitching plate.
- ✓ A catcher in full regulation protective gear may be positioned in the catcher's box to receive pitched balls. The catcher shall be positioned in such a way that a potentially thrown bat poses no danger. For example, in the case of a right-handed batter hitting off the tee, place the catcher a few feet behind and to the right of home plate. Reverse this for left-handed batters.
- ✓ Rule 6.05(d), the infield fly rule, <u>is not</u> in effect.

Starting and Ending the Game

- ✓ The game will end 1 hour after the scheduled game time or after the published sunset time for that game day, whichever is earlier. The sunset rule does not apply to lighted fields.
- ✓ Regardless of the time of day, the managers will terminate play whenever early darkness poses a safety hazard to the players.

Local Rules
Tee Ball Division (As of 8-25-26)

The current Little League Baseball rulebook will govern all play not specified below.

Objective, Teams and Mandatory Play

- ✓ The objective at this level is to ensure that every player has a safe and enjoyable playing experience. The emphasis is to be placed on developing a basic understanding of the game. This is a non-competitive program and positive reinforcement is key.
- ✓ Managers and coaches from both teams are required to work together during games, with the goal of providing the best possible learning environment.
- ✓ The number of players on each team will depend on the number of Team Manager applicants, but we hope to assign no more than ten (10) players per team. Managers should notify the player agent within 24 hours if a player on your team quits or is injured.
- ✓ The home team shall utilize the 3rd base dugout.
- ✓ No scores or standings will be kept.
- ✓ All players shall be listed in the batting order (continuous batting order). Players arriving after the start of the game will be added to the end of the batting order.
- ✓ All players shall play in the field every inning and each player must play one (1) inning in the infield and one (1) inning in the outfield.

Equipment, Field and Infield/Outfield Practice Rules

- ✓ The ball used at this level is a Tee-ball (a "softer" version of a regulation baseball)
- ✓ All male players must wear a protective cup.
- ✓ Players must wear helmets with a protective face cage and use bats approved by Little League International.
- ✓ The Home Team has the field 35 to 20 minutes before game time for infield/outfield practice. The Visiting Team has the field 20 to 5 minutes before game time for infield/outfield practice. The Home Team has the batting cages while the Visiting Team has the field and the Visiting Team has the batting cages while the Home Team has the field.
- ✓ No on-field batting practice before games.
    - Batting practice with live balls is limited to the batting cages for those fields so equipped.
    - This includes batting balls into fences, which is banned at all times (including practice).
    - Wiffle balls may be batted in the outfield under coach supervision except when the other team is taking infield practice.
    - Balls may be hit into a portable batting net in the outfield under coach supervision except when the other team is taking infield practice.

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- ✓ Two (2) adult base coaches are allowed, as long as there is one coach in the dugout. Base coaches must be adults.
- ✓ Each batter will hit off the tee each inning.
- ✓ When the tee is used,

- the offense will have another coach positioned near home plate to operate the tee and determine if the ball crosses the 15-foot line. A curved line shall be drawn in chalk showing the 15-foot mark from home plate prior to the start of the game. The offensive coach near home plate should also help ensure the safety of the catcher.
- the tee should be placed in front of, not on top of, home plate to get players in the habit of hitting the ball out in front. The tee should be placed such that the ball is above the front edge of home plate.

✓ Strikes are not recorded
✓ There is no penalty for "throwing" the bat after a swing, but when this happens the offensive manager should call time after the play is over to explain to the batter what happened and to teach the proper method of dropping the bat. If the same batter continues to throw the bat, and the defensive catcher is at risk of injury, the manager should consider removing the layer from the game for the safety of others until the player has learned the proper way to drop the bat.

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Tee Ball Division (As of 8-25-26)

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