

2026 Local Rules

Rancho De Oro Little League

T-Ball, Minor (A, B, C) and Major Divisions

Overview:

All rules will follow the most current Little League Official Regulations and Playing Rules. The following are local rules that are specific to Rancho De Oro Little League (RDOLL, RDO) only, and are meant to promote player development, fair and equal sportsmanship and adequate playing time for all skill levels.

General:

- Nothing in the rules shall conflict with the most current version of the Little League Official Regulations and Playing Rules .
- All managers, coaches and umpires are to familiarize themselves with all the rules contained in the most current version of the Little League Official Regulations and Playing Rules.
- All managers, coaches, and umpires are to familiarize themselves with the Local Rules prior to the start of regular season games. Managers should communicate the existence of and the pertinent rules to parents prior to the start of the season. A copy of the Local Rules will be available on the RDOLL website.
- All managers, coaches and umpires must attend a clinic sponsored by the District Administrator or Little League Baseball, Incorporated, prior to the start of the season. The division commissioner is responsible for giving information on clinics to the managers and coaches. The umpire-in-chief is responsible for giving information to the umpires.

- General Division Alignment (players may be allowed to play up a division based on assessed skills and consultation between the parents, Player Agent and LL President):

T-ball	4-5 year old's
Minor C (Rookies)	5-7 year old's
Minor B (CAPS)	6-9 year old's
Minor A (Minors)	9-11 year old's
Majors	11-12 year old's
Intermediates	12-13 year old's
Junior	13-14 year old's

**overlap of ages groups and player placement may occur and is at the sole discretion of the RDOLL Player Agent*

***League age 5 year olds who played T-Ball in the previous spring season with RDO will be eligible for Minor C. Those who are first year league age 5 RDO players, must play T-Ball.*

- RDOLL has elected pitching option (1) of section VI of the Little League Official Regulations and Playing Rules for the regular season and tournament of champions (TOC).
- Pitcher and Catcher Pitch Limits (See Regulation VI of the Little League Official Regulations and Playing Rules):
 - A player who plays the position of catcher in four (4) or more innings is ineligible to pitch that calendar day.
 - A player who plays the position of catcher for three (3) innings or less, moves to pitcher and delivers 21 or more pitches, may not return to catcher (pitch threshold exception applies)
 - If a pitcher throws 41 or more pitches, they may not play the position of catcher for the remainder of the day (pitch threshold exception applies)

- Any player who is out of the lineup for more than three consecutive weeks (or six games) is subject to being removed from his/her team by action of the board of directors. However, the Board of Directors reserves the right to allow such player to remain on the roster. Managers must make the player agent aware if any player misses more than three consecutive games for any reason.
- When a Majors or Minor A team loses a player, Managers are to notify the Player Agent immediately (within two days). Managers will be given a player off of the waitlist in that division, in the order that they registered. If there is no waitlist, managers will be given one week to scout the lower divisions. Managers will notify the Player Agent of their top three choices in the order that they would like the players. At no time are the Managers allowed to contact those players or players' parents, nor shall player/parents from that Manager's team contact any prospective players who can potentially move up. In addition, there should be no communication between the player and his/her current manager, coaches, teammates, team parent. The Player Agent will contact the players one at a time until a player agrees to move up. Players who refuse to move up will be ineligible to move up in the same calendar year. All players are eligible, including a child of the manager or coach.
- To speed up the time to transition between half innings, the manager is required to have a player/coach designated to warm up the pitcher. (Suggest using the opposing team's catcher if your catcher is not ready). A "Courtesy Runner" for the catcher and or Pitcher is not authorized in Little League (See rule 3.04) and a special pinch-runner is not authorized in any league game when the entire roster is batting. In any event, a player is required to wear, at a minimum, a mask to warm-up the pitcher between innings.
 - We are amending this rule for local purposes and to speed up games. The player slated to play catcher of record can be pinch run for, only, when there are two outs, and he is safely on base. The pinch runner must be the player that made the 2nd out of the inning, or the last out, if the player that made the last out is unavailable due to injury, or sickness that occurred in the game then that player cannot return to the game and the player that was out previous to last out will pinch run.
- All male players must wear athletic supporters. Catchers must wear hard cups otherwise they will be deemed ineligible to catch that game.
- Major, Minor A and Minor B home team managers are required to report game results immediately to the Player Agent for maintenance of league

standings.

- The home team is responsible for preparing and lining the field prior to each game. If there is another game immediately following your game, the visiting team of the earlier game will assist the home team of the later game in preparing the field. RDO is responsible for all interleague home RDO games.
- All trash must be removed from the dugouts/bench/bleacher areas and bathrooms after each game.
- Smoking, vaping and the use of alcohol is strictly prohibited at all times at all RDOLL facilities by everyone, including spectators.
- No dogs are allowed on school property (RSD, Fuerte, Forehand Field). No dogs are allowed at Russell Road (Mosher Field) during games/practices.
- The following board members will be a part of the Coaches Selection Committee- VP Operations, VP Admin, Player Agent, League Development Director, and the President. They shall help conduct the manager interview and give their recommendations to the President. The President will then take those recommendations into consideration and present them to the board for approval. *If any members of the committee would also like to interview for a manager position, or are listed as a potential coach, an alternate board member may be selected to participate in the interviews for that division at the discretion of the President.
- All manager and coaches for the season will have their players evaluated at tryouts by an outside non biased person outside of their division who is selected by the Player Agent. This person will give their evaluations to the Player Agent after the tryouts and these evaluations will be used to slot the manager and coaches player in drafts.
- The Draft Method for Regular Season Majors, Minor A and Minor B is snake-style with random order assigned at the beginning of the draft. The age limits are below:
 - Majors - Eligible league age 10 year olds
 - Minor A - Eligible league age 8 year olds
 - Minor B - Eligible league age 6 year olds
- FOR ALL DIVISIONS: Any player that is wanting to be considered for a higher division, must be selected to a team by the end of the 6th round to be eligible.

- Manager gets 1 coach pick from minor B to Majors.
- The method for selecting All-star Tournament Team players is found in Appendix B.
- For all divisions, the start of the game is designated by the scheduled time – not start of play. Unless start of play is delayed by a scheduled preceding game.
- For all Minors Divisions (A-C) the season will consist of two Segments. Segment 1 (First Half) corresponds with the first 10 games of the season- unless specified differently in division rules. Segment 2 (2nd Half) will be game 11 through to the end of the season. If a team plays their 11th game against a team still playing in their first 10, Segment 2 (2nd Half) rules apply.

T-Ball Division:

- A T-ball game is 60-minutes maximum.
- Target of only 9-12 players per team.
- Each team will bat the entire roster each inning. Official scores or standings shall not be maintained.
- Each batter will advance one base on a ball hit to an infielder or outfielder, with a maximum of two bases on a ball hit past an outfielder. The last batter of each inning will clear the bases and run as if a home run and teams will switch sides.
- No stealing of bases or advancing on overthrows.
- No player will occupy the catcher's position. A coach from the team on offense will place/replace the ball on the batting tee.
- On defense, all players shall be on the field. There shall be five infield positions. The remaining players shall be positioned in the outfield.
- A hit ball is foul if it leaves the 1st or 3rd baseline prior to crossing the bag or is not hit beyond the 10-foot arc drawn in front of home plate.
- Managers and coaches of the team on defense are allowed on the field but must avoid interfering with a ball in play.

Minor C “ROOKIES” Division: Coach Pitch

- A Rookies game is six innings unless the game is shortened by time limit. No new inning can start after 1 hour and 15 minutes of the scheduled start of play. An inning begins at the moment the last out of the preceding inning is made.
- Target of only 9-12 players per team.
- Each team will bat their entire roster in order.
- On defense, all players must be on the field. There shall be no benching of players. There shall be six infield positions. The remaining players shall be positioned in the outfield. The outfielders must be out of the infield.
- Runners may not steal any bases including home.
- The play is dead when the ball is returned to the vicinity of the pitcher’s mound and will be the call of the coach on the pitching mound.
- Coaches shall develop their catchers.
- A parent may be behind the catcher to speed up play.
- No bunting.
- No Walks.
- No Stealing
- No enforcement of the infield fly rule.
- If 3 outs are recorded by the defense, the batting team will clear the bases of any runners and continue with the batting until the end of their line-up
- Managers and coaches of the team on defense are allowed on the field but must avoid interfering with a ball in play.
- Coach on the pitching mound will call plays dead.

SEGMENT 1 (First 10 games) MINORS C:

- A coach from the team on offense will pitch 5 pitches to the batter. If the batter fouls the last pitch, then he gets another. If the batter does not

put the last pitch in play, then the batter will get three swings from the tee. If the third attempt is not put in the field of play, then the batter is out.

- A half inning is complete when the lineup has batted in full

SEGMENT 2 (Game 11 – End of Season) MINORS C:

- A coach from the team on offense will pitch 5 pitches to the batter. If the batter fouls the last pitch, then he gets another. If the batter does not put the last pitch in play the player will be out.
- A half inning is complete when the lineup has batted in full or the batting team scores 5 runs.
- Runners may advance only one base on an overthrow per batter.
- Once a player reaches third, the player must either be walked or hit home, they cannot advance home on an overthrow.

Minor B “CAPS” Division: Coach/Player Pitch

- A Minor B game is six innings unless the game is shortened by time limit. No new inning can start after 1 hour and 30 minutes after the scheduled start of play. An inning begins at the moment the last out of the preceding inning is made.
 - Target of only 9-12 players per team.
 - All players bat and each team will bat through a continuous batting order
 - A half inning is complete when either three outs are registered, or the batting team scores 4 runs.
 - There shall be six infield positions, and up to 4 outfielders. The outfielders must be out of the infield and play on the outfield grass.
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- Every player on the roster present at the start of a game who does not fall ill

or become injured throughout the course of the game will NOT be allowed to sit more than two innings per game (and never consecutively) on defense and must play at least one inning in an infield position. If this rule is violated, the neglected player will start the next game in an infield position for a minimum of six defensive outs. *Safety Concerns are not a justified reason for rule violation.*

- No enforcement of the infield fly rule.
- If a hitter is hit by a player pitch, then the hitter will advance to first base.
- The Coaches will develop their catchers.

SEGMENT 1 MINOR B:

- There are NO Protests.
- Continuous Batting Order (CBO).
- A half inning is complete when either three outs are registered or the batting team scores four (4) runs.
- Each player must play at least two innings per game on defense in an infield position. If the coach/parent determines the player is a safety risk in the infield, then the coach/parent may decide to have the player only play the outfield.
- No enforcement of the infield fly rule.
- If the batter is hit by a player pitch, then the batter will advance to first base.
- The Coaches will develop their catchers and pitchers.
- The first half of the season will be a combination of player/coach pitch. Kids will pitch as follows:
- A pitcher will throw until a hit or a strikeout is recorded or the player throws four (4) balls); after four (4) balls the count will carry over if a coach comes in to pitch.
- The coach will then have up to a maximum of three (3) hittable pitches, unless the batter fouls off the last pitch (in which they get an additional pitch). The batter is out if the batter misses or does not swing at the 3rd pitch. There will be no walks. The pitching team coach standing behind the pitcher will call balls and strikes.
- The coach must pitch from the base of the mound in an overhand method. (May not throw from the knee)
- Batting team coach will pitch to their own players once summoned by the

coach calling balls and strikes.

- Bunting is not allowed.
 - Runners may only steal second and third base on a pass ball or a ball that touches the dirt before the mitt. No stealing during coach pitch.
 - Home may not be stolen at any time.
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- A runner may advance on one overthrow per play (batter), but may only advance one base. (i.e. player puts a ball in-play and an overthrow is made at first, the player may choose to advance to 2nd, but is still subject to being tagged out. However, in the process of trying to tag out advancing runner, the defense makes another overthrow, the batter must hold their position at 2nd and cannot advance again).
 - The play becomes dead when the ball is properly returned to the pitcher in the vicinity of the pitcher's mound and will be the call of the coach on the pitching mound.
 - The only coach(es) allowed on the field are the "umpiring" coach behind the pitcher and those in the coaching boxes on first and third baseline.
 - There is a four-run limit imposed per inning except for the sixth/last inning, when either team has a chance to win the game. In the 6th inning all runs will count towards the official game score. In innings 1-5, a maximum of four runs will count towards the official game score regardless of the manner in which the 4th run was scored exception of a bases-clearing over-the-fence home run.
 - Pitching Rest requirements will be based upon the Little League Rule Book. A completed pitching Affidavit must be carried by each team to every game; it is the sole responsibility of the team manager to maintain the affidavit. The Home scorekeeper must sign the affidavit after every game. If a completed pitching affidavit is not provided prior to the start of the game to the Home Scorekeeper, the game will be suspended, and the manager will be subject to disciplinary action by their league.
 - A six-year-old player in the Minor B division has a pitch limit of 25 pitches per a game.

SEGMENT 2 (3/17/25 - End of Season) MINOR B:

- Player pitch to the walk will be utilized.
- No enforcement of the infield fly rule will be in effect.
- A batted ball (a bunted ball counts) will play what a normal play will allow.

- The play becomes dead when the ball is properly returned to the pitcher in the vicinity of the pitcher's mound and will be the call of the coach on the pitching mound.
- A runner may advance on one overthrow per play (batter), but may only advance one base. (i.e. player puts a ball in-play and an overthrow is made at first, the player may choose to advance to 2nd, but is still subject to being tagged out. However, in the process of trying to tag out advancing runner, the defense makes another overthrow, the batter must hold their position at 2nd and cannot advance again).
- Stealing will be allowed to advance to second or third base. Stealing may only occur after the ball has crossed the plate per green book rules. 3rd base is "locked," however. Once a player reaches third and the play has stopped, they must either be walked or hit home.
- There will be no stealing of home.
- No coaches will be on the field. Coaches will coach from the dugout or from the first and third coach's box.

RDOLL TOC Last Week of Regular Season

- Minor's B "CAPS" Division will use a double elimination tournament format. RDOLL will have an umpire or the coaches will recruit an umpire for the game. There is a five-run rule per inning. The last inning is an open inning. There is a ten-run rule after four innings. 15 run rule after 3 innings.
- RDOLL TOCs are Double elimination. For example: When there are 5 teams seeds 1-3 will have a first-round bye. 4 teams will have no byes and will pair 1 vs 4 and 2 vs 3. If there are three teams the first-place team will have a bye in the first round. If there are only two Teams, then the teams will play a best of five series with the teams rotating home and away.
- Home team is the higher seeded team in the winner's bracket and championship game. Coin flip is decided for home and away in all the games in the loser's bracket and the "IF" game.

Minor A Division: Player Pitch

- A Minor A game is six innings unless the game is shortened by time limit. No new inning can start after 1:45hrs. An inning begins at the moment the

last out of the preceding inning is made.

- Target of only 10-13 players per team.
- Official score and standings are kept for the entire season, season games will count for each leagues TOC seeding. Each team will bat the entire roster during the regular season and TOC
- If you start the game with 8 players, the 9th batting spot is an automatic out.
- When utilizing the Continuous Batting Order (CBO) and a player gets injured, becomes ill or must leave the game site after getting on base the policy will be to use the last out as a runner for that player. In the event that there were no outs yet recorded in the inning then it will revert to the last out of the previous inning
 - If that player who is injured, ill or must leave the game site brings the roster to 8 players, their spot will become an automatic out.
 - If there are 9 or more players left, that players spot is not an out.
- There is a 5-run limit imposed per inning except for the sixth/last inning, when either team has a chance to win the game. In the 6th inning all runs will count towards the official game score. In innings 1-5, a maximum of 5 runs will count towards the official game score regardless of the manner in which the 5th run was scored except when a batter hits a bases-clearing **over-the-fence** home run with 4 runs already scored in that half an inning, all of these run's count to reach a potential of an 8-run max. If a ball is not hit over the fence, then only one run will count.
- The 6th inning will be an automatic open inning, if due to time or light constraints a game will not reach the 6th inning, then an open and last inning can be declared by the UMP at the start of the inning and will therefore be open. If the inning was not declared "last" or "open" then the inning will adhere to the 5-run rule above, even if the game is shortened and therefore never reaches the 6th inning.
- Players may advance to any base on a throw-back to the pitcher or on overthrows at any base (including home).
- Every player on the roster present at the start of a game who does not fall ill or become injured throughout the course of the game will NOT be allowed to sit more than two innings per game (and never consecutively) on defense and must play at least one inning in an infield position. If this rule is violated, the neglected player will start the next game in an infield position for a minimum of six defensive outs. *Safety Concerns are not a justified reason*

for rule violation.

- Coaches are permitted and encouraged with 2 outs to pinch run for the catcher or pitcher of record to speed up the time of the game.

TOC

- During TOC, every player on the roster present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one time. No infield playing requirements. During TOC, Continuous Batting order shall be utilized. A double elimination tournament format will be used. If there are only two teams, then the teams will play a best of five series and rotate home and away. Home team is the higher seeded team in the winner's bracket and championship game. Coin flip is decided for home and away in all the games in the loser's bracket and the "IF" game.
- There is no 10-run rule during the regular season. The 10-run rule after 4 innings, 15-run rule after 3 innings is in effect for the RDOLL TOC. The last inning is open.
- RDOLL TOCs are Double elimination. For example: When there are 5 teams seeds 1-3 will have a first-round bye. 4 teams will have no byes and will pair 1 vs 4 and 2 vs 3. If there are three teams the first-place team will have a bye in the first round. If there are only two Teams, then the teams will play a best of five series with the teams rotating home and away. Home and away teams are explained in the first bullet of this section.

Majors Division:

- A Major game is six innings unless shortened due to weather or curfew. In the event of a tie, additional innings can occur with no new inning to be started after 2 hours.
- If back-to-back games are scheduled at Forehand Field at 5p and 7pm Sunday- Thursday. The 5pm Game will be no new inning at 1 hour 45 Minutes. The 7pm game will be played as a regular game with-no new inning after 2 ½ hours

Tied Games:

Official Little League Rule:

4.12 - TIE games halted due to weather, curfew, or light failure shall be resumed from the exact point at which they were halted in the original game. It can be completed preceding the next scheduled game between the same teams. A player may not pitch in more than one game in a day. (EXCEPTION: Junior and Senior League: If a pitcher reaches 30 pitches while facing a batter in the first game, the pitcher may continue to pitch, and maintain their eligibility to pitch in the second game on that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to pitch in a second game provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 31 or more pitches in the first game, and is not covered under the threshold exception, the player may not pitch in the second game that day.

NOTE: A 12-year-old playing in the Junior and/or Senior Division is not eligible to pitch in two games in a day.)

The lineup and batting order of both teams shall be the same as the lineup and batting order at the moment the game was halted, subject to the rules governing substitution. Any player may be replaced by a player who was not in the game prior to halting the original game. Substitutions, including entry and re-entry, are covered by Rule 3.03.

NOTE: When a TIE game is halted, the pitcher of record may continue pitching in the same game on any subsequent date provided said pitcher has observed the required days of rest for his/her particular age group. For scorekeeping purposes, it shall be considered the same game, and all batting, fielding, and pitching records will count.

- *If a Majors game has a scheduled game on the same field afterward, it will have a two-hour time limit. No new inning at the 2-hour mark. If the game is tied at that point, it may either continue or be completed if time allows or the game is postponed and finished on another date.*
- *If no game is scheduled after the game. The tied game will continue as normal through the 7th inning. At the start of the 8th inning, the last batted out will be placed at second base with no outs each inning following the 7th inning.*
- Each game will have a drop-dead time of 20 minutes prior to the next scheduled game on that field.
- Target of only 10-13 players per team.

- There is a 10-run rule after the fourth (4th) inning. The 10-run rule is also in effect for the RDOLL TOCs.
- Every player on the roster present at the start of a game will participate in each game for a minimum of six (6) defensive outs.
- For the season, continuous batting order will be utilized, and subs are not married.
- If you start the game with 8 players, the 9th batting spot is an automatic out.
- When utilizing the Continuous Batting Order and a player gets injured, becomes ill, or must leave the game site after getting on base the policy will be to use the last out of the previous inning as a runner for that player.
 - If that player who is injured, ill or must leave the game site brings the roster to 8 players, their spot will become an automatic out.
 - If there are 9 or more players left, that players spot is not an out.
- Final seeding of Major teams for the RDOLL TOCs will be determined by overall records/winning percentage for the entire season. If two or more teams are tied, the tie will be broken by the results of head-to-head games between the teams involved. If still tied, the tie will be broken by calculating the runs allowed per inning played on defense in all games played by the teams. The team having the lowest ratio receives the higher placement.
- No player will be called up from a Minor A team to a Majors team in the last two weeks of the regular season. (See Regulation III (d) 2)
- Every effort will be made to play all games scheduled. Managers of games rained out or canceled need to reschedule the game(s) as soon as practical. If only 9 players are available from each team, the game should be played.
- Coaches are permitted and encouraged with 2 outs to pinch run for the catcher or pitcher of record to speed up the time of the game.

TOC

- RDOLL TOCs are Double elimination. When there are 5 teams, seeds 1-3 will have a first-round bye. 4 teams will have no byes and will pair 1 vs 4 and 2 vs 3. If there are three teams the first-place team will have a bye in the first round. If there are only two Teams, then the teams will play a best of five series with the teams rotating home and away. Home team is the higher seeded team in the winner's bracket and championship game. Coin flip is decided for home and away in all the games in the loser's bracket and the "IF" game.
- During the RDOLL LL TOC. Every player on the roster present at the start of a game will participate in each game for a minimum of six (6) defensive outs.