

# ARROYO GRANDE VALLEY LITTLE LEAGUE

The rules listed below do not make up the entire rules for a division, but an overview of key rules. Use the QR code to download the Official Little League Rulebook app on your smart phone.



Little League Rulebook App

<https://www.littleleague.org/playing-rules/little-league-rulebook-app/>

## DIVISION RULES - 2026 SEASON MINORS DIVISION GENERAL

- Players league age 8-10. Players who are league age 7 may play with special board approval.
- Players who are League Age 8 may request to NOT be drafted to the Minor League Division prior to the draft. The request will be honored by the League EXCEPT when the board decides that the player imposes a safety risk to other players.
- All players shall attend a Skills Assessment to be considered for a Minors team. Those players who are unable to attend a Skills Assessment may provide a recording of their child catching, throwing, and hitting a baseball for coaches to review/rate.
  - Any player who does not attend a Skills Assessment AND does not provide a recording of their skill will be placed on a team as a hat pick in the draft process.
- This is a competitive division. Score and division standings will be kept. Teams will be chosen by coaches in a draft. Teams will be formed to eleven (11) or twelve (12) players.
- A manager may have two (2) designated assistant coaches (approved volunteers) to assist during game days. One (1) coach must remain in the dugout to supervise players not in the field. A maximum of three (3) coaches will be allowed in the dugout at a given time.
- The league has a shortage of umpires. The league will attempt to schedule umpires for all Minors games. If no umpire can be found for a game the league will need to rely on a system of minor coach and minor parent volunteers. These volunteers may call balls and strikes from behind the catcher or behind the pitcher's mound. It is desired that the volunteer umpire is not affiliated with the two teams playing.

### FIELD / GAMEPLAY

- For innings one (1), two (2) and three (3) the side is retired when three offensive players are legally put out, called out by an umpire, or when the offensive team scores (5) runs. The five-run rule will NOT be in effect for innings four (4), five (5) and six (6).
- Official umpires will call the game. The Dropped Third Strike rule is NOT in effect. The Infield fly rule is NOT in effect. No "Must Slide" rule.
- The bases shall be set at sixty (60) feet.

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- For the first half of the season (prior to Spring Break) the pitching mound shall be set at Forty-Two (42) feet (rear tip of home plate to the back of the pitching rubber).
- For the second half of the season, and to prepare for AGVLL Postseason and All-Star level of play (after to Spring Break), the pitching mound shall be set at Forty-Six (46) feet (rear tip of home plate to the back of the pitching rubber)
- The outfield fence is set at a distance of 175 feet.
- Each player must play at least one (1) inning in the infield before the end of the third (3rd) inning, No player shall sit consecutive innings in a game. Teams violating this rule will be given a warning. Repeated violations may be subject to forfeiture of games and/or Manager suspension.
- No Balks – if an illegal pitch is called with runners on or not, it is counted as a Ball.
- Any runner is out when the runner slides head-first while advancing.
- NO metal spikes allowed.
- When a pitcher is in contact with the pitcher's plate and in possession of the ball, and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their base(s) until the ball has been delivered and has crossed Home Plate.
- Base runners are allowed to steal home when a pitched ball is not caught cleanly by the catcher and the ball is fully outside of the catchers' box area. Once the pitcher is in control of the ball, the runner is not allowed to steal home, unless an attempt to put the runner out at 3rd base occurs.
- An overthrow back to the Pitcher is considered a LIVE BALL, and runners may attempt to advance One (1) base. Once the Pitcher has retained possession of the ball, players may not advance to another base.

## **BATTING**

- There will be a continuous batting order for each game.
- Umpires are not required to check equipment prior to the start of the game. The responsibility for legal and proper equipment falls on the manager or each team.
- Bat Standards: Non-wood and laminated bats used in the Little League (Majors) and below, shall bear the USA Baseball logo signifying that the bat meets the USA Bat – USA Baseball's Youth Bat Performance Standard.
- Bats shall not be more than 33" inches in length; nor more than  $2\frac{5}{8}$  inches in diameter, and if wood, not less than fifteen-sixteenths ( $15/16$ ) inches in diameter ( $7/8$  inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed eighteen (18) inches from the small end. Solid one-piece wood barrel bats do not require a USA Baseball logo.

# ARROYO GRANDE VALLEY LITTLE LEAGUE

## PITCHING / CATCHING

- A pitcher once removed from the mound, cannot return as a pitcher on that calendar day.
- 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.
- A player who played the position of catcher for three (3) innings or less, moved to the pitcher position, and delivered 21 pitches or more in the same day, may not return to the catcher position on that calendar day.
- If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.
- Managers or coaches are permitted to warm up a pitcher anywhere on the field at any time including in-game warm-up, pre-game warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up near the pitchers mound.
- Pitchers are held to the following pitch count regulations. The manager shall 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.
- A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter. The pitcher may not start a new batter once the pitch limit has been met.

### **Max Pitch Count by League Age:**

13-16 – 95 pitches per day

11-12 – 85 pitches per day

9-10 – 75 pitches per day

7-8 – 50 pitches per day

### **Required Minimum Rest Days**

1-20 Pitches = 0 Days Rest

21-35 Pitches = 1 Day Rest

36-50 Pitches = 2 Days Rest

51-65 Pitches = 3 Days Rest

66+ Pitches = 4 Days Rest

## GAME LENGTH

- Game length is six (6) innings. No new inning may begin after 1 hour and 45 minutes of play.
- After four (4) complete innings, if a game is called by the umpire for any reason (i.e., daylight, rain, ejection...etc.), it is considered a "complete game" and will not be made up or replayed.
- If after three (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If 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, the manager of the team with the least runs shall concede the victory to the opponent. If after five (5) innings, four and one-half innings if the home team is ahead, one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
- NOTE: If the visiting team has a lead of fifteen (15), ten (10), or eight (8) runs or more respectively, the home team must bat in its half of the inning.