2026 Baseball Rules
General Rules for All Divisions

4/30/2026

	Rules
Curfew Time , Official Time, Darkness	1. A new inning begins with the third out of the bottom half of an inning, not with the first pitch of the top half of the inning.
	2. Until May 1st, no new innings of any game may commence after 7:30 PM nor shall play continue after 7:45 PM.
	3. Until June 1st, no new innings of any game may commence after 7:45 PM nor shall play continue after 8:05 PM.
	4. Starting June 1st, no new innings may commence after 8:00PM, nor may play continue after 8:20 PM unless the field has outdoor lights. This applies to regular season games, and post-season (play off) games. Play may continue until such time. Extra innings are permissible if played within time limits.
	5. On Saturdays (with the exception of boys 50/70), no new inning (new inning means the start of the top of an inning) may begin after 2 hours from the start time of the game. The official start time shall be determined by the Home Plate Umpire's watch. The 2 hours are measured from the official start time to the last recorded out. There will be a drop dead time of 2 hours and 30 minutes.
	6. Managers, coaches, and the Home Plate Umpire are urged to synchronize their watches prior to the game. In any event, the watch of the Home Plate Umpire shall be considered to be official time for all timing
	7. Weekday Games Suspended Due to Darkness For games with D34 umpires, the D34 umpire will determine if the game is suspended due to darkness. For games with teenage umpires, a Board Member at the facility will determine when all games are suspended due to darkness. If a Board Member is not available, the umpires will contact the CNLL President or Baseball Director. If you cannot complete an inning, then the game is considered finished from the end of the last complete inning, unless the home team has tied the game or taken the lead.
Minimum Play	1. Each player shall play a minimum of 9 defensive outs in a six inning game and 6 defensive outs in a 4 inning game. Managers should assume that evening games may only be 4 innings. All divisions shall use a rotating batting order. All players present for game must be in the line-up. Every player must play a minimum of 3 innings per game. No player shall sit for two consecutive innings.

	2. A player arriving late at a game but prior to the home half of the third inning may enter the game at his Manager's discretion. In this instance, NO PROTEST can be made for failure to meet the playing time.
Pitching Rules	1. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
	2. If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
	3. If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
	4. If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
	5. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
Pitching Rules	6. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
	7. Delivery of one pitch from the mound during an inning of the game shall constitute having pitched one inning.
	8. Each manager will be responsible for keeping track of the pitch count for both the home and the visiting pitcher. At the end of each ½ inning the number of pitches thrown by each pitcher, must be recorded by both managers. Every Manager will carry a pitching log. Your pitching log will have your Pitchers pitch count and your opponents Pitchers pitch count. At the end of each game the opposing manager must sign your log. Prior to the start of every game you must show your pitching log to the other manager and umpire. Failure to produce a pitching log will result in a one inning max for every eligible pitcher on your team. If a pitcher is used that is not eligible to pitch the manager of the game will be suspended for a minimum of one game. If there is a second offense the Executive Board will be contacted.
	9. At the end of the ½ inning if the managers have a different pitch count for a particular pitcher the higher of the two numbers will be recorded for the pitcher. Each team is responsible for keeping a pitch count. Count must be reported to umpire every half inning.

	10. A manager or Coach may visit the pitcher only twice during the same inning. A third trip to the same pitcher in the same inning will cause the pitcher's automatic removal. It shall be construed as a visit to the mound when said Manager or Coach approaches the foul line or when the pitcher leaves the mound to confer with his Manager or Coach.
	11. A Manager or Coach may visit the same pitcher only 4 times during the same game. A fifth trip to the same pitcher in a game will cause that pitcher's automatic removal.
Pitching Rules	12. A pitcher must be removed from the mound if he hits 3 batters in an inning or 5 batters in a game. A batter shall be deemed "hit" and awarded first base only if he is a struck by a pitched ball (whether it be on a fly or a bounce). Rule clarification: if a batter swings at a pitch and the batter is struck in the hand with the pitched ball, the pitch is ruled a dead ball. No defensive play can be made on the ball. The pitch shall be recorded as a strike with respect to the count on the batter. The batter is NOT awarded first base. If a batter is struck in the hand by a pitched ball while not in the process of swinging, the batter is considered "hit by pitch" and awarded first base. The pitcher is charged with a hit batsman.
	13. No pitcher in any division shall be allowed back into a game to pitch once he or she is removed from that pitching position.
	14. In the event that a pitching rule is violated by a team (regarding required rest and maximum number of innings pitched in a calendar week), the manager shall be suspended for two games and the team shall forfeit the game in which the violation has occurred. Repeated violation of the pitching rule shall result in further disciplinary action to the manager and coach.
	15. Manager must remove the pitcher when pitcher reaches his/her pitch limit. Pitcher can finish batter started prior to reaching pitch count max.
	16. Pitcher once removed can remain in game at another position
	17. A catcher who has caught four (4) or more innings cannot pitch for the remainder of the day. One pitch counts as an inning.

	18. 11 year old Major players can pitch a maximum of 7 innings per week. Weekly Pitching limits apply to only 11U Majors. A 11U pitcher cannot pitch in more than 7 innings per week. The week is Sunday thru Saturday.
	19. Intentional walks are only allowed in the 50/70 Division. Pitcher does not have to throw pitches but the 4 pitches are added to pitch count.

Batting Rules	1. All bats must be approved by USA Bat. 50/70 players are permitted to use BBCOR drop 3 bats.
	2. Manager will check bats before the game to ensure they comply with the bat rules specified in the CNLL Interleague Rules. If a pitch is thrown and the batter has an unapproved bat, the player will be out and the manager will be issued a warning. The second occurrence will require the manager to be suspended for one (1) game.
	3. The batting order submitted at the beginning of the game shall list all the players on the team. All players on the team shall bat in order throughout the entire game even though only 9 or 10 players are on the field. This does not mean that a player will only bat. He will also be substituted in the field for a minimum of 3 innings. This will give all players an equal opportunity to develop their skills at bat, on the field, and hold their interest in the game.
Lightning and Thunder	1. Everyone participating in a Little League event, including games and practices, are expected to follow these basic guidelines when there is thunder and/or lightning.
	2. If there is lightning or thunder, play must be suspended for 30 minutes from the last time lightning is seen or thunder is heard. All players must leave the field and immediately go to their parent's or manager's vehicle.
	3. The 30-minute countdown restarts every time lightning is seen or thunder is heard. If there is a second occurrence 10 minutes or more after the first lightning/thunder, all games are suspended. The CNLL Board will determine the scores of the games and if the games will be rescheduled.
	4. Players must wait in cars/vehicles and NOT in their dugouts.
	5. The concession stand will be closed during this time.
	6. Activities can resume once 30-minutes have passed from the last time lightning is seen or thunder is heard, or an onsite Board member makes an all-clear announcement.

4/26/2026

8U Farm
2026 Little League

Diamond Minor League (DFX-LC5 LL), Low Compression Level 5

Maximum number of pitches per day, 50 . Maximum 2 innings.
No balks
No base stealing
No advancements on a wild pitch or passed ball.
Advance only one base on an error, ball is live.
No tag up
No bunting
No intentional walks
The "infield fly" rule is not in effect.
All bats must be approved by USA Bat
A 12 run Mercy Rule is in effect after 4 innings. If the home team is trailing they must get a final at bat. **5 run rule per inning per team for the 1st 3 innings. No run rule starting in 4th inning.**
Live pitching until the kid walks or HBP 4 players, then the coach comes in to pitch the rest of the inning. **When the coach pitches, there are called strikes and swinging strikes.** **Kid can pitch only 2 innings per game.** **Speed up rule with 2 outs for pitchers and catchers.** **Reminder: Large Strike Zone. Kids are encouraged to swing.**
If the coach of the team at bat is brought in to pitch to his/her own team, the defensive pitcher shall stay on the mound and field accordingly. There shall be no further walks when the coach is pitching. The umpire will not call balls or strikes. The batter must put the ball in play or strikeout swinging.
The manager who is pitching shall make no attempts to field a batted ball. If he/she does, then the batter will be declared out and all base runners shall return to their original bases.
Manager or coach must pitch from the pitching rubber.
Each player can pitch only a maximum of 1 inning per game. For playoff games, a pitcher can pitch multiple innings provided his pitch count does not exceed 50.
A pitcher must be removed from the mound if he hits 3 batters in an inning . A batter shall be deemed "hit" and awarded first base if a pitched ball strikes him, whether the ball hits the batter on a fly or after it bounces.
During the regular season pitchers can pitch from 43 to 46'. However, during the playoffs all pitchers must pitch from the pitcher's mound.

Only legitimate doubles and triples will be permitted. Players are not allowed to advance to second on a base hit due to an error. Players are not allowed to advance to third on a double due to an error.
An inning shall be considered completed when either 3 outs have occurred OR 5 runs have scored. **The 5 run rule does not apply once 4th inning starts**
10 players are to be used in the field. However, the 10th player cannot be positioned as an infielder, i.e. within 50 feet of the pitching rubber. **If playing with 4 outfielders, no outfielder can throw out a runner at 1st on a batted ball. If playing with 3 outfielders, an outfielder can throw out a runner at first base on a batted ball.**
When the pitcher is in possession of the ball and is standing on the pitching rubber, play will end and the Umpire shall award the "closest base" to the base runner when applicable.
3 adults may be present in the dugout during game time. They shall be the Manager, Coach and Assistant Coach.
A game in the 8U FARM DIVISION shall be deemed completed if after the losing team has completed 3 turns at bat, it remains behind or if the home team goes ahead at termination.

9U Minors
2026 Little League
Maximum number of pitches per game, 65.
No balks
The "infield fly" rule is not in effect.
No dropped third strike
No intentional walks
All bats must be approved by USA Bat
Base stealing in the 9U MINORS DIVISION shall be limited to third base (from second base) and second base (from first base). A player attempting to steal third base shall advance no further than third base during that play (i.e. the base stealer **CAN NOT** continue home on an overthrow, passed ball, etc.). The trail runner (runner on first base) shall not advance to second base when his teammate is attempting to steal third base. A baserunner stealing 2nd base cannot advance on an error or over throw. Maximum number of steals per inning is 3, if a runned advances on wild pitch or passed ball that is a steal
Runners may advance ONE base on an overthrow, at their own risk. Runners may not score on an overthrow from 3rd base. Home must be earned on a hit or forced in on a walk.
Double steals are permitted , and will count as 2 steals for the 3 steals limit per inning.
In the event that a runner on second attempts to steal third base and the batter walks on that pitch the batter/runner can NOT advance to second base. The batter/runner must remain at first base (as a result of the walk).
A Manager or Coach may coach each baseline.
A pitcher must be removed from the mound if he hits 3 batters in an inning or 5 batters in a game. A batter shall be deemed "hit" and awarded first base if he is struck by a pitched ball, whether the ball hits the batter on a fly or after it bounces.
If a pitcher has thrown 65 or more pitches at the end of an inning that pitcher is not eligible to pitch for the remainder of the game.
3 adults may be present in the dugout during game time. They shall be the Manager, Coach and Assistant Coach.
An inning shall be considered completed when either 3 outs have occurred OR 5 runs have scored. The 5 run rule does not apply in the final inning.
A 12 run Mercy Rule is in effect after 4 innings. If the home team is trailing they must get a final at bat. **5 run rule per inning per team for the 1st 3 innings. No run rule starting in 4th inning.**

10U/11U Majors
2026 Baseball Rules
Maximum number of pitches per game, 75.
No intentional walks.
No balks.
Bunting is allowed. No slash bunting
There is no on deck batter.
Tagging up is allowed.
Infield Fly rule is in effect.
No dropped third strike
All bats must be approved by USA Bat
A manager or coach may coach each baseline.
Double steals are permitted , and will count as 2 steals for the 5 steals limit per inning. If a runned advances on wild pitch or passed ball that is a steal. Base runner cannot leave until the ball crosses the plate.
No stealing of home after a 10 run lead. **If they steal home with a 10 run lead, the umpire will send them back to third.** Base runner cannot leave base until ball crosses plate.
A 12 run Mercy Rule is in effect after 4 innings. If the home team is trailing they must get a final at bat. **5 run rule per inning per team for the 1st 3 innings. No run rule starting in 4th inning.**
There is no head first sliding allowed, except when returning to a base. Sliding head first will result in runner being called out. Player must slide into Home plate if there is a play. Failure to slide will result in runner being called out.
There are no pinch runners, unless runner is injured then it is last player to make out who runs for him/her.
If the player who will be playing catcher in the next defensive inning is on base with two (2) outs that player may be replaced on base with the player who last batted out.

12U/13U 50-70
Maximum number of pitches per game, 85.
1 warning per pitcher
Picks-offs allowed, Runners can advance at own risk
Dropped 3rd strike with 2 outs is applicable.
Bunting is allowed. No slash bunting.
Tagging up is allowed.
Infield Fly rule is in effect.
All games played will be 7 innings or within the official time constraints
No stealing of home plate after a 10 run lead. **If they steal home with a 10 run lead, the umpire will send them back to third. If it happens a second time the stealing player will be called out.** No steal limit per inning.
A 15 run mercy rule is in effect after 4 innings, 10 after 5 innings. For the first 3 innings, 5 runs per inning cap.
Intentional walks are permitted. If a team wishes to intentionally walk a batter, the manager or coach must alert the umpire of their intention. Once received, the umpire will award the batter first base. The pitcher does not have to throw the ball to the catcher. The pitcher's pitch count will increase by 4.
Catcher Speed up Rule - with 2 outs, the team at bat can replace the catcher on the base with the last batted out.
There is no head first sliding allowed. Except when returning to a base. Sliding head first will result in runner being called out. Player must slide into Home plate if there is a play. Failure to slide will result in runner being called out.
There are no pinch runners; unless runner is injured then it is last player to make out who runs for him/her.
All bats must be approved by USA Bat or BBCOR.