

Rules specific to Little League (Big Field)

Category	Description
Safety/ Procedural	<ul style="list-style-type: none"> • Coach cannot warm up pitcher (in bullpen or on field) – Regulation XIV (f) • Dangling throat guard required on catcher’s mask – Rule 1.17 Applies to all types of catcher’s masks including hockey style masks • Youth base coaches must wear batting helmets – Rule 1.16 • No jewelry – rule 1.11(j) Medic Alert is the only exception • 10 run mercy rule – Rule 4.10(e) If the home team is ahead by 10 or more runs after 4 ½ or more innings or if the visiting team is ahead by 10 or more runs after five or more full innings, the game is over. <i>(Note – this is optional on a league-wide basis)</i> • Ejection penalty An ejection carries a mandatory one-game suspension
Playing Rules	<ul style="list-style-type: none"> • Slide or attempt to get around – Rule 7.08(a)(3) There is no “must slide rule”. Fielder must have the ball waiting to make a tag. Attempting to get around the fielder or sliding meets the criteria of the rule.
Pitching	<ul style="list-style-type: none"> • No hand to mouth on the mound – 8.02(a)(1) • Visits to the pitcher – Rule 8.06 Visits are at the mound. After third in one inning or fourth in the game, the pitcher must be replaced on the mound. • Pitcher, remaining in the game, may return to the mound once. – Rule 3.03(c) Visits are cumulative through the game.
Bats – Rule 1.10	<p>Intermediate and Juniors</p> <ul style="list-style-type: none"> • Up to 34” long and 2 5/8” diameter • Composite barrel bats must meet the BBCOR standard (applies to 2 ¼” bats) <p>Seniors</p> <ul style="list-style-type: none"> • Up to 36” long and 2 5/8” diameter • Non-wood bats must meet BBCOR standard • No more than drop 3