

Rules specific to Little League (Small 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 • No on-deck batter, except for first batter of an inning – Rule 1.08 • No metal cleats – Rule 1.11(h) • No jewelry – rule 1.11(j) Medic Alert is the only exception • Youth base coaches must wear batting helmets – Rule 1.16 • Coaches do not wear uniforms – Rule 1.11(i) • 10 run mercy rule – Rule 4.10(e) If the home team is ahead by 10 or more runs after 3 ½ or more innings or if the visiting team is ahead by 10 or more runs after four 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. • Tight bases – Rule 7.13 Penalty for leaving early is, generally, to send runners back, not call runners out. • No head first slide – Rule 7.08(a)(4) Runner is out. Ok to slide head first when returning to a base. • Uncaught third strike – Rule 6.05(b) Does not apply in Minors, <i>optional (league-wide decision) in Majors</i>
Pitching	<ul style="list-style-type: none"> • Balk/Illegal Pitch – Rule 8.05 No balks. Generally what would normally be a balk is an illegal pitch, i.e. a ball to the batter. Exceptions: No stop is required in the set position, May wind up from set position Ok to take hand off ball • 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.
Bats – Rule 1.10	<ul style="list-style-type: none"> • Up to 33” long and 2 ¼” diameter • Non-wood bats must be marked BPF 1.15 • Composite barrel bats are prohibited except for approved models (see list at littleleague.org/batlist)

Rules specific to Little League (Big Field)

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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
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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

Rules specific to Little League (Batting Order and Subs)

Category	Description
Continuous Batting Order	<p><i>Required in Minors and below; optional in Majors and above.</i></p> <p>No substitutions in the lineup (all players are in the batting order)</p> <p>Free substitutions on defense (all players must still meet Mandatory Play)</p> <p>If a player is injured or unable to play for any reason during the game:</p> <ol style="list-style-type: none"> A. If a batter, before the at bat begins – skip over the batter without penalty B. If a batter, during an at bat – player who made immediately previous out replaces the batter and assumes the count. C. If a runner, player who made immediately previous out replaces the runner. D. The injured player, if able to continue at a later time, may return to the game without penalty.
Bat-9	<p><i>Optional in Majors and above.</i></p> <p>Substitutions – Rule 3.03 (regular season “Re-entry” rule)</p> <ul style="list-style-type: none"> • Each starter may re-enter the game once, in any spot in the batting order. Subs may not re-enter the game once they have been removed. • A starter may only re-enter after their sub has played six consecutive defensive outs and batted once. • A substitute (or a starter who has been removed and re-entered) may not be removed from the game before meeting their Mandatory Play (Reg IV (i)) • If a player is injured and the team has no eligible substitute for that player, the opposing manager chooses a player not currently in the lineup to replace the injured player. Note that the special pinch runner rule may also be available. <p>Substitutions – Tournament rule 10</p> <ul style="list-style-type: none"> • Every player may re-enter the game any number of times, in the same spot in the batting order they previously occupied. • No player, except a starter being removed for the first time, may be removed from the game before meeting their Mandatory Play (Tournament Rule 9) <p>Special Pinch Runner – Rule 7.14</p> <ul style="list-style-type: none"> • This is not a “courtesy runner” • The special pinch runner must be a player not currently in the lineup • A special pinch runner may be used only once per inning • A player may be removed for a special pinch runner only once per game

Little League Specific Rules

Optional rules

10 run mercy rule

Continuous Batting Order (CBO) vs Bat-9 in Majors and above

Uncaught third strike in Majors regular season

Minors time limits

All

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.

Ejection penalty

An ejection carries a mandatory one-game suspension

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

No jewelry – rule 1.11(j)

Medic Alert is the only exception

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.

Youth base coaches must wear batting helmets – Rule 1.16

No hand to mouth on the mound – 8.02(a)(1)

CBO (Continuous Batting Order) – Rule 4.04

Required in Minors and below; optional in Majors and above.

No substitutions in the lineup (all players are in the batting order)

Free substitutions on defense (all players must still meet Mandatory Play)

If a player is injured or unable to play for any reason during the game:

E. If a batter, before the at bat begins – skip over the batter without penalty

F. If a batter, during an at bat – player making immediately previous out replaces the batter and assumes the count.

G. If a runner, player making immediately previous out replaces the runner.

The injured player, if able to continue at a later time, may return to the game.

Bat-9

Optional in Majors and above.

Substitutions – Rule 3.03 (regular season “Re-entry” rule)

Each starter may re-enter the game once, in any spot in the batting order.
Subs may not re-enter the game once they have been removed.

A starter may only re-enter after their sub has played six consecutive defensive outs and batted once.

A substitute (or a starter who has been removed and re-entered) may not be removed from the game before meeting their Mandatory Play (Reg IV (i))
If a player is injured and the team has no eligible substitute for that player, the opposing manager chooses a player not currently in the lineup to replace the injured player. Note that the special pinch runner rule may also be available.

Substitutions – Tournament rule 10

Every player may re-enter the game any number of times, in the same spot in the batting order they previously occupied.

No player, except a starter being removed for the first time, may be removed from the game before meeting their Mandatory Play (Tournament Rule 9)

Special Pinch Runner – Rule 7.14

This is not a “courtesy runner”

The special pinch runner must be a player not currently in the lineup

A special pinch runner may be used only once per inning

A player may be removed for a special pinch runner only once per game

Small Field

Tight bases – Rule 7.13

Penalty for leaving early is, generally, to send runners back, not call runners out.

No head first slide – Rule 7.08(a)(4)

Runner is out. Ok to slide head first when returning to a base.

No metal cleats – Rule 1.11(h)

Coaches do not wear uniforms – Rule 1.11(i)

Balk/Illegal Pitch – Rule 8.05

No balks. Generally what would normally be a balk is an illegal pitch, i.e. a ball to the batter.

Exceptions:

No stop is required in the set position,

May wind up from set position

Ok to take hand off ball

No on-deck batter, except for first batter of an inning – Rule 1.08

Bat restrictions – Rule 1.10

Up to 33” long and 2 ¼” diameter

Non-wood bats must be marked BPF 1.15

Composite barrel bats are prohibited except for approved models (see list)

Uncaught third strike – Rule 6.05(b)

Does not apply in Minors, optional (league-wide decision) in Majors

10 run mercy rule – Rule 4.10(e)

If the home team is ahead by 10 or more runs after 3 ½ or more innings or if the visiting team is ahead by 10 or more runs after four or more full innings, the game is over. (Note – this is optional on a league-wide basis)

Big Field

Pitcher, remaining in the game, may return to the mound once. – Rule 3.03(c)

Visits are cumulative through the game.

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. (Note – this is optional on a league-wide basis)

Bat restrictions – Rule 1.10

Intermediate and Juniors

Up to 34" long and 2 5/8" diameter

Composite barrel bats must meet the BBCOR standard (applies to 2 ¼" bats)

Seniors

Up to 36" long and 2 5/8" diameter

Non-wood bats must meet BBCOR standard

No more than drop 3

Not used

Pitching rest

Game Coordinator with youth umpires

Majors and below:

All ages: