

These rules are in effect for the 2026 season and beyond until updated for Majors, AAA and AA. The Little League Rulebook will apply with the following house modifications.
<https://www.littleleague.org/playing-rules/rules-regulations-policies/>

A. Games:

1. Set-up:
 - a. Dugouts - Home team takes the third base line dugout while the visiting team takes the first base line dugout.
 - b. Home team is responsible for field set up (to be completed not less than 30 minutes before game time) and take down post-game.
 - c. One Coach from each team shall meet with the umpires before the game to submit and exchange line-ups and discuss any issues, rule clarifications, or the implications of weather or field conditions. Once the game begins, the umpires are in charge and are the ultimate authority.
 - d. **Game Coordinator:** if the umpires are not 19 years old or older, an Adult Game Coordinator MUST attend the plate meeting and be present at the diamond for the entire duration of the game.
 - e. **Team Safety Person** – There must be an Adult Team Safety Person present from at least one of the teams during the duration of the game.
2. Game Start:
 - a. Game start times are as according to the official schedule in TeamSnap.
 - b. Warm-up to begin 1 hour prior to game start time (45 min for AA).
 - c. The official game start time will be enforced by the umpires and supported by coaches.
 - d. Visitors shall have the option of taking infield for warm up from 30 minutes prior to the game start time for 15 minutes and the Home team shall have the option of taking the infield for warm up 15 minutes prior to the game start time. Coaches should confer with each other that they will be exercising such option(s). 20 minutes and 10 minutes prior respectively for AA.
 - e. Teams must start the game with at least eight (8) players (7 for AA). During regular season, there will not be an auto-out for the missing ninth (9th) batter (8th and 9th for AA). A team must finish a game with seven (7) or more players, inability to do so will result in the game being recorded as 6-0 against the team unable to complete the game.
 - f. Players arriving late to the game shall be added to the end of the batting order as they arrive.
3. Limits – Time / Weather:
 - a. Regular season games can end in a tie.
 - b. Once a game begins, the umpire, and only the umpire, may end a game early due to weather or darkness, however a minimum of four innings (3.5 innings if the home team is ahead for the last at bat) must have been completed to constitute a complete game.
 - c. Games suspended before reaching a complete game will be resumed at a later date from the exact moment of suspension, unless the game is suspended before completion of the first inning in which case the entire game will be re-played.
 - d. In the event a game is rained out or otherwise postponed, the teams involved will be responsible to reschedule and complete the game at a later date. Until such games are

- made up and the outcome is reported to the Division Coordinator, the game will be treated as a 0 run loss for both of the teams involved.
- e. No new innings to start two hours after the game begins (90 minutes for AA).
4. The 15-10-8 (Mercy) rule is in effect - Rule 4.10(e).
 - a. If after 3 innings a team is leading by 15 runs or more the game is over;
 - b. If after 4 innings a team is leading by 10 runs or more the game is over;
 - c. If after 5 innings a team is leading by 8 runs or more the game is over.
 5. Recording the Score and Pitch Counts: Following each game the Manager or Coach from the Home team is required to report the outcome of the game, including score and pitch counts, to the Division Coordinator (or online as may be applicable) within 24 hours of game completion.
 6. Playoff seeding will be based on a random draw conducted by the Division Coordinator. Each of the teams is to complete all of their scheduled games for the regular season title.

B. Pitching:

1. Pitcher Eligibility:
 - a. Once a pitcher is removed, they cannot return to pitch for the rest of the game.
 - b. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
 - c. A catcher who catches more than 3 innings is ineligible to pitch thereafter. If a player, after catching in the game who is still eligible to pitch delivers 21 or more pitches, they cannot go on to catch in the same game.
2. Pitch Count:
 - a. The pitch count recorder must provide the current pitch count for any pitcher when requested by any coach or umpire. However, the coaches are ultimately responsible for knowing when the pitcher must be removed.
 - b. The official pitch count recorder should inform the umpire when a pitcher is approaching the maximum limit of pitches for the game. The umpire will inform the pitcher's coach that the pitcher must be removed in accordance with Little League Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire, and/or the failure of the umpire to notify the coach, does not relieve the coach of their responsibility to remove a pitcher when that pitcher is no longer eligible.
 - c. The coach must remove a pitcher when said pitcher reaches the pitch limit for their age group as noted below:
 - i. league age 11 or 12 – 85 pitches per day
 - ii. league age 9 or 10 – 75 pitches per day
 - iii. league age 7 or 8 – 50 pitches per day

d. Rest Requirements:

In a day, if a player pitches:	Then they must rest for:
66 or more pitches	Four (4) calendar days
51-65 pitches	Three (3) calendar days
36-50 pitches	Two (2) calendar days
21-35 pitches	One (1) calendar day
1-20 pitches	No rest is required

Example: If a pitcher pitches 55 pitches in a Tuesday game, that pitcher is not eligible to pitch again until Saturday (3 calendar days of rest = Weds, Thurs, Fri)

For clarity for days rest, the pitch count above relates specifically to the first pitch of the last batter.

- e. Pitches delivered in suspended games shall be charged against pitcher’s eligibility.
 - f. If a pitcher reaches the limit for their league age or rest days while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
 - i. That batter reaches base.
 - ii. That batter is put out.
 - iii. The third out is made to complete the half-inning.
 - iv. The official pitch count will be the pitch limit reached.
3. When a new pitcher is put in mid-inning, they are allowed up to eight (8) warm-up pitches only (4 for AA), or ninety (90) seconds of warm-up as noted by the umpire, so as to keep the pace of the game moving along. Coaches are encouraged to warm up anticipated replacement pitchers while their team is at bat or while the replacement pitcher is sitting off as a substitute player.
 4. Mound visits, including any visits with any defensive player, is limited to one per inning. The pitcher must be removed on the second visit in the same inning. On the third visit to a pitcher in a game, the pitcher must be removed.

C. Batting:

1. Strikes: There are called strikes and umpires have been instructed to be reasonably liberal with the strike zone.
2. Teams hit through their lineup in order, and all players hit in the batting order submitted at the pre-game coach-umpire conference.
3. All batters and base runners must wear helmets until they have completely left the playing field and have returned to their dugout.
4. All bats used in games must have the USA Baseball logo on them.
5. On Deck - There is No “On Deck” circle in Little League due to safety reasons. No players other than the batter should be swinging bats during the game. The player “on deck” must remain in the dugout waiting for their turn to hit.
6. All players are to remain in the dugout when their team is batting.

7. Adult base coaches are permitted at 1st and 3rd bases (one per base), provided there is an adult coach in the dugout. Player base coaches are permitted but must wear their batting helmets while not in the dugout (no player base coaches allowed in AA).

D. Base Runners:

1. Lead Offs – Not permitted in Little League.
 - a. When a pitcher is in possession of the ball and the contact with the rubber, and the catcher is in the catcher's box ready to receive delivery of the ball, runners may not leave the base until the ball reaches the batter.
 - b. Runners cannot leave the base, be it to steal or otherwise, until the pitched ball reaches the batter. Runners who leave early will be sent back, provided they are not caught stealing.
 - c. In the event a runner leaves early on a base hit (in a force situation) and reaches the next base safely, it is the umpire's discretion to either allow that runner to advance to that base or call that runner out if it is felt the runner may have been out had they not left early.
2. Sliding - For safety reasons, if there is even the slightest possibility of a play at second, third and especially at the plate, runners MUST SLIDE or AVOID, otherwise they shall be called out (for clarity, this is not in effect per the LL Rulebook during interlock games). There is no headfirst sliding at any bag, with the exception of returning back into the bag, or the runner is out. This is a judgment call by the umpire on how to enforce 'slightest possibility of a play' and the coaches may, through proper coach-umpire called conference, request consideration of 'slightest possibility' in the realm of reasonable that there is not a chance of a play or that the runner beats the ball easily. Since this is a judgment call by the umpire, upon proper requested coach-umpire conference and consideration, there is no appeal beyond that level.
 - a. Players should not slide into first base, but it is not an out.
3. Unless they have the ball or are in the process of fielding a ball fielders are not to block the runner's progress by standing on the base or base paths. If the umpire determines that obstruction has occurred, the runner will be awarded the base they are advancing to. In the case where a fielder is fielding a batted ball, the runner must not interfere with the fielder fielding the ball or completing a play or be called out. (for example: interfering with the fielding of a batted ball and then interfering a throw to base where there is a force out possibility).
4. If the umpire rules that a runner left early on a batted ball, but would have reached the next base safely, that runner (and those behind them) will be limited to advancing only one (1) base ahead of the batter who batted the ball.

E. Umpires:

1. Once the game begins, the umpire is the ultimate authority over all aspects of the game.
2. **Arguing with Umpires will not be tolerated.** Coaches, parents, and/or players who do so may be ejected and/or asked to leave the park.
3. Coaches will not have discussions with the umpire during the game unless a coach from each team is present.

4. Coaches can only appeal a call that may involve the incorrect interpretation of the rules. If there is reasonable doubt that an umpire's decision may be in conflict with the rules, a coach may appeal the decision and ask that a correct ruling be made. Examples of what can be appealed include: a batter hitting out of turn, awarding an incorrect number of bases when a ball goes out of play, and not returning a runner or runners to their base(s) after a dead ball situation.
5. Coaches will not ask the umpire to change a decision which is the determination of judgement (only permitted to appeal interpretation of the rules as above), such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out. Judgement calls are final. No coach shall object to any such judgement decisions.
6. Any coach wishing to appeal the interpretation **must call "Time Blue" and be awarded a timeout by the umpire**, (a timeout) and request that the opposing coach attend a conference with the umpire. The conference should occur away from players and spectators and efforts should be made to have the conversation privately (calm, lower volume voices). In any event, the umpire(s) has ultimate authority and their decision stands. Please be respectful when approaching umpires for appeals and clarifications and be supportive of a positive learning environment for umpires and players alike.
7. No Balks are to be called. Illegal pitches generally result in a ball being called.
8. At the conclusion of each game, the umpires will stand at home plate. Please have your team line-up and shake their hands with a "thank you".
9. Any positive or negative feedback about an umpire and/or coach interaction with an umpire should be provided to our Umpire in Chief at umpireinchief@kerrisdalebaseball.com

F. General:

1. Defensive substitutions are unlimited, and substituted players can re-enter the game, although pitchers who have been relieved cannot return to the mound.
2. Catchers must wear a cup or jill, and it is recommended that all players wear cups/jills for every game and practice.
3. All equipment must be kept in the dugout area or outside the field of play (i.e, outside of the fences).
4. Coaches must stay in their dugouts throughout the game except for the following situations:
 - a. Base Coach for the hitting team.
 - b. Umpire Conference as permitted by the Plate Umpire.
 - c. Mound visit as permitted by the Plate Umpire.
 - d. As catcher warming up a pitcher before the half-inning starts.
 - e. Providing pre-inning instruction to their team in between half-inning starts.
5. Call ups - If a team is short players it may call up players from the directly lower division
 - a. Must be from players on the call up list.
 - b. Called up players cannot miss their own game or practice to play as a call up.

- c. Call ups cannot pitch or play catcher.
 - d. Call overs are not allowed.
6. **Injury during a Play** - Should there be an injury whereby a player appears to require assessment for injury (especially for any impacts involving the player's head), the Umpire (if 13 years old or older) or Adult Team Safety Person (if the Umpire is younger than 13 years old) should call the play 'dead' and all runners returned to their most recent base achieved safely, and any 'out' made before that point also to be counted. If the batter is returned to bat having not achieved first base safely, the balls-strikes count prior to the play will be in effect for the next pitch. The injured player(s) will be substituted immediately, at no penalty to the substituting team(s), and the injured player(s) must stay out of the game for at least five (5) minutes to be assessed by the Team Safety Person. The injured player(s) may only return to the game if the Team Safety Person deems them capable of returning to play immediately (suspected concussions to be strongly encouraged to stay out of the rest of the game).

AA Regular Season Rules:

AA is meant to introduce competitive baseball to our younger and newer players. Equal opportunities should be given at all fielding and batting order positions.

Weeks	Mindset	Pitching	Baseballs
1-2	Pre-Season	Pitching Machine Speed 4	Level 5
3-8	Regular Season	Player Pitch	Level 5
9-10	Play-offs	Player Pitch	Level 5

All regular season rules apply with Division specific rules below:

A. Games:

1. Games are scheduled for four (4) innings.
2. Run limits for the innings are as follows: 3, 3, 3, once through the order.
 - a. "the order" is the number of players on the largest team's batting order, the team with less players on the batting order will cycle through their batting order until the number of players in "the order" has been reached.

B. Pitching Machine for Pre-Season Game Weeks 1 and 2

1. The pitching machine is to be placed at 41', measured from the back of home plate (approximately in line between 1st and 3rd bases).
2. The hitting team's coach will operate the pitching machine. Under no circumstances should a child touch the pitching machine at any time.
3. A circle measuring approximately 6 feet in diameter is to be marked with line paint around the pitching machine. This is referred to as the "dead ball circle". A ball hit cleanly through the circle is a fair ball and in play. Any ball that comes to rest within the dead ball circle, or that hits either the pitching machine or the pitching coach, is an automatic single. If a player fields the ball from inside the dead ball circle and makes an out, the hitter and all runners will be deemed safe. There is no replay of the play.
4. Kids to be encouraged by coaches to swing at each pitch that is delivered to home plate at a reasonable height at or around the strike zone. Each batter is entitled to FIVE (5) GOOD pitches, unless they have a hit first. If, in the pitching Coach's discretion, a pitch is determined to be unhittable, the pitch shall not be counted in the pitch count. A pitch that is outside of the strike zone is not automatically considered to be "unhittable". The goal is to encourage the players to swing and keep the game moving along while at the same time not encouraging bad habits such as swinging at wild pitches. If a batter does not swing at a pitch that is in your opinion, hittable, please call the pitch a strike and count it as one of the FIVE (5) pitches.
5. No walks or Strike outs until the Regular Season, if no hit after FIVE (5) GOOD Pitches, put in the Tee and have the batter hit away. If a hit is foul, then the batter hits again until a "live" ball is hit. A batter is to be called out if they throw the bat if they do so after one warning.

C. Player Pitching:

1. This is the first level where Player Pitch is introduced. For most players, this will also be the first time that they have pitched in a live game. For this reason, it is important that all players be encouraged to pitch. The introduction of Player Pitch in week 3 is to provide time to train our young players how to pitch in practices.
2. Players pitch from a nailed-in pitching rubber at 41' or painted line at 38', measured from the back point of home plate. Encourage players to pitch from 41' unless they are unable to throw the full distance, then use the 38' painted line. The goal is to encourage successful hittable pitches (i.e. strikes) to be thrown. Emphasis is on developing the young pitchers and not trying to gain an advantage from having a capable pitcher throw from the closer distance if it isn't necessary. Coaches are encouraged to calmly communicate any concerns with each other in a respectful manner and away from the players.
3. The pitching machine is to be left in the field box and the dead ball circle is not in effect.
4. Dropped third strike rule not in effect.

D. Batting:

1. **No Walks.** After a batter has been 'walked' with four (4) 'balls' pitched, a Tee will be brought in for the batter to hit off of. The defensive team is to play the ball as any other live hit ball and will have to attempt to get the batter out, despite technically being 'walked'. If a foul ball is hit, the batter will be able to hit off the Tee again. If during a situation where a Tee is being used, if a player is to run home, the home plate umpire (or a Coach during the Pitching Machine Pre-Season Weeks) should attempt to move the Tee.
2. No bunting is permitted.

E. Base Runners:

1. No Stealing.
2. On hits to the outfield, a runner may continue to advance until the ball has been returned to the infield (by crossing the plane into the area inside the proper baselines and backstop). The goal is to encourage outfielders to throw and not run the ball back into the infield. As such, it is not necessary for an infielder **to catch or control a ball** that has been thrown into the infield in order to stop the runners. However, a ball that is run into the infield by an outfielder will not be considered "returned to the infield" until such time as control of the ball has been passed to an infielder. If a runner is not more than halfway between bases at the time the ball is returned to the infield, the runner must return to the previous base. If the umpire determines that a runner was not halfway to the next base when the ball was returned to the infield, the runner shall be sent safely back to their previous base.
 - a. If there is at least one runner on base when a ball is hit to the outfield and the runner is on an adjacent base, then it is the lead runner's position when the ball is returned to the infield which will determine whether runners may or may not advance to the next base. For example, if the batter hits the ball to the outfield and is more than halfway between 1st and 2nd when the ball is thrown back into the infield, BUT the lead runner who is directly ahead (between 2nd & 3rd) is NOT more than halfway between the bases, then both runners must return to the previous base.

3. No advancing on Overthrows.
4. Tagged Outs – A runner that is tagged out between bases while the ball is live is out.
5. Overruns – Unless the umpire has called a dead ball, a runner may be tagged out on overrunning a base (including on a return of the ball to the infield or on an overthrow). Runners turning left at first base may be tagged out (runners turning right after first are safe until they return to the field of play).
6. Unless they have the ball, fielders are not to block the runner's progress by standing on the base or base paths. If the umpire determines that obstruction has occurred, the runner will be awarded the base they are advancing to.
7. Infield fly rule not in effect.

F. Fielding:

1. Equal defensive playing time for all players.
 - a. No player may play the same position more than two (2) innings in every game.
 - b. Every player must play at least two (2) innings in the infield.
 - c. No player is to sit out two (2) innings until every other player has sat at least one (1) inning and no player can sit out two (2) defensive innings in a row.
 - d. Defensive substitutions are unlimited, and substituted players can re-enter the game, although pitchers who have been relieved cannot return to the mound.
2. **During Pre-Season:** The fielding team is allowed to have only one player playing the position of pitcher either to the left or right of the pitching machine. The pitcher is not permitted to be positioned closer to home plate than the side of the pitching machine. A small line should be painted on either side of the dead ball circle indicating where the pitcher can be positioned.
3. Players in the position of 2nd base and shortstop should not be positioned closer than 3 feet inside the base path towards home plate when a pitch is being delivered. Players at 1st and 3rd should not be positioned closer than 6 feet in front of their bases.
4. For player development purposes, each player should be given the opportunity to play each fielding position on a rotating basis unless there is a concern for the player's safety in playing that position. Coaches should use their reasonable efforts to ensure that no player plays the same position twice in the same game, and favouritism should not be given to better players when allocating infield positions. Pitcher and 1st base are key positions and a player should not play either of those positions twice in the same game if possible.

G. Umpires:

1. **It is highly encouraged for Coaches to not appeal the Umpire's calls unless quite clearly not a correct application of the rules.** This is to support our youngest umpires in developing their confidence in making calls.
2. During weeks 1-2 before youth umpires, the hitting team coach operating the pitching machine will act as umpire during that half-inning. It is this coach-umpire's responsibility to be fair for both teams.

H. General:

1. Coaches must stay in their dugouts throughout the game except for the following situations:
 - a. Base Coach for the hitting team.
 - b. Umpire Conference as permitted by the Plate Umpire.
 - c. Warming up a pitcher before the half-inning starts.
 - d. Providing pre-inning instruction to their team in between half-inning starts.
 - e. A hitting team coach may be beside the backstop fence (not in line with the pitches) to assist with placing/removing the Tee.
 - f. The defensive team is allowed one or two coaches at position out of play at least 15 feet past 1st or 3rd bases to provide instruction. There are no defensive coaches allowed in the infield or on the field of play.

Play-off Rules:

1. There is no time limit for playoff games. However, no additional innings can be started after 8 PM.
2. Ties – Games:
 - a. Round robin games can end in a tie.
 - b. For semi-finals, Bronze medal game and the Championship game, if the score is tied after 6 innings (5 for AAA, 4 for AA), extra innings must be played.
 - i. The seventh (7th) inning (6th for AAA) will be played as normal.
 - ii. If the score is still tied, starting in the top of the eighth (8th) inning (7th for AAA, 5th for AA) and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base.
3. Scores, Innings Played and Pitch Counts to be reported within three (3) hours by both teams.
4. Semi-Finals seeding to be determined based on Play-off round robin rankings.

Play-off Rules – Majors:

All regular season rules apply unless modified below:

1. Run limits: Every inning is open, i.e. no run limits.
2. Developing Pitcher requirements not in effect.
3. Fair play rules in effect, no player can sit out two (2) defensive innings in a row (replaces Majors Regular Season Rule B.5).

Play-off Rules – AAA:

All regular season rules apply unless modified below:

1. Run limits for the innings are as follows: 5, 5, 5, 5, unlimited for the last inning.
2. Batting - the Tee will not be used.
3. All pitches must be from the 46' pitching rubber. Rookie Pitcher Inning requirements still in effect.
4. The ball is always live, there will be no limits on bases stolen from overthrows.

Play-off Rules – AA:

All regular season rules apply unless modified below:

1. Run limits for the innings are as follows: 4, 4, 4, unlimited for the last inning (3 outs).
2. Batting - the Tee will not be used.
3. All pitches must be from the 41' pitching rubber.
4. Games suspended before reaching a complete game will be resumed at a later date from the exact moment of suspension, unless the game is suspended before completion of the first inning in which case the entire game will be re-played.
5. In the event a game is rained out or otherwise postponed, the teams involved will be responsible to reschedule and complete the game at a later date. Until such games are made up and the outcome is reported to the Division Coordinator, the game will be treated as a 0-run loss for both of the teams involved.

Play-off Tiebreaker Rules:

Summary of Section III – Tiebreaker Procedures

- a. The teams advancing past pool play (round robin) will be the teams with the best won-lost records during pool play.
- b. When records are tied, the following procedures must be applied in order to break tie(s). These procedures also apply to determine seeding for the elimination round (semi-finals and finals):
 - i. The first tiebreaker is head-to-head results during pool play of the teams involved in the tie.
 - ii. If the results of the head-to-head match-up(s) during pool play of the teams that are involved in the tie cannot break the tie (because no team defeated each of the other teams involved in the tie), then the tie is broken using the Runs-Allowed Ratio (see Section IV)

Summary of Section IV – Runs-Allowed Ratio

- a. For each team involved in a tie in which head-to-head results cannot break the tie because no one team defeated each of the other teams involved in the tie, the tournament director will calculate the Runs-Allowed Ratio for each team. The Runs-Allowed ratio is the total number of runs given up in all pool play games divided by six (6) innings played for Majors or five (5) innings played for AAA or four (4) innings for AA.
- b. The Runs-Allowed Ratio is used to advance ALL teams after it is determined that head-to-head cannot be used.
- c. If, after computing the Runs-Allowed Ratio using the results of all pool play (round robin) games:
 - iii. One team has the fewest Runs-Allowed Ratio, that team advances. After one team has advanced using the Runs-Allowed Ratio, each subsequent team needed to advance is determined by the Runs-Allowed Ratio until all teams are determined and seeded.
 - iv. If two or more teams remain tied with the same Runs-Allowed Ratio, then the Runs-Allowed Ratio must be recomputed using statistics only from the pool play (round robin) games played between the teams involved in the tie. The results are used to advance ONE team, and any other ties must revert to the Runs-Allowed Ratio using all remaining teams.