



Tee Ball Local Rules 2026

4-year old Fundamentals and 5/6 Tee ball

This document is not exhaustive in its outline of the rules, please see the [Little League International Baseball Rules](#) for a complete listing of all Little League rules and regulations.

Recommended league ages: 4-6 year-olds

Six-year-old players should only play tee ball if they have not previously played Little League.

Teams and parents are expected to work together cleaning up the area around their stands and dugouts including sweeping of concrete areas and pickup of trash. Failure to observe cleanup of stands or dugouts after games may result in suspension of team personnel.

General Rules:

1. Game time limit is a minimum of two and a half innings and a maximum of four full innings, or one hour and fifteen minutes.
2. Taunting of players is strictly prohibited
3. The Home Manager and their assistants are responsible for batting tees, bases, and field care; before and after each game. If your game is the last scheduled game on the field the Home Team Manager is responsible for ensuring that equipment is put away securely.
4. There are no umpires in tee ball. Balls, strikes, outs, and runs are not tracked.
5. There will be no coach pitch in the tee ball season.
6. Soft tee ball style baseballs will be used for the season.

Offense Rules:

1. Players bat through the lineup in a pre-stated batting order. The side is retired when the offensive team bats through the order.

Defense Rules:

1. All players play each inning in the field, simultaneously.
2. The defensive team must utilize "standard" infield positions; one player per position in the infield. All remaining players will play in the outfield and must be positioned in an umbrella formation. No players will play catcher.
3. All players must play at least one inning in the infield.
4. If a put out is made the runner remains on base.



Rookie Local Rules 2026

This document is not exhaustive in its outline of the rules, please see the [Little League International Baseball Rules](#) for a complete listing of all Little League rules and regulations.

Recommended league ages: 6-7 year-olds

Teams and parents are expected to work together cleaning up the area around their stands and dugouts including sweeping of concrete areas and pickup of trash. Failure to observe cleanup of stands or dugouts after games may result in suspension of team personnel.

General Rules:

1. Game time limit is a suggested minimum of three innings and a maximum of six, not to exceed one hour and thirty minutes of play.
2. Playing field must be clear of pitched balls.
3. Taunting of players is strictly prohibited.
4. The Home Team Manager and their assistants are responsible for all field care before each game and the visiting team is responsible for post-game care.
5. There are no umpires in Rookie. Balls, strikes, outs, and runs are not tracked.
6. Each and every inning all batters in the lineup will bat, ie Continuous batting order.
7. Managers and Coaches should accompany their players onto the field for instructional purposes.
8. Soft tee ball style baseballs will be used for the season.

Offense Rules:

1. Batting order shall consist of all players present, regardless of the number, and must be maintained through the game. Late players shall be added to the lineup at the end of the order. Managers should alter their batting order each game.
2. Managers or coaches will pitch to their own players. If a player does not hit the ball after approximately eight pitches the team Manager or Coach shall provide a tee for the player.
3. No base stealing is allowed.
4. Runners may not advance bases on overthrows.
5. On balls hit to the outfield, runners may advance until the ball has been returned to possession of an infield player in the infield.
6. If a hit ball strikes a Manager or Coach it is declared a dead ball and the batter will be awarded first base and all forced runners will advance one base.

Defense Rules:

1. All players play each inning in the field, simultaneously. Players should be rotated between the infield and outfield each inning and should rotate positions accordingly. All players must play at least one inning in the infield.
2. The defense team must utilize standard infield positions; one player per position except pitcher



which may have two children. All remaining players will play in the outfield and must be positioned in an umbrella formation at least ten feet from the infield. Catcher is optional, but a player in the position must wear applicable safety gear.

3. All players must play one inning in the infield, per game. Exceptions may be made for purposes related to player safety with approval of the Player Agent or Safety Officer.



A Local Rules 2026

This document is not exhaustive in its outline of the rules, please see the [Little League International Baseball Rules](#) for a complete listing of all Little League rules and regulations.

Recommended league ages: 7-8 year-olds

Teams and parents are expected to work together cleaning up the area around their stands and dugouts including sweeping of concrete areas and pickup of trash. Failure to observe cleanup of stands or dugouts after games may result in suspension of team personnel.

General Rules:

1. Game time limit is a suggested minimum of four innings and a maximum of six, with a drop-dead time of one hour and thirty minutes.
2. Field must be clear of pitched balls.
3. Taunting of players is strictly prohibited.
4. The Home Team Manager and their assistants are responsible for all field care before each game and the visiting team is responsible for post-game care.
5. The offensive coach who pitches shall serve as the main umpire during the game.
6. During the first inning of play both teams shall bat through their order.
7. After the first inning a side shall be retired when they score five runs or three outs, whichever comes first.
8. Intentional throwing of bats, helmets, gloves, or other equipment shall not be tolerated. Any player who intentionally throws equipment in an unsportsmanlike manner shall be benched for one inning and removed from the game on any subsequent misbehavior.
9. Managers and Coaches may accompany their players onto the field for instructional purposes. At no time should a ball in play be handled by a Manager or Coach. Managers and Coaches may not touch a player during a play. Managers and Coaches should ensure that the catcher is playing their position and not interfere beyond teaching.
10. No on deck batters are permitted at any time throughout the game.

Offense Rules:

1. Batting order shall consist of all players present, regardless of the number, and must be maintained through the game. Late players shall be added to the lineup at the end of the order. Managers should alter their batting order each game.
2. Each player shall receive five hit-able pitches not to exceed three swinging strikes.
3. Bunting is not permitted.
4. No base stealing is allowed.
5. Runners may not advance bases on overthrows to first base. Runners may advance one base on overthrows to 2nd or 3rd.



6. On balls hit to the outfield, runners may advance until the ball has been returned to possession of an infield player in the infield.
7. If a hit ball strikes a Manager or Coach it is declared a dead ball and the batter will be awarded first base and all forced runners will advance one base.

Defense Rules:

1. All players play each inning in the field, simultaneously. The defense team must utilize standard infield positions; one player per position. All remaining players will play in the outfield and must be positioned in an umbrella formation at least ten feet from the infield.
2. Players must play standard baseball positions.
3. All players must play one inning in the infield, per game. Unless circumstances prohibit no player should play more than three innings in the infield. While playing in the infield no player should play more than one inning in a single position. Exceptions may be made for purposes related to player safety with approval of the Player Agent or Safety Officer.



AA Local Rules 2026

This document is not exhaustive in its outline of the rules, please see the [Little League International Baseball Rules](#) for a complete listing of all Little League rules and regulations. All references to pitch/catching counts are thresholds unless it is stated otherwise.

Recommended league ages: 8-10 year-olds

Minimum play rules are in effect in the AA division. Each rostered player must participate in the game for a minimum of 2 defensive innings and continuous batting order is in effect throughout the season. If, within a game, due to time constraints or other circumstances, a player does not meet the requirements they will start the next scheduled game in the field. The player then must play the missed minimum play from the last game as well as minimum play for the current game before they may be removed.

A Manager who violates minimum play shall be issued a written warning on the first violation, a suspension from their next game on the second violation, and suspension for the remainder of the season on a third violation.

Teams are expected to work together cleaning up the area around their stands and dugouts including sweeping of concrete areas and pickup of trash. Failure to observe cleanup of stands or dugouts after games may result in suspension of team personnel.

General Rules:

1. 60-foot base paths should be used for all games.
2. No new inning may be started after one hour and thirty minutes with a drop-dead time of one hour forty-five minutes.
 - a. Playoff Rule Only: If the game is tied after one hour and thirty minutes, a new inning will start with a runner placed at second base for both the top and bottom of the inning. The runner must be the last out or last batter if the run rule ends the previous inning. The game is over if the tie is broken after the completion of the inning. There is no drop-dead time for a playoff game.
 - b. Championship Game Rule Only: The Championship game will be played for 6 innings with no time limit. If the game is tied after 6 complete innings, a runner will be placed at second base at the start of a new inning for both the top and bottom of the inning. The runner must be the last out from the previous inning. The game is over if the tie is broken after the completion of the inning. There is no drop-dead time for a playoff game.
3. Taunting of players is strictly prohibited. Any chatter should remain at a consistent volume. Chatter/cheering should be only directed towards fellow teammates
4. The team Managers and their assistants from both teams shall work together to prep and tear down the fields each day.



5. Home Team is the official book and must provide a scorekeeper to utilize Game Changer from a league issued iPad. If the home team is unable to provide a scorekeeper their Manager or Coach must leave the field of play and serve as scorekeeper. The home score keeper must sit behind the backstop and not in the stands.
6. Visiting team is required to operate the scoreboard and sit behind home plate, while doing so.
7. Intentional throwing of bats, helmets, gloves, or other equipment shall not be tolerated. Any player who intentionally throws equipment or behaves in an unsportsmanlike manner may be subject to discipline by Managers and/or Umpires.
8. A side is retired if five runs are scored, or three outs are recorded during a half inning.
9. The Home team gets the cages for 20 minutes starting 1 hour prior to game time. Visiting teams get the cages for 20 minutes 40 Minutes prior to game time. Teams playing on fields 1 or 2 use the top cages and teams on fields 3 and 4 get the lower cages.

Offense Rules:

1. The batting order shall consist of all players present and must be maintained throughout the game (Continuous Batting Order). Late players shall be added to the line-up at the end of the batting order. Teams may start a game with as few as 8 players. The empty 9th batting spot will not be counted as an out.
2. Stealing or advancing on a passed ball is allowed only when a kid is pitching. The runner may only leave the base once the pitched ball has reached the batter. Leading off is not allowed.
3. Delayed steals are not allowed.
4. Runners may advance one base per pass ball on the catcher. Runners may additionally advance one base per overthrown ball.
5. Head first slides are not allowed except when a player is returning to a base. Head first slides result in an automatic out, if not returning to a base.
6. Slash bunting (showing bunt, then pulling the bat to take a full swing) is prohibited.
7. Batters are out in the event of a dropped third strike.

Pitching Rules:

1. Manager/Coach of the offense shall pitch only if the current pitcher throws 4 balls to the batter with bases loaded. Manager/Coach will finish the count and pitch up to 3 strikes called by the umpire, batter cannot be put out on foul balls. Manager/coach must pitch from a distance of at least 40'. This rule is only in effect with bases loaded and regular season contests only.
2. Batter cannot advance on hit by pitch by manager/coach.
3. Pitchers must use little league pitching distance (46').



5. Pitch count rules are in effect as follows:

- a. All AA players shall observe a maximum of 40 pitches per game for the duration of the season. If a pitcher reaches the 40 pitch count limit for the day while facing a batter the pitcher may continue to pitch until the batter reaches base, the batter is retired, or the third out is made.
- b. Pitcher shall not start a new inning with 35 or greater pitches already thrown.
- c. Once a player has been removed from the pitcher position in a game, that player cannot return to the pitcher position for the remainder of the game.
- d. 11-year-olds may not pitch in AA.
- e. Any player who delivers 40 or more pitches in a game may not play catcher for the remainder of the day. Any player who catches into a 4th inning may not pitch for the remainder of the day.
- f. A manager who does not observe pitch count rules or rest days shall be issued a written warning on the first offense and may be suspended at the discretion of the discipline committee on subsequent violations.

6. Intentional walks are not allowed.

Defense Rules:

1. Ten players maximum are on the field. Standard infield positions must be used. Up to four outfielders are allowed, positioned in an umbrella formation.
2. Players may be substituted freely at the half inning, meaning they do not need to meet a minimum play threshold before entering or leaving their defensive position.
3. All players must play one inning in the infield, per game. Exceptions may be made for purposes related to player safety with approval of the Player Agent or Safety Officer.



AAA Local Rules 2026

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Recommended league ages: 9-11 year-olds

Each rostered player must participate in the game for a minimum of six defensive outs. If, within a game, due to time constraints or other circumstances, a player does not meet the requirements they will start the next scheduled game in the field. The player then must play the missed minimum play from the last game as well as minimum play for the current game before they may be removed.

A Manager who violates minimum play shall be issued a written warning on the first violation, a suspension from their next game on the second violation, and suspension for the remainder of the season on a third violation.

Teams are responsible for the cleanup of the area around their stands and dugouts including sweeping of concrete areas and pickup of trash. Failure to observe cleanup of stands or dugouts after games may result in suspension of team personnel.

General Rules:

1. 60-foot base paths should be used for all games.
2. AAA games shall have no new inning after one hour and fifty minutes. The inning, once started, shall be completed. In the event the final inning ends in a tie the Scheduler and President may schedule either a continuance of the game from the point it left off or a sudden death tie breaker, or they may let the tie stand and deem the game as final. Any AAA game that is the last game of the day shall play until a drop dead of 9:30 PM.
 - a. Playoff Rule Only: If the game is tied after one hour and fifty minutes, a new inning will start with a runner placed at second base for both the top and bottom of the inning. The runner must be the last out *be the last out or last batter if run rule ends the previous inning*. The game is over if the tie is broken after the completion of the inning. There is no drop-dead time for a playoff game.
 - b. Championship Game Rule Only: The Championship game will be played for 6 innings with no time limit. If the game is tied after 6 complete innings, a runner will be placed at second base at the start of a new inning for both the top and bottom of the inning. The runner must be the last out from the previous inning. The game is over if the tie is broken after the completion of the inning. There is no drop-dead time for a playoff game.
3. Taunting of players is strictly prohibited. Any chatter should remain at a consistent volume. Chatter/cheering shall only be directed towards fellow teammates.
4. The Home Team Manager and their assistants are responsible for all field care before each game and the visiting team is responsible for post-game care.



5. Home Team is the official book and must provide a scorekeeper to utilize Game Changer from a league issued iPad. If the home team is unable to provide a scorekeeper their Manager or Coach must leave the field of play and serve as scorekeeper. The home score keeper must sit behind the backstop and not in the stands.
6. Visiting team is required to operate the scoreboard and sit behind the backstop while doing so.
7. Intentional throwing of bats, helmets, gloves, or other equipment shall not be tolerated. Any player who intentionally throws equipment or behaves in an unsportsmanlike manner towards other players or officials shall be benched for one inning and removed from the game on any subsequent misbehavior.
8. The Home team gets the cages for 20 minutes starting 1 hour prior to game time. Visiting teams get the cages for 20 minutes 40 minutes prior to game time. Teams playing on fields 1 or 2 use the top cages and teams on fields 3 and 4 get the lower cages.
9. An inning shall end as soon as 5 runs have been scored or 3 outs achieved except during the 6th inning, which shall be an open inning. The managers and head umpire may agree to declare an open inning earlier than the 6th inning if the game is getting close to game time.
10. A ten-run rule shall be in effect during the regular season; at the end of the 4th or 5thinning if a team trails by 10 then the game shall be over.
11. If a player arrives late to their game the Manager has no obligation to play them. However, once such a player is entered into the game minimum play must be met.
12. If a player misses three consecutive games or practices the Manager must notify the Player Agent immediately. The Player Agent and President shall decide whether it is appropriate to release and replace the player or not. If the player is to be replaced the Player Agent shall choose from eligible AA players and obtain consent from the parents of the child to move them up. Players will not be replaced in the final two weeks of play or during the postseason.

Batting Rules

1. The batting order shall consist of all players present and must be maintained throughout the game (Continuous Batting Order). Late players shall be added to the line-up at the end of the batting order. Teams may start a game with as few as 8 players. The empty 9th batting spot will not be counted as an out.
2. Slash bunting (showing bunt, then pulling the bat to take a full swing) is prohibited.
3. Batters are out in the event of a dropped third strike.

Pitching Rules

1. All players will observe a maximum 50 pitches per day until the May 1st, at which time green book age rules for all players league-aged 9 and up go into effect: Players league-age 9,10, and 11 are limited to 75 pitches per day. Rest is as follows: 1-20, 0 days; 21-35 1 day; 36-50 2 days; 51-65 3 days; 66+ 4 days. Players aged 8 and below shall continue to observe a drop dead of 50.
2. If a pitcher reaches their pitch count limit for the day while facing a batter, the pitcher may continue to pitch until the batter reaches base, the batter is retired, or the third out is made.
3. Until May 1st, the pitcher shall not start a new inning with 45 or greater pitches already



thrown.

4. 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.
5. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day.
6. A player who has 40 or more pitches in a game is not eligible to play the position of catcher in that game.
7. Players may not pitch in more than one game in a day.

Base Running

1. Leading off is not allowed.
2. Stealing of bases is allowed, but the runner may only leave the base once the ball has reached the batter.
3. Runners may advance bases on overthrows to any base and home may be stolen.
4. Head first sliding is not allowed, except when a player is returning to a base. Non base-returning head-first slides result in an automatic out.

Fielding Rules

1. The defensive team shall consist of ten players on the field, with four players in the outfield.
2. Players may be substituted freely at the half inning, meaning they do not need to meet a minimum play threshold before entering or leaving their defensive position.



Majors Local Rules 2026

This document is not exhaustive in its outline of the rules, please see the [Little League International Baseball Rules](#) for a complete listing of all Little League rules and regulations. All references to pitch/catching counts are thresholds unless it is stated otherwise.

Recommended league ages: 11-12 year olds

Each rostered player must participate in the game for a minimum of six defensive outs. If, within a game, due to time constraints, shortened game due to a run rule, or other circumstances, a player does not meet the requirements, they will start the next scheduled game in the field. The player then must play the missed minimum play from the last game as well as minimum play for the current game before they may be removed.

A Manager who violates minimum play shall be issued a written warning on the first violation, a suspension from their next game on the second violation, and suspension for the remainder of the season on a third violation.

Teams are responsible for the cleanup of the area around their stands and dugouts including sweeping of concrete areas and pickup of trash. Failure to observe cleanup of stands or dugouts after games may result in suspension of team personnel.

General Rules:

1. 60-foot base paths should be used for all games.
2. Major games shall be limited in time only by curfew. Any game that ends in a tie at curfew shall continue play from the point of curfew at the earliest opportunity per the Scheduler. If circumstances do not permit continued play the game may stand at the President and Scheduler's discretion.
3. Taunting of players is strictly prohibited. Any chatter should remain at a consistent volume and Chatter/cheering should be only directed towards fellow teammates.
4. The Home Team Manager and their assistants are responsible for all field care before each game and the visiting team is responsible for post-game care.
5. Home Team is the official book and must provide a scorekeeper to utilize Game Changer from a league issued iPad. If the home team is unable to provide a scorekeeper their Manager or Coach must leave the field of play and serve as scorekeeper. The home score keeper must sit behind the backstop and not in the stands.
6. Visiting teams are responsible for operating the scoreboard and must sit behind the backstop while doing so. .
7. Intentional throwing of bats, helmets, gloves, or other equipment shall not be tolerated. Any player who intentionally throws equipment or behaves in an unsportsmanlike manner towards other players or officials shall be benched for one inning and removed from the game on any subsequent misbehavior.
8. The Home team gets the cages for 20 minutes starting 1 hour prior to game time. Visiting teams



get the cages for 20 minutes 40 minutes prior to game time. Teams playing on fields 1 or 2 use the top cages and teams on fields 3 and 4 get the lower cages.

9. The ten-run rule shall be in effect during the regular season; at the end of the 4th or 5th inning if a team trails by 10 then the game shall be over.
10. If a player arrives late to their game the Manager has no obligation to play them. However, once such a player is entered into the game minimum play must be met.
11. If a player misses three consecutive games or practices the Manager must notify the Player Agent immediately. The Player Agent and President shall decide whether it is appropriate to release and replace the player or not. If the player is to be replaced the Player Agent shall choose from eligible AAA players who tried out for Majors and obtain consent from the parents of the child to move them up. If no eligible players are found the Player Agent may expand their search to all AAA players. Players will not be replaced in the final two weeks of play or during the postseason.

Batting Rules

1. The batting order shall consist of all players present and must be maintained throughout the game (Continuous Batting Order). Late players shall be added to the line-up at the end of the batting order. Teams may start a game with as few as 8 players. The empty 9th batting spot will not be counted as an out.
2. Slash bunting (showing bunt, then pulling the bat to take a full swing) is prohibited.
3. 3rd drop strike rule applies in this division, please reference Green Book R6.09(b).

According to Rule 6.09(b), a batter becomes a runner when the catcher does not legally catch the third strike, provided one of the following conditions is met:

- First base is unoccupied.
- There are two outs, regardless of whether first base is occupied.

Pitching Rules

1. Players league-age 9-10 are limited to 75 pitches per day and players league-aged 11-12 are limited to 85 pitches per day. Rest is as follows: 1-20, 0 days; 21-35 1 day; 36-50 2 days; 51-65 3 days; 66+ 4 days.
2. If a pitcher reaches the pitch count limit for the day while facing a batter the pitcher may continue to pitch until the batter reaches base, the batter is retired, or the third out is made. 3. 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.
4. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day.
5. A player who has 40 or more pitches in a game is not eligible to play the position of catcher in that game.
6. Players may not pitch in more than one game in a day.



7. Pitch counts will be reported by each manager to the other division managers by midnight of the day of game played. Reporting method will be determined by the President and Coaching Coordinator (i.e. email thread, text thread, screenshot of home team's Game Changer).

Base Running

1. Leading off is not allowed.
2. Stealing of bases is allowed, but the runner may only leave the base once the ball has reached the batter.
3. Runners may advance bases on overthrows to any base and home may be stolen.
4. Head first sliding is not allowed, except when a player is returning to a base. Head first slides result in an automatic out, if not returning to a base.