

Torrance Little League

2026

Major Ground Rules

PURPOSE

To provide every child a chance to learn and play baseball in a fun, safe, supervised environment. One of the main tenets of this program is to encourage children to do their best with their abilities. With an emphasis on positive reinforcement, the program seeks to build confidence and self-esteem in each child.

GENERAL

1. Regular season rules listed in the current year Official Regulations and Playing Rules for Little League Baseball shall be used except as noted herein. Managers are responsible for knowing and understanding the current Official Regulations and Playing Rules. Any definitions, clarifications or apparent contradictions shall be resolved through the Division Commissioner. Rule Books may be obtained through the Division Commissioner.
2. No food (including sunflower seeds) in dugout (exception if there is a medical necessity).
3. Catchers **MUST** wear a protective cup. It is **RECOMMENDED** that all other players wear a protective cup.
4. All volunteers that are assisting in the dugout or on the field **must** have a volunteer form on file.
5. For safety reasons, all persons on the playing field must wear closed toe shoes.
6. Managers & Coaches must stay in the dugout (defined as actual dugout and dirt area immediately in front of the dugout) during game time.
 - a. Major: Maximum of three managers and coaches.
7. A maximum of 2 coaches may be in the dirt area in front of the dugout at any given
8. time.
9. Players must stay in the protected area of the dugout or outside the fenced area when not required on the playing field. They may not stand in the doorway of the dugout, and there is no on-deck batter.
10. Base Coaches: Both of the base coaches must be adults.
 - a. Major: A manager may choose to have a Player coach one base and an adult the other, as long as the player wears a batting helmet at all times.
11. The home team dugout is on the third base side.
12. The official scorekeeper shall be the "Home Team", which shall provide a scorekeeper and a pitch counter.
13. The official game announcer/scoreboard operator shall be the "Visiting Team".
14. Little League pledge before each game shall be led by Home Team player(s)
15. The "Home Team" shall provide new balls for each game.
 - a. Major: 3 balls
16. The TLL Code of Conduct policy must be adhered to and will be strictly enforced. The Manager is responsible for all coaches, parents and players associated with his/her team.
17. Manager shall confer with the Division Commissioner or Player Agent if Manager

18. determines that player shall not bat or play the required defensive innings due to
19. disciplinary reasons. Each instance will be reported to the TLL Board of Directors.
20. Game Length is 6 innings. If a game is called for darkness/dusk or weather or time, the final score will revert to the last completed inning, or if the home team is ahead and at bat, the score at that time will stand. Any ties will stand and each team will receive ½ win and ½ loss in the standings.
 - a. Major Preseason: Games may be called at dusk at umpire's discretion, or 2 hours maximum from scheduled game time.
 - b. Major Regular Season: Games will be 6 innings or until dusk. If the 6th inning ends in a tie, one additional inning will be played. If after 7 innings the game is still tied, the results will stand.
21. During pre-season and regular season, a player may leave early or arrive late as long as the opposing Manager and scorekeeper are notified prior to the start of the game. The player who arrives late will be added at the last spot on the line-up card. The scorekeeper must be notified when the affected player arrives or leaves the game.
22. Managers must provide opposing coach and scorekeepers a line-up with player names and jersey numbers 10 minutes before the start of every pre-, regular season or tournament game. All players on the team should be noted on the line-up sheet including absent or injured players.
23. The 5/8 rule is in effect for all games. The half-inning will end after 5 runs have scored. However, if after 4 runs have scored, a play results in more than one run scoring, all runs shall be scored, up to a maximum of 8 runs. The exception is the 6th inning, in which there are unlimited runs.
 - a. Exception: Major: There is no 5/8 rule. All innings are unlimited.
24. Managers must notify the scorekeeper of all pitcher and/or catcher changes.
 - a. Any player that pitches 41 pitches or more cannot catch for the remainder of that game.
 - b. Any player that has played in the catcher position for any portion of 4 innings is not eligible to pitch for the remainder of the game.
25. The official Scorekeeper shall determine what the official pitch count is. *However, the manager is ultimately responsible for knowing the pitch count.
26. Penalty for using an illegal bat is an automatic out and:
 - 1st offense the Manager shall receive a warning
 - 2nd offense the Manager shall receive a 1 game suspension
 - 3rd offense penalty/ discipline shall be at the discretion of the BOD
27. A team is allowed to start and play games with eight (8) players, however the Team Manager must have contacted the Player Agent or Division Commissioner to get a pool player to play as the ninth player. The team will not be charged an out for the ninth (9th) position & may skip over the ninth (9th) position without penalty.

BATTING/BASE RUNNING

28. Each team shall bat the entire lineup.
29. If a player refuses to bat then the "batting out of turn" rules apply rule 6.02
 - a. (c).
30. When the legal batter does not bat in his turn, the penalty depends on whether a play has occurred or not.
 - a. If the improper batter has not completed the at-bat, the proper batter will take his place and assume the current pitch count; there is no other penalty.
31. If a play has taken place, and the improper batter is noted before the first

- a. pitch to the next batter, the proper batter is declared out, the play is nullified (no advance of runners or scoring). The next batter is the one after the proper batter.
 - b. If a play as taken place and the improper batter is noted AFTER any pitches to the next batter, the results shall stand, and the improper batter becomes the proper batter.
 - c. For a complete discussion of this complex situation, see Little League Rule book, 6.07 for detailed rules and discussion.
- 32. Bunting is allowed.
- 33. Dropped Third Strike Rule. A batter is out when (1) a third strike is legally caught by the catcher; (2) a third strike is not caught by the catcher when first base is occupied before two are out.
 - a. **Comment:** With first base unoccupied, when a pitch results in a third strike, but the catcher does not cleanly catch the pitch, the batter is not called out (the umpire will call a third strike, but will signal that the batter is safe) and immediately becomes a base runner and can attempt to run to first base. The batter will be called out if the defensive team can tag or force him/her out before reaching first, if he/she runs out of the base line, or if the batter leaves the dirt circle around home plate without attempting to run to first base. If first base is occupied with less than two outs the batter is automatically called out on a dropped third strike.
 - b. **NOTE:** there is NO dropped third strike if the runner on first with less than
 - c. 2 outs steals second on the dropped third strike; the batter does not become a legal baserunner and he is out. However, the ball remains live, and any preceding baserunners may advance at their own risk (e.g., if the throw is made to first, preceding baserunners may advance to third or home). It is the defense's responsibility to know when the third strike rule is in effect.
 - d. With two outs on a dropped third strike, the batter is not called out regardless of base runners occupying first or any other base. The defensive team must tag or force out any base runner to record the third out on that play. If all runners reach base safely the third out is not recorded.
 - e. Not cleanly fielding the pitch" is defined as the ball at some point made contact with the ground after it left the pitchers hand but before the catcher has control of the ball in the glove. This includes bounced pitches and pitches that have fallen out of the glove and made contact with the ground before they are controlled.
- 34. Base stealing is permitted, however the runner cannot leave the base until the pitched ball crosses home plate. The runner may steal home.
- 35. Walks - the batter advances without penalty to first base after 4 balls are thrown
- 36. When the pitcher has possession of the ball, with at least 1 foot touching the pitching mound, all base runners must immediately proceed to occupy a base (i.e., no "dancing around off of the base."). Base runners remain live and may be picked off or may advance on the throw. Once the base runners occupy a base and the pitcher has possession of the ball, the play is dead and the runner may not leave until the next pitch crosses the plate. The umpire may give warning if necessary.
 - a. Note: the pitcher must have possession of the ball and have one foot on the pitching rubber.
- 37. Overthrow rule: Note: the runner may advance at his risk of any overthrow.
- 38. Tagging up. A runner may advance to the next base at his own risk once a fly ball is caught/touched by a fielder.

39. Base runners are to avoid collisions with defensive players whenever possible.
 40. Headfirst slides are not permitted and will result in an automatic out. The only exception is when a runner is returning to a base.
 41. Defensive players shall keep clear of their base / base path if there is not a play imminent.
 42. Catchers' shall stand considerably in front of or behind home plate if there is no play imminent.
 43. "Fake" tags by a defensive players to induce a runner to slide are not permitted.
 44. Players shall slide at second, third base or home plate if a defensive player has the ball and is waiting to make a tag or when a play is imminent. The runner will be called out if they do not slide or avoid the defensive player. The umpires shall have ultimate judgment.
 45. Intentional walks are allowed. The defensive Manager must notify the plate umpire of the defense's intent to walk a batter. The ball is dead and the four (4) pitches are added to the pitch count.
 46. After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.
 47. Exceptions:
 - a. On a swing, slap, or check swing.
 - b. When forced out of the box by a pitch.
 - c. When the batter attempts a "drag bunt."
 - d. When the catcher does not catch the pitched ball.
 - e. When a play has been attempted.
 - f. When time has been called.
 - g. When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box.
 - h. On a three ball count pitch that is a strike that the batter thinks is a ball. PENALTY: If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. Minor/Major Division: No pitch has to be thrown, the ball is dead, and no runners may advance.
- NOTE: The batter may return their position in the batter's box and assume the new count at any time during the at-bat, unless such enforced penalty is the third strike.
48. A courtesy runner will be allowed for the catcher, regardless of the number of outs. If all players are batting, then the last out is the courtesy runner. This rule is to help expedite the start of the next half inning and warm up the pitcher.
 49. When there are two outs, a pinch runner is MANDATORY for the catcher that will be catching the next half inning. If catcher is not pulled, you must replace catcher the next ½ inning. The pinch runner will be the player who made the last out.
 - a. If a manager is notified by the opposing team, that the catcher of record is on base with two outs, and the affected manager refuses to replace the catcher with a pinch runner, a protest should be filed with the official scorekeeper.
 50. PENALTY: If it is determined that a violation of this rule has been committed the following penalties will be assessed to the offending manager:
 - a. First offense - Single game suspension
 - b. Second Offense - Three game suspension.
 - c. Third Offense - Removal from manager position

DEFENSE

51. No player will sit out 2 consecutive innings.
52. All players must play at least 1 inning of defense in the infield each game.
53. *Players who do not play the minimum defensive requirement will make up the requirement by starting the next game in the infield and may not be removed until their minimum play time is fulfilled.
 - a. The infield is defined as the following positions:
 - Pitcher
 - First base
 - Second base
 - Third base
 - Shortstop
 - Catcher
54. *Nine players are required to field each inning when nine or more players are in the lineup. If only 8 players are available, 8 players will play each inning
55. "In-field fly rule"
 - a. Major: The infield fly rule is called when there is a fair fly ball in the infield that appears to be catchable with ordinary effort, when 1st and 2nd base, or 1st, 2nd, and 3rd bases are occupied before two are out.
 - b. The batter is out, whether or not the ball is caught. Runners may advance at their own risk; they must "tag-up" if the ball is caught, or may advance if the ball is not caught.
 - c. If the ball bounces fair but then bounces into foul territory before being touched, it is treated like any foul.
56. Dead ball rule applies when one of the following occurs:
 - a. Ball is thrown out of play i.e., in dugout or over the fence.
 - b. If a pitched ball touches the batter's body or clothing while standing in the batter's box.
 - c. If a foul ball is not caught.
 - d. A ball touches a runner in fair territory.

PITCHING

57. See the current year Little League Baseball Official Regulations and Playing Rules book and Appendix A of these Ground Rules for additional information concerning pitch count.
58. To avoid batter distractions by the pitcher no are allowed.
59. Wristbands of any color are not allowed while pitching.
60. The strike zone is the space over home plate between the batter's armpits and the top of the knees when the batter assumes a natural stance.
61. A manager or coach may come out twice in one inning to visit with the pitcher, but the second time out, the player must be removed as a pitcher. Example: If a manager visits Pitcher A once in the first inning, then makes a pitching change in the same inning, Pitcher B would be allowed one visit in that inning before being removed on the second visit.

62. A manager or coach may come out two times in one game to visit with the pitcher, but the third time out, the player must be removed as a pitcher. Example: If a manager visits Pitcher A twice in the first three innings, then makes a pitching change in the fourth inning, Pitcher B would be allowed two visits in that game before being removed on the third visit, subject to the limits in #52 above.
63. 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. EXCEPTION: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.
64. If a manager puts in a pitcher that was a catcher earlier in the game who caught in more than 3 innings, it will be considered a pitching violation (catch-pitch violation) and the penalty of the Manager being suspended for one game will be enforced.
 - a. *The President and Head Scorekeeper will review all violations. All pitch-catch or catch-pitch, days of rest, and daily pitch limit violations will result in a suspension of the manager for 1 game. Any exception will require Board approval.
65. A pitcher shall warm-up during the game in the bullpen in the foul area. The catcher warming up the pitcher shall wear a mask. A "spotter" wearing a helmet and glove shall be provided between the pitcher warming up and the live ball in the field of play.

SCOREKEEPERS

66. A Manager or the designee from a team can approach the Official Scorekeeper to inquire about pitch count ONLY after asking permission of the home plate umpire and ONLY between innings.
67. Managers are required to inform Head Scorekeeper of both pitcher and catcher changes, and any changes to the lineup during the game (e.g., if players come late or leave early).
68. Each team must provide a scorekeeper for each game.
 - a. Penalty: Team who fails to provide a scorekeeper will forfeit the game.

HEALTH AND SAFETY

69. Any player missing 5 or more consecutive days due to injury, not illness, (on or off the playing field) may not return to any baseball practice or game without a copy of a doctor's release given to the Manager.
70. Manager must submit a copy of the doctor's release to the Safety Officer within 48 hours.

PLAYER REPLACEMENT RULES

71. All player replacement issues must be directed first to the Player Agent!
72. During the season, a team that loses a player shall notify the League Player Agent within 24 hours of the loss or potential loss of the player. The loss or potential loss of a player shall be defined as the player who has missed three (3) consecutive games or practices or if the manager is notified that a player will no longer be participating. The Manager must replace lost players within 5 days of notifying the Player Agent.
73. During the season, a team that loses a player shall replace the player within 5 days of having lost the player from the first available child on the Waiting List (maintained

by the Player Agent). If there are no children on the Waiting List The Board of Directors, including President, Vice President, Player Agent, Division commissioner will aid in recruiting and evaluating replacement players.

PLAYERS WHO QUIT REPLACEMENT POLICY

74. Any player who quits his team or is injured during the season and per Doctor's instructions will not be able to return before regular season's end; will be replaced according to our Player Replacement Rules. All such Doctor notes must be in writing and should be forwarded to the Player Agent and Safety Officer. These rules apply prior to May 1st. After May 1st, a player will be replaced in extraordinary circumstances only.

UMPIRING

75. Umpires will be provided for all regular season and tournament games (Training, Minor and Major).
76. In the unlikely event that an umpire does not arrive by Game Time, Managers should make alternate arrangements and begin the Game as close to the scheduled start time, as possible (Training, Minor and Major).

Batting Cages/Pitching Facility Use

77. The home team will have priority for the use of the practice facility (pitching & batting cages) starting an hour before scheduled game time. They will be allotted 20 minutes to warm up their pitcher(s) or batters.
78. The visiting team will also be allotted 20 minutes to warm up their pitcher(s) or batters.
 - a. **Example:** Scheduled game time is 1pm. Home team gets the practice facility from 12pm to 12:20pm. Visiting team gets practice facility from 12:20pm to 12:40pm.
79. If you miss your window or don't use your window of time you lose your time in the practice facility.
80. **Note:** Each manager should be respectful of the other team and work together on ensuring each team has enough time to properly warm up. Any issues should be directed to your Division Commissioner

PLAYER POOL POLICY

The Player Pool can be used during the pre-season and regular season only (no playoffs/tournament). Only through written parental consent will a child's name be added to the Player Pool List, that will be maintained by the Player Pool Administrator (TBD). The Player Pool can only be used if a team has less than nine (9) players. The Player Agent or Division Commissioner must be contacted by the Manager as soon as he/she is aware he/she will not have enough players. If a Manager gives a minimum of 24 hours notice, he/she will be guaranteed players. The Manager can make contact as late as 2 hours before game time, but there will be no guarantee that a replacement player will be located.

If a player from the Player Pool is used, the following guidelines will be followed:

- a. The player may not pitch.
- b. The player may not catch.
- c. The player may not play the infield.
- d. The player will bat at the end of the line-up.

TOURNAMENT/PLAYOFFS

In the Winners bracket, the "Home" team shall be the higher seed. In the losers bracket, all fields are neutral and a coin flip between managers will determine home field advantage.

Tournament playing rules to be announced as the season-end approaches.

The Training Division Pre-Season shall consist of each team playing each other twice. No standings will be kept.

Win-Loss and Standings will be maintained during the Regular Season

In the event of a standings tie during the regular season, the seeding tie-breaker rule will apply and will be determined by the following:

- Head-to-head
- Head-to-head (runs allowed)
- Total runs allowed
- Total runs scored
- Coin toss

T.L.L. SECURITY

Rule #1 at T.L.L. is to ensure that every player, parent, and spectator is provided a safe environment in which to enjoy Little League Baseball.

Typically, the last individuals to leave our Facility are the parents who have volunteered to work in the Snack Shack. Their security is of paramount importance. Therefore, each Manager will be provided with a schedule that dictates when they or their designee are responsible for closing security as part of the Manager on Duty (MOD) responsibilities. The individual responsible for the closing security must check-in with the Snack Bar Coordinator as soon as possible after arriving at T.L.L. Once their game has concluded, they should once again check in with the Snack Bar Coordinator to see what duties must be performed prior to closing the complex. The person responsible for closing security should be the last person to leave the T.L.L. Facility. We cannot stress how important this responsibility is. To punctuate that point, if a Manager does not fulfill their security responsibility on their designated day, that Manager will be suspended for their next scheduled game. We understand that these are extreme measures but we hope that you too understand the seriousness of this responsibility.

Any TLL Board Member may stop a game or practice if they deem it a health/safety issue, due to conduct of anyone in/at/or near the game, to protect TLL, from liability or for a serious issue which cannot be resolved on the field. Board Members will need to report to Board and Division Commissioner why they took such action. Board may support ruling or not support ruling as acceptable. Games may be allowed to continue at a future date or another action may be taken based on Little League, Local or District rules or practices.

GAME DAY CONSIDERATIONS

Field Set-Up and Clean-Up

- 1) The managers of **BOTH TEAMS** are responsible for setting up (prior to each game) and cleaning up (after each game), the field, dugouts and bleachers.
 - a) If there is a game following or before the 4 team's managers are responsible for help set up and cleaning up the field for the game.
- 2) To **Set Up** the field (please do the following):
 - a) Drag the infield, base lines and home plate area, **taking special care not to get dirt on the grass.**
 - i) Use drags on the large area and rakes on the baselines
 - b) Rake the mound pulling up from the edge to the top of the mound. Fill in holes and tamp flat.
 - c) Place the bases.
 - d) Lightly water all the dirt areas.
 - e) Paint base line lines. Use the string line for the base paths and the template for the home plate area.
- 3) To **Clean Up** the field (please do the following):
 - a) Drag the infield, base lines and home plate area.
 - b) Rake the mound pulling up from the edge to the top of the mound. Fill in holes and tamp flat.
 - c) Lightly water the dirt areas if a game follows yours.
 - d) If no game is scheduled after yours:
 - i) Put away the bases and equipment into the storage shed and lock the shed.
 - ii) Heavily water the dirt and grass areas.
- 4) **Dugouts and Bleachers** - Each Manager is responsible for their dugout/bleacher (please do the following):
 - a) Remove the trash from the fields, dugouts and stands.
 - i) The stands should be swept as a courtesy to the fans of the following game.
 - ii) Team Parents are encouraged to provide a sign- up sheet for stand and dugout cleanup.
 - iii) An announcement to the stands before and after each game will serve as a reminder to the fans to clean up after themselves.
 - b) Sweep dugout after between games and at end of day.
- 5) Clean up should begin immediately after the game ends.

Please Note: These fields are our responsibility so take some time before and after each game to ensure that these rules are followed. In the event that you must leave immediately following the game, ensure that you designate a coach or parent to take care of ALL field responsibilities or make arrangements with the other manager before arrival to switch responsibilities.

IT IS NOT IMPORTANT WHO DOES IT. IT IS IMPORTANT THAT IT GETS DONE!

As challenges arise during the season, contact the Minor Division Commissioner for resolution.

APPENDIX A CHANGES/UPDATES TO THE LITTLE LEAGUE BASEBALL® RULES AND REGULATIONS (Updated January 2026)

Regulation VI - PITCHERS

a. Any player on a regular season team may pitch. **Exception:** *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.*

(b) A **pitcher once removed** from the mound **cannot** return as a pitcher.

i. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:

11-12 year old	85 pitches per day
9-10 year old	75 pitches per day
7-8 year old	50 pitches per day

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base;
2. That batter is put out;
3. The third out is made to complete the half-inning.

Note: Note: If a player delivers 41 or more pitches, and is not covered under the *threshold exception*, the player may not play the position of catcher for the remainder of that day.

(d) Pitchers league age 14 and under must adhere to the following rest requirements:

If a player pitches **66 or more pitches in a day**, four (4) calendar days of rest must be observed.

If a player pitches **51 - 65 pitches in a day**, three (3) calendar days of rest must be observed.

If a player pitches **36 - 50 pitches in a day**, two (2) calendar days of rest must be observed.

If a player pitches **21 - 35 pitches in a day**, one (1) calendar days of rest must be observed. If a player pitches **1 - 20 pitches in a day**, no (0) calendar day of rest is required.

NOTE: Under no circumstances shall a player pitch in three (3) consecutive days.

Exception: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the the following conditions occurs: 1. That batter reaches base;

2. That batter is retired; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that the pitcher is removed before delivering a pitch to another batter.

(e) Each league must designate the scorekeeper or another game official as the official pitch count recorder.

a. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

a. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI(c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI(c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

b. Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

a. A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League. **(See Regulation V – Selection of Players)**

a. Pitching in more than one game in a day: **Minor League, Little League and Intermediate (50/70) Division** - A player may not pitch in more than one game in a day

NOTES:

The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.

In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Example 1: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.

Example 2: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.

Example 3: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous three days (or four days, if the league is using Option 2).

Note: The use of this regulation negates the concept of the "calendar week" with regard to pitching eligibility.

Rule 1.10

1.10 - The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat). It shall not be more than 33 inches in

length; nor more than $2\frac{5}{8}$ inches in diameter, and if wood, not less than fifteen-sixteenths ($\frac{15}{16}$) inches in diameter ($\frac{7}{8}$ inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end. No bat modifications may be used – Clarifies that products, such as, but not limited to, choke-knobs, choke-up assists, are considered alterations to the bat and are not permitted. Use of these will be deemed as an automatic out.

NOTE 1: Solid one-piece wood barrel bats do not require a USA Baseball logo.

NOTE 2: The traditional batting donut is not permissible

NOTE 3: Non-wood bats may develop dents from time to time. Bats that have cracks or sharp edges, or that cannot pass through the approved Little League bat ring for the appropriate division must be removed from play. The $2\frac{1}{4}$ -inch bat ring must be used for bats labeled $2\frac{1}{4}$. The $2\frac{5}{8}$ -inch bat ring must be used for bats labeled for $2\frac{5}{8}$.

NOTE 4: An illegal bat must be removed. Any bat that has been altered shall be removed from play.

NOTE 5: 2nd Offense of the use of an illegal bat will result in the ejection of the manager

Rule 1.11 (k) Note

What is changed: Clarified to include managers and coaches.

(k) Casts may not be worn during the game. NOTE: Persons wearing casts, including managers and coaches, must remain in the dugout during the game.

Rule 3.02 Penalty

What is changed: Clarified to make it clear that the pitcher could remain in the game after the infraction, but at a different position.

PENALTY: The umpire shall demand the ball and remove the offender from the pitching position. In case the umpire cannot locate the offender, and if the pitcher delivers such discolored or damaged ball to the batter, the pitcher shall be removed from the pitching position at once.

Rule 3.03 Note (1)

What is changed: Added for clarification.

NOTE 1: A substitute may not be removed from the game prior to completion of his/her mandatory play requirements.

Rule 7.10 (d)

What is changed: Added for clarification.

EXCEPTION: If an otherwise proper appeal is being made by a player who has to go into foul territory to retrieve the ball in order to make an appeal or if the appeal is being made by the catcher (who may never have been in fair territory at all), the appeal will be adjudged to have been properly executed.

