

## 2026 Major Division Spring RULES

\*current Little League rules apply unless specified here

1. There will be no more than one minute between innings.
  - a. To speed up the game, teams can have the last batted out run for the catcher and/or pitcher at any time. Keep in mind this is meant to speed up play, not delay. Have the runner ready before calling time.
2. There is a 5 run limit per inning except in the 7th inning.  
More than 5 runs can only be scored before the 6th in the event of an out-of-the-park homerun. There is a 10 run mercy rule after 5 innings of play. 4 ½ if the home team is in the lead.
3. All games will come to a hard stop at 2 hours weekdays and 1 hour :45 Saturdays.  
The score will revert to the last whole inning unless the home team is at bat and is leading. Any attempt to manipulate the outcome of a game in regards to the time limit will warrant a warning and possible ejection and/or suspension.
4. Coaches are encouraged to rotate players throughout the season to ensure player education and experience
5. Only bats marked "USA Baseball" or solid wood are allowed for game play
6. Coaches are not permitted to be outside of the dugout during games with exception of base coaches. Please keep gates shut at all times.
7. All scores are to be reported by the winning team to the group text.
8. Catchers must wear a cup at all times.
9. The home team dugout is the first base side.
12. If weather permits rainouts may be made up after 2 cancellations
13. A complete game is 7 innings.
14. Any abuse of any umpires from coaches, players, or spectators will not be tolerated and will result in an ejection and one game suspension. As in all levels of baseball, balls and strikes are off limits. Players and Coaches should not direct comments to opposing players. Please recognize that although we are consensually competitive, as coaches, we are not playing in the game, but rather chaperoning the play of a baseball game by children to a successful conclusion. There will surely be calls and moments that don't go our way. It's okay to mention, but please move on. Even being right does not give us the right to hold a game hostage.

Any individual that is ejected will have to hand over duties to an assistant or parent and leave the property. The incident will be reviewed by the NTNLL resolutions committee.

15. An ejected player's spot in the batting order will be skipped over and will count as an "out" due to continuous batting order

16. Any substitute player cannot play pitcher and must bat at the end of the batting order

#### **PITCHING RULES:**

1. a. Pitchers must wear a helmet during warm-ups.

b. Visits to the mound – 2 visits per pitcher per inning allowed with a 30-second time limit. If there is a 2nd visit in the inning, the pitcher must be removed. Multiple players meeting on or around the mound will constitute a mound visit.

2. Once a pitcher is removed, they may not return to the pitcher position for the remainder of the game, or in the event of a double header the remainder of the day.

3. One balk warning per pitcher

4. Pitchers are limited to the Little League pitch count standard and must adhere to the rest day requirements. Pitch counts will be reported with game scores.

#### **OFFENSIVE RULES:**

1. The batting order must be continuous.

2. No out will be recorded if a player has to leave the game due to the following: injury, school function, or religious function. If a player leaves for any other reason an out will be recorded for their at bat. Any player that arrives to the game late or after lineups are exchanged will be added to the end of the order, even if the team has batted through the line up.

3. Lineups must be exchanged prior to the first pitch.

4. There is a 5 run rule per inning except in the 7th inning. The only way to score more than 5 runs before the 6th inning is if there is an out-of-the-park homerun

5. If a player squares to bunt before or during the pitch, he/she may not pull back and subsequently swing the bat. If a player does this, they will immediately be called "out".

6. Dropped third strike is in effect.

7. Infield fly is in effect

8. Stealing home is allowed

9. No head first sliding to advance. Any player that does so will be called out. Head first is only allowed when going back to the base.

10. All players must try to avoid contact. Players may not leap over another player in order to avoid contact. A player may be called "out" if the umpire believes contact could've been avoided and it wasn't. This is at the umpire's discretion.

#### DEFENSIVE RULES:

1. No defensive shifts

2. No fake tags. This is unsportsmanlike conduct and is grounds for ejection.

Players are discouraged from excessively holding tags or trying hidden ball tags as it slows play at this level.