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| **Topic** | **Instructional** | **Minor** | **Major** | **Junior** | **Senior** | **Source** |
| Time Limit | 1 hour 30 minutes | 1 hour 45 minutes | | 1 game scheduled: 2 hours 30 minutes  2 games scheduled: 2 hours | | LLRB Regulation VII  District 20 Practice |
| Weeknight games are scheduled to begin at 5:45PM or 7:30PM | | | Weeknight games begin at 6PM (no lights or 2 games) or 7PM (lights or 1 game) | |
| The game clock starts at the first official pitch of the game. | | | | |
| Daily Games and Double Headers | 1 game per day; no double header allowed | | 1 game per day;  one double header allowed per week | Double headers permitted (no limit) | | LLRB Regulation VII  LLRB Rule 4.13 |
| Innings Limit | 5  (10-runs/3 innings)  (15-runs/2 innings) | 6  (10-runs/4 innings)  (15-runs/3 innings) | | 7  (10-runs/5 innings)  (15-runs/4 innings) | | LLRB Rule 4.10 |
| Inning Start | A new inning *starts* after the 3rd out of the bottom half of an inning is recorded.  A new inning may proceed provided it *starts* before time limit is reached;  a new inning may not start after the time limit is reached (District 20). | | | | | LLRB Rule 2.00 |
| Number of Players | 10 defensive players (10th player behind 2nd base in outfield grass until ball is hit in to play); may start with 9, and finish with 8 without forfeit penalty | A game must start with 9 players and may not continue with fewer than 9.  A team with fewer than 9 players at game time may borrow a player from the  respective league’s player pool (if established); borrowed players are prohibited from pitching. | | | | LLRB 4.16  D20 Practice (Instructional) |
| Mandatory Play | For rostered players: minimum of 1 at-bat **and** 6 consecutive defensive outsa  For borrowed players: minimum of 1 at-bat **and** 9 consecutive defensive outs (prohibited from pitching)b  Any rostered player not receiving Mandatory Play – for any reason, including shortened games – must start the next game **and** play both the unmet requirement from previous game plus the requirement for that gamea | | | | | aLLRB Regulation IV(i)  bLLRB Regulation V(c) |
| Batting Lineup | Continuous Batting Order – Mandatorya  Maximum of 5 runs per half-inningb | | Continuous Batting Order – Optional based on local league policy; no limit on runs per half-inning | | | aLLRB Rule 4.04  bLLRB Rule 5.07  District 20 Practice (All Divisions) |
| Borrowed (non-roster) players should bat last in order and are prohibited from pitching. | | | | |
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| Substitutions | With CBO, players may be entered and/or re-entered defensively anytime once mandatory play has been met for player being replaced defensively | | If not using CBO, any player in the starting lineup (i.e., initial batting order) who has been removed for a substitute may re-enter the game **once** in the **same** position in the batting order, provided the substitute has met mandatory play requirements. Refer to the Rules for effect of substitutions on pitchers and pitching eligibility. | | | LLRB Rule 3.03  LLRB Rule 4.04 |
| Bat Standard | USA Baseball (No Tee Ball rated bats) or solid one-piece wood;  Max. 33 inches long  Max. 25/8 inch dia. | | | USA Baseball, BBCOR or solid one-piece wood;  Max. 34 inches long  Max. 25/8 inch dia. | BBCOR or solid one-piece wood;  Max. 36 inches long  Max. 25/8 inch dia. | LLRB Rule 1.10 |
| An illegal bat is one that has been altered or is not approved for play because it does not meet the prescribed specifications. A batter may be called out by the plate umpire for use of an illegal bat. Penalties for violations may also include losing eligible adult base coach for the remainder of the game and manager ejection. | | | | | LLRB Rule 6.06(d) |
| Base Distance | 60’ | | | 80’ initially, then  90’ prior to end of regular season | 90’ | LLRB Rule 1.04  District 20 Practice (Junior) |
| Base Sliding | No headfirst slides; no contact by runner allowed  (runner must avoid contact but sliding is **not** mandatory) | | | No headfirst restrictions;  runner must avoid contact | | LLRB Rule 7.07(a) |
| Base Running | No lead-offs;  No base stealing | No lead-offs;  Base stealing allowed after pitch reaches the batter | | Regular rules apply | | LLRB Rule 7.13  District 20 Practice (Instructional) |
| No batter or runner can advance more than 2 bases on hit or overthrow | No limit on advancing on  hits and overthrows | |

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| Pitching Affidavit (Pitcher Eligibility Tracking Form) | | Pitching Affidavits must be kept with official team scorebooks, completed and signed by each team manager after each game, and brought to every game, no exceptions. Failure to maintain Pitching Affidavit risks game forfeit and manager suspension or permanent removal. Managers should confirm pitch counts each half-inning to avoid later disagreement. Affadavits may be inspected by District or local league officials at any time. | | | | | LLRB Regulation VI  District 20 Practice (All Divisions) |
| Max Pitches in a Day | | **Ages 7-8**  Max 50 pitches | **Ages 9-10**  Max 75 pitches | **Ages 11-12**  Max 85 pitches | **Ages 13-16**  Max 95 pitches | | LLRB Regulation VI(c) |
| A pitcher must be removed from the mound once the maximum number of pitches in a day has been reached; when a pitcher reaches a days of rest threshold (or the daily maximum) while already facing a batter, the pitcher may finish that at-bat and the pitch count will revert back to the respective limit reached. | | | | |
| Days of Rest (Calendar Days) |  | **Ages 14 & Under** | | | | **Ages 15-16** | LLRB Regulation VI(d) |
| 0: | 1-20 pitches | | | | 1-30 pitches |
| 1: | 21-35 pitches | | | | 31-45 pitches |
| 2: | 36-50 pitches | | | | 46-60 pitches |
| 3: | 51-65 pitches | | | | 61-75 pitches |
| 4: | 66+ pitches | | | | 76+ pitches |
| Dropped 3rd Strike | | N/A | Batter is Out | 1st occupied and less than 2 outs – batter is automatically out;  1st not occupied or 2 outs – batter becomes runner. | | | LLRB Rule 6.05(b) |
| Pitching  Warm Ups | | A coach, parent or other adult may NEVER warm up a pitcher before or during a game, inside or outside the playing field. Only a teammate wearing a catchers mask may warm up a pitcher. | | | | | LLRB Regulation XIV(f)  LLRB Rule 8.03 |
| For warm ups between innings, pitchers are permitted 1 minute or a total of 8 warm-up pitches; a bench player with catchers mask should be used if the starting catcher is not immediately ready. | | | | |
| Coach Pitch | | After 4-balls, strike count remains; coach can throw up to 4 pitches or until batter is out; 4th pitch foul results in extra pitch. Coach must pitch from pitcher rubber; P must stand one foot in mound area. | Not Allowed | | | | LLRB Regulation VIII(d)  D20 Practice (Instructional) |
| Mound Visits | | Manager or coach may visit the pitcher:  Up to 3 times in 1 game (4th visit remove),  Up to 2 times in 1 inning (3rd visit remove) | | Manager or coach may visit the pitcher:  Up to 2 times in 1 game (3rd visit remove),  Up to 1 times in 1 inning (2nd visit remove) | | | LLRB Rule 8.06 |
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| Mound Distance | | 42’ | 46’ | | 54’ initially, then  60’-6” prior to end of regular season | 60’-6” | LLRB Rule 1.07 |
| Catching | | Catchers must wear a protective groin cup and throat guards must be worn on all catchers masks at all levels, including one-piece masks. Catchers masks must be worn at all times by any player taking infield practice as a catcher or when warming up pitchers between innings or in a bullpen. | | | | | LLRB Rule 1.17  LLRB Regulation VII(c)  District 20 Practice (Instructional) |
| A manager or coach may stand **quietly** (no coaching) near the backstop to aid in ball retrieval | A pitcher who delivers more than 40 pitches in a game cannot play the position of catcher for the remainder of that day. Any player who has played the position of catcher (caught at least one pitch) in four or more innings in a game is not eligible to pitch that day. | | | |
| On-Deck Batters | | Not Allowed | | | Allowed (as designated by the umpires) | | LLRB Rule 1.08-Note 1  LLRB Rule 1.08-Note 2 |
| Batter’s Box | | Batters must keep one foot inside batter’s box except for certain specified conditions.  Penalty is warning first, then strikes applied. | | | | | LLRB Rule 6.02(c) |
| Batting Helmet | | Players must wear a regulation batting helmet when batting, in on-deck area, as a base runner or as a base coach. Batting helmet must remain on until the batter re-enters the dugout. | | | | | LLRB Rule 1.16 |
| Jewelry | | No jewelry of any type, incl. watches, rings, pins, necklaces or other metallic objects may be worn during a game. | | | | | LLRB Rule 1.11(j) |
| Coaching and Supervision | | No one except the players, manager and 2 coaches shall occupy the dugout during play.  Anyone serving as manager or coach must have submitted a LL volunteer application and been cleared by the league through a background check. | | | | | LLRB Regulation XIV |
| Base Coaches | | Both base coaches may be adult coaches provided there is at least one adult coach remaining in the dugout.  A player serving as a base coach must wear a batting helmet. | | | | | LLRB Rule 4.05(a) |
| Weather Delays and Rain Outs | | Managers of both teams shall agree on the fitness of the playing field; the umpire(s) shall be the sole judge as to whether and when play shall be suspended because of unsuitable weather or field conditions; as to whether and when play shall be resumed if suspended; and as to whether play shall be called. However, the umpire(s) shall not call the game until at least 30 minutes after play has been suspended. | | | | | LLRB Rule 3.10 |
| Make Up Games | | Games called before they become a regulation game shall be resumed from exactly where it left off provided 1 or more innings have been played. Make up games should be made up as soon as possible. Rescheduling games is the responsibility of the affected team managers and is subject to field and umpire availability. | | | | | LLRB Rule 4.10(d) |