

East Nepean Little League 2025 House League Rules

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2 Rule Notes

The initial sections apply to all divisions. Local rules and rules specific to each division are addressed in later section. To contact League Executives, Directors go to www.eastnepeanbaseball.on.ca.

2.1 19-U

Refer to Interlock Rules established at the District level.
(https://d2llontario.ca/SMaLL/Documents/19URules_2018.pdf)

2.2 Junior & Senior

Refer to Interlock Rules established at the district level. (in-house and interlock)
(<https://d2llontario.ca/SMaLL/Documents/CurrentInterlockRules.pdf>)

3 Game Coordinator

***** Applies to all levels of play *****

If both umpires are under the age of 18 then a **Game Coordinator is required**. No game shall start until there is a Game Coordinator and they are included in the pre-game plate meeting. Refer to Rule [9.03(d) 1-5] can be found under Rule 9.00 – The Umpire of the Little League Baseball Rulebook.

3.1 ADULT GAME COORDINATOR RESPONSIBILITIES - Rule 9.03- (d)

- If no adult umpire is available for a game, and non-adult umpires are used exclusively for that game, the local Little League must assign an adult as Game Coordinator, or the game cannot be played.
- The Game Coordinator must not be a manager or coach of either team in the game and cannot be assigned as Game Coordinator for more than one game at a time. The Game Coordinator duties shall be:
 - (1) To be included in the pre-game meeting as noted in Rule 4.01;
 - (2) To remain at the game at all times, including between half-innings, in a position to see all actions on the field and in close proximity to the field (not in any enclosure). If, for some reason, the Game Coordinator is not present or is unable to perform his/her duties for any reason, the game must be suspended until the Game Coordinator returns, or until a new adult Game Coordinator is present and assumes the duties of Game Coordinator for the remainder of the game;
 - (3) To oversee the conduct of all players, managers, coaches, and umpires in the game;

- (4) To have the authority to disqualify any player, coach, manager, or substitute for objecting to the decisions of an umpire, for unsportsmanlike conduct or language, or for any reasons enumerated in these Playing Rules, and to eject such disqualified person from the playing field. If the Game Coordinator disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play;
- (5) To have the sole ability to judge as to whether and when play shall be suspended during a game because of inclement weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension. Said Game Coordinator shall not call the game until at least thirty minutes after play as suspended. The Game Coordinator may continue suspension as long as there is any chance to resume play. This supersedes Rule 3.10)

3.2 What Adult Game Coordinators CANNOT DO!

- Over-rule any umpire's decision.
- Remove any umpire from the game (Rule 9.02(d)).

4 General Local League and Game Rules & Information

4.1 Sportsmanship and Conduct

- Managers are responsible for the sportsmanship of their players, parents, and coaching staff.
- Be patient with all umpires.
- Issues involving umpires must be communicated with your **divisional director**.
- You may politely ask an umpire how they saw the events of a play but may not question their judgment. Teach players respect for the officials through your actions.
- Any abuse of equipment will result in player ejection.

4.2 Rain and Inclement Weather

The Home team Manager is responsible for postponing a ball game. Contact someone from the team who lives near the park to determine the weather conditions as well as the condition of the field.

4.2.1 Prior to Game (inclement weather conditions)

If decided to cancel the game, you must do the following:

- Contact the other team's Manager

- Contact the umpire assigner **90 minutes before game time.**
- Contact your players and Coaches.
- Contact your director and reschedule the game as soon as possible.

4.2.2 After Game Start (inclement weather conditions)

- Once a game starts, the Home Plate Umpire (or the umpire who is the age of 18 or older) has the responsibility for delaying or postponing the game.
- **If neither of the umpires are over the age of 18** then the game coordinator has the responsibility to call the game. The umpires will discuss the matter with the game coordinator and give their opinions, but it is up to the game coordinator to make the decision.
- The umpire shall not call a suspended game until at least 30 minutes have passed since the game was suspended and may continue suspension as long as there is a chance to resume play. Safety for the players is the key factor in this decision. The umpire can make an educated decision on continued suspension or game suspension without chance to resume play.
- Play will be stopped immediately during a thunderstorm if lightning is observed by anyone. Observe the 30-30 rule. If thunder is heard 30 seconds or less after lightning is observed, the storm is less than 10 kilometers away. Precautions should be taken. Do not resume play until 30 minutes after the last lightning strike in the area. All players and spectators should move to a safe location and away from steel fences and trees. Wait in your cars until the game restarts or is cancelled.
- Rained out games are to be played as soon as possible following the postponed or cancelled game. It is reasonable to play three games in one calendar week, especially at the beginning of the season.
- The two coaches involved in a rainout must contact the director to reschedule.

4.3 Curfews

- Games Must Start on Time!
- The pre-game meeting of umpires and coaches should take place 5 minutes before game time.
- In the event that the game start is delayed, the coaches and the umpire should note this time.

4.3.1 Rookie, Minor, Major

- no inning will commence after 2 hours from the scheduled start of the game (regular season only, not playoffs).

4.3.2 Junior, Senior, 19-U

- refer to interlock rules established at the district level.

4.3.3 Notes

- An inning is considered to have started when the third out is made in the previous half inning.
- Games may end earlier due to darkness or inclement weather.
 - Decision is made by the umpire (if at least one of the umpires is over 18, but if both umpires are under the age of 18 the game coordinator makes the call).
- No inning should begin unless there is a reasonable expectation of completing that full inning.
 - Decision is made by the umpire (if at least one of the umpires is over 18, but if both umpires are under the age of 18 the game coordinator makes the call).

4.4 Pitching Limits

Little League International is serious about pitching limits. The rules require that someone count all pitches, including 2-strike foul balls.

4.4.1 League Age Pitch Limits

- 9-10 (Minor) 75 pitches per day
- 11-12 (Major) 85 pitches per day
- 13-16 (Junior, Senior) 95 pitches per day
- 19-U – See District Rules

Rest requirements for players aged 14 and younger:

- 1-20 pitches no rest required If pitched Monday, wait until Tuesday.
- 21-35 pitches 1 calendar day of rest. If pitched Monday, wait until Wednesday.
- 36-50 pitches 2 calendar days of rest If pitched Monday, wait until Thursday.
- 51-65 pitches 3 calendar days of rest If pitched Monday, wait until Friday.
- 66+ pitches 4 calendar days of rest If pitched Monday, wait until Saturday.

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4.4.2 Local Pitching Rules

- Pitchers reaching a threshold may finish pitching to the current batter. This effectively means that the last batter faced counts as only 1 pitch.
- For Major and Minor pitchers are limited to the maximum number of innings they are allowed to pitch. ([See Section 7](#))
- Delivery of a single pitch constitutes having pitched an inning.
- **A player, once removed as a pitcher, shall not pitch again in the same game.**
- All Managers shall have available a listing of the pitchers used and the number of pitches they threw on each day. This is necessary to ensure that the pitching rest rules are followed.
- Any player on a team can and should be encouraged to pitch in a game after they have practiced and able to throw strikes. **Only after they have practiced and are able to throw strikes.**
- **A player, once removed as a pitcher, shall not pitch again in the same game.**
- A pitcher who delivers 41 or more 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 in four (4) or more innings in a game, is not eligible to pitch on that calendar day.

4.5 Cell Phones

Electronic devices such as cell phones are permitted as long as they do not become a distraction and are not used to communicate with others on the field.

All electronic devices such as, but not limited to, cellphones and tablets, **are not allowed on the playing field.**

4.6 Scores

The home team is responsible for reporting each game score on the East Nepean web site. Detailed instructions can be obtained from your division director.

4.7 Rule Book

East Nepean Baseball Association is a chartered organization with Little League Canada and uses the official Little League Rule Book for all rules and regulations except for specific '*local*' rules as outlined per the Local Rules.

All Managers and Coaches are required to read, apply and respect the regulations and rules as laid down in the rulebook.

5 Game & Field Equipment

5.1 Field Equipment

- The home team Manager is responsible for setting up the diamond, see the field diagrams in the rule book.
- Returning the equipment to the storage box and locking the box after the game.
- If the equipment is missing or damaged, including umpire equipment, please advise the divisional director.
- For each game, the home team shall supply 2 **new baseballs** and a **good quality used ball**.

5.2 Team Equipment

- The league entrusts each team Manager with the care and safekeeping of uniforms, bats, catching gear and baseballs.
- Care of uniforms is the responsibility of each individual and should be washed in warm water and hung to dry. Lettering and numbers could come off if uniforms are placed in the dryer.
- **Do not 'trade' any bat** for an East Nepean bat!
- Catchers must wear a mask that includes the dangling throat protector.

5.3 Bats Rule

East Nepean Little League will not use the illegal bat rule as written in the Little League Rule Book. All other rules pertaining to bat definitions and rules will apply as per Little League Official Rules.

East Nepean will use the following:

If an illegal bat is identified by the umpire or the umpire is notified by coaching staff, the rule will be applied as follows.

- **First offence**
 - The player will be asked to replace their bat.
 - The Coach will be warned for Illegal bat.
- **Second offence**
 - Batter called out when entering batter's box.
 - The Coach will be warned for Illegal bat.
- **Third offence**
 - Batter called out when entering batter box.
 - **The Coach will be ejected from the game.**

6 General Local Rules

The following are the local rule used by East Nepean. These rules apply to all in-house games play for all divisions. (Rookie, Major, Minor).

6.1 Dugouts

The home team shall occupy the 3rd base dugout, and the visiting team will occupy the 1st base dugout.

6.2 Number of Coaches

- Teams may have one manager plus a maximum of 2 coaches (3 adults in all) in the dugout. One adult coach is required to be always on the bench.
- For Rookie, 4 adults are permitted when including the pitcher. One adult coach is required to be always on the bench.

6.3 Number of Players

- East Nepean places twelve or thirteen players on each team.
- 8 registered players is the minimum number required to start and continue all games.
- All games start at the time on the schedule;
 - to avoid protests and forfeited games, a 15-minute grace period is allowed to ensure a team can field 8 players.
- If a team is unable to field 8 registered players the Umpire (or game coordinator) shall declare the game forfeited.
 - The game score shall be registered as 6-0 for the team with 8 or more registered players.
- If both teams are unable to field 8 players, the game will be cancelled and rescheduled.

- If a team is unable to continue the game with at least 8 players, the game shall be forfeited.
- When a game involving **2 East Nepean Teams** is forfeited due to lack of players by one team, but there are at least 16 players across both teams, one team will give the other team volunteer players to balance the teams and have a game.
 - The official standings will still show a forfeit, but in the interest of playing the game, the umpires will stay and umpire a game.
- Umpires are instructed not to stay and umpire exhibition play after a game has ended due to the mercy rule or a game involving a team that is not from East Nepean has been forfeited or the game has officially ended in the top of the last inning.

6.4 Mercy Rule

- For Rookie, Minor, and Major, if after four (or more) innings of play one team is ahead by 10 runs or more the game is officially over (3 ½ innings if the home team is ahead).

6.5 Call-Ups

- Managers who know that players will not be available to play due to sickness, injury, school trips, holidays, etc. are strongly encouraged to ‘call up’ players from a lower division to bring the playing roster to at least 8 players and Maximum 10.
- Called up players shall be used exactly like regular team members subject to the rules listed below.
- Players may not be called up if they have a scheduled game with their regular team.
- Senior and Junior Division see interlock rules.
(<https://d2llontario.ca/SMaLL/Documents/CurrentInterlockRules.pdf>)
- Managers are not permitted to use a player from the same level except in the Rookie National division.
- **Called up players cannot Pitch.**
- Canadian-level teams may call up National-level players from the same division.
- National-level teams may call up Provincial-level players from the same division. If there is no Provincial level, then a call up from the lower division National is permitted.
- **There are no call-downs.** (Players in an older division or a higher level of the same division may not play in a lower division.)

6.6 Batting

- Every player is placed in the batting order. (Continuous Batting Order)
- Later arriving players:
 - A player who arrives after the start of the game is placed last on the batting order.

- A player who is on the batting order and arrives late and misses their turn is placed at the bottom of the batting order.
- No automatic out is allowed. Example: 10 players on the batting order prior to the start of the game.
 - Tommy, scheduled to bat in the 6th position does not arrive until after the 8th batter has been at bat. Tommy is scratched from the 6th position, bats after the last person in the order, and is not an automatic out because he was not available to bat 6th.
- In Rookie, Minor or Major there is **no on-deck circle**.
 - Players may not handle a bat until it is their turn to bat.

6.7 Defensive Positions (Player Rotation)

- East Nepean promotes the principle of fair play throughout the House League season.
- On defense, all players will share fair infield positions and outfield play except for skill and safety positions such as pitcher, catcher and first base.
 - This does not mean that there is a 50-50 rule for infield and outfield.
 - All players' defensive play must be two-thirds infield and one-third outfield over the innings that they are not sitting.
 - For Rookie, the additional outfielder will change the ratio to 60/60 infield to outfield. All players will share equally in sitting out.
- Should a player not begin the season with the skills to pitch, catch or play first base, every effort must be made to help the player develop the skills required to play those positions (if the player is willing) at practice.
- At the Canadian level, first base would rarely be a safety concern.
 - Players who do not pitch or catch must still be given two-thirds of their play in the other infield positions.
- Coaches must strive to achieve the above objectives on a game-by-game basis and not spread them out over a week or a season.
 - In addition, there is rarely a reason for a player to sit out two consecutive innings, and a Coach should never plan this while doing a line up.
 - It happens too often that you do not get to finish all six innings.
 -

****FAILURE TO FOLLOW THE ABOVE RULES SHALL MAKE THE GAME SUBJECT TO FORFEITURE ON CHALLENGE BY THE OPPOSING COACH****

- All such challenges should be brought to the director of the division after the game rather than to an umpire during the game.

6.8 Players Leaving the Game Early

- If a player must leave the game early for any reason, injury or otherwise, his/her spot in the batting order is removed (no automatic out).
- If this happens while the player is batting, the at bat is cancelled and the next batter takes the plate with a 0-0 count.
- If the player is on base, the last player to either get out or score a run takes the leaving player's place.
- The player may return later to take his/her original position in the batting order. Teams may not abuse this rule to reduce the playing time of weaker players.

6.9 Playoffs

The league will decide on a playoff structure for each division with the seeding based on the regular season standings. All teams make the playoffs.

6.10 Regular Season Standings Tie-Breakers

Regular season standings shall be determined by total points based on 2 points for a win, 1 point for a tie, and 0 points for a loss.

The first procedure for resolving ties is to apply the following tie-breaking rules (in order):

- most wins
- best record in games involving only the tied teams.

The second procedure if 2 or more teams are still tied is to apply the following criteria (in order) to determine the top team among them:

- least number of runs allowed (in all games)
- greater number of runs scored (in all games)
- coin toss

Note

Once the second procedure determines the top team from a tie among 3 or more teams, the remaining tied teams go back to the first tie-breaking procedure again.

7 Division Specific Rules

The following are rules that apply to specific divisions.

7.1 Game Coordinator

If both umpires are under the age of 18 then a Game Coordinator is required. No game shall start until there is a Game Coordinator and is included in the pre-game plate meeting.

Refer to Rule [9.03(d) 1-5] can be found under Rule 9.00

7.2 Major Canadian

- For Major Canadian only: catchers must catch the third strike for a strikeout. The batter is out when a 3rd strike is legally caught by the catcher, or when it is not caught by the catcher and 1st base is occupied before 2 are out.
- A pitcher may pitch no more than 2 innings in a game, and the pitch count and pitcher rest rules must be followed (**see Pitching Limits Section**).
- The pitching distance shall be 46 feet, and base paths shall be 60 feet.
- A team may score a maximum of **4 runs** in any one inning. If the batter, when the 4th run is scored, has not completed their turn, then he shall be the first batter in the next inning of the same game.
- Catcher may be substituted with 2 outs.
- All other rules from the Little League rulebook apply.

7.3 Major National

- A pitcher may pitch no more than 2 innings in a game, and the pitch count and pitcher rest rules must be followed (see Pitching Limits section above).
- Pitching distance shall be 46 feet and base paths shall be 60 feet.
- A team may score a maximum of **3 runs** in any one inning.
 - If the batter, when the 3rd run is scored, has not completed their turn, then he shall be the first batter in the next inning of the same game.
- Catcher may be substituted with 2 outs.
- All other rules from the Little League rulebook apply.

7.4 Minor Canadian

- A pitcher may pitch no more than 2 innings in a game, and the pitch count and pitcher rest rules must be followed (see Pitching Limits section above).
- Pitching distance shall be 46 feet and base paths shall be 60 feet.
- A team may score a maximum of **4 runs** in any one inning.
 - If the batter, when the 4th run is scored, has not completed their turn, then they shall be the first batter in the next inning of the same game.
- Catcher may be substituted with 2 outs.
- All other rules from the Little League rulebook apply.

7.5 Minor National

- A pitcher may pitch no more than 2 innings in a game, and the pitch count and pitcher rest rules must be followed (see Pitching Limits section above).
- *Pitching distance may be 42 feet (6 feet closer than the pitching plate on the mound)* and base paths shall be 60 feet.

- With an umpire's permission, a pitcher may move back to 46 feet if he/she wishes.
- An umpire may move a strong pitcher back to 46 feet for safety reasons.
- *Stealing is not allowed.* (Runner may not advance on wild pitch or pass all)
- On any hit, runners may advance. Once any infielder possesses the ball and either holds it in the air or makes no attempt to put a runner out, play stops and all runners advance (or retreat) to the nearest base.
 - **Exception:** once play is stopped, forced runners advance even if they are not halfway to the next base.
 - If the defense elects to attempt to put a runner out, runners may advance to the maximum of:
 1. 2 bases from the start of the play; or
 2. nearest base plus 1 from the time that any infielder held the ball or when a ball thrown from the outfield passes any infielder.
 - If runners continue to run, the defense gets risk-free attempts to put the runners out. Once play stops, any runners not put out who have proceeded too far are returned to an earlier base (based on the maximum of (1) and (2) above).
- On a hit to the outfield, once the ball is thrown back to the infield, the play is dead and runners can only advance to the base to which they were running.
- The infield fly rule is not in effect.
- A team may score a maximum of **3 runs** in any one inning.
 - If the batter, when the last run is scored, has not completed their turn, then the batter shall be the first batter in the next inning of the same game.
- When there are 3 balls, a coach (from the team that is hitting) will pitch for the pitcher (no tee). This is to encourage players to swing the bat.
 - The process to be followed is:
 - 3-0 count - 3 pitches to put the ball in play from the coach (unless foul balls)
 - 3-1 count - 2 pitches to put the ball in play from the coach.
 - 3-2 count - 1 pitch to put the ball in play from the coach.
 - If the batter fouls the pitch they continue the at bat.
 - Each pitch from a coach is a strike, whether it bounces in front of the plate, sails over everyone's head, or is right in the strike zone. If on a 3-2 count the coach does not get the ball across the plate, a strike is called, and the batter is out.
- Catcher may be substituted with 2 outs.
- All other rules from the Little League rulebook apply.

7.6 Rookie Canadian (Coach Pitch)

- The coach or another designated adult will pitch overhand to the batter.

- Pitching distance shall be no less than 38 feet (8 feet closer than the pitching plate) and base paths shall be 60 feet.
- Players are allowed 5 pitches or 3 strikes (swinging strikes and foul balls only) whichever occurs first.
- A batter may have more than 5 pitches (or 3 strikes) if their last pitch is fouled-off.
- A batter may not walk after 4 balls. **No Walks allowed; batter is out.**
- The adult pitcher shall not involve him/herself in the play.
- If an adult pitcher interferes deliberately with the play in any way, the batter is out, and all base runners return to their original bases.
- If the adult pitcher is deemed to have accidentally interfered (an example is a hardline drive that hits the pitcher), then all players will return to their original base and a re-pitch will occur.
- All defensive players (and in particular the player fielding the pitching position) must remain no closer to home plate than the pitching rubber until the ball is hit.
- The defensive player playing the pitching position must wear a helmet.
- Base runners are not permitted to advance indefinitely on errors.
- On any hit, runners may advance. Once any infielder possesses the ball and either holds it in the air or makes no attempt to put a runner out, play stops and all runners advance (or retreat) to the nearest base.
 - **Exception:** once play is stopped, forced runners advance even if they are not halfway to the next base.
 - If the defense elects to attempt to put a runner out, runners may advance to the maximum of:
 - 3. 2 bases from the start of the play; or
 - 4. nearest base plus 1 from the time that any infielder held the ball or when a ball thrown from the outfield passes any infielder.
 - If runners continue to run, the defense gets risk-free attempts to put the runners out. Once play stops, any runners not put out who have proceeded too far are returned to an earlier base (based on the maximum of (1) and (2) above).
- Runners may advance on a caught fly or pop-up, whether the ball is hit fair or foul, provided the runner tags-up when or after the ball is caught.
- Bunting is not allowed. Players will be educated, and a re-pitch will occur.
- *Leading off and Stealing is not allowed.* (Runner may not advance on wild pitch or pass all)
- The infield fly rule is not in effect.
- A team may score a maximum of **4 runs** in any one inning.
 - If the batter, when the last run is scored, has not completed their turn, then the batter shall be the first batter in the next inning of the same game.
- In addition to the standard 9 defensive positions, each team may use a 4th outfielder (Rover). All outfielders must stay on the grass until the ball is hit.

- On-deck batters shall get prepared by putting on their helmets and sitting on the bench closest to the plate. They may not touch the bat.
- **Two defensive coaches are allowed on the field but must remain in the outfield during play.**
- The two base running coaches must remain in the coach's boxes and may not physically assist the runner(s) during play.
- All other rules from the Little League rulebook apply.

7.7 Rookie National Division (Coach Pitch)

- Playoff games will be 6 inning games.
- The coach or another designated adult will pitch overhand to the batter.
- Pitching distance shall be no less than 35 feet (11 feet closer than the pitching plate) and base paths shall be 60 feet (or less if the diamond infield is too small); however, during the regular season, the pitcher may move up to adjust to player needs.
- Players are allowed 5 pitches or 3 strikes (swinging strikes and foul balls only) whichever occurs first.
 - A batter may have more than 5 pitches (or 3 strikes) if their last pitch is fouled-off.
 - 5th pitch requires use of the batting Tee.
- A batter may not walk after 4 balls. **No Walks allowed; batter is out.**
- The adult pitcher shall not involve him/herself in the play. If an adult pitcher interferes deliberately with the play in any way, the batter is out, and all base runners return to their original bases.
- If the adult pitcher is deemed to have accidentally interfered (an example is a hardline drive that hits the pitcher), then all players will return to their original base and a re-pitch will occur.
- All defensive players (**player fielding the pitching position**) must remain no closer to home plate than the pitching rubber until the ball is hit.
- The defensive player playing the pitching position must wear a helmet.
- Max 2 bases can be taken on a hit.
 - On a hit to the outfield, once the ball is thrown back to the infield, the play is dead and runners can only advance to the base to which they were running.
- Runners may advance on a caught fly or pop-up, whether the ball is hit fair or foul, provided the runner tags-up when or after the ball is caught.
- **Bunting is not allowed.** Players will be educated, and a re-pitch will occur.
- *Leading off and Stealing is not allowed.* (Runner may not advance on wild pitch or pass all)
- The infield fly rule is not in effect.
- A team may score a maximum of **3 runs** in any one inning.
 - If the batter, when the last run is scored, has not completed their turn, then the batter shall be the first batter in the next inning of the same game.

- In addition to the standard 9 defensive positions, each team may use a 4th outfielder (Rover).
- All outfielders must stay on the grass until the ball is hit.
- On-deck batters shall get prepared by putting on their helmets and sitting on the bench closest to the plate. *They may not touch the bat.*
- Two defensive coaches are allowed on the field but **must remain in the outfield during play.**
- The two base running coaches must remain in the coach's boxes and may not physically assist the runner(s) during play.
- All other rules from the Little League rulebook apply.

8 Revisions

Rev	Description	Date
1	Update from 2024 Rules – document created	03 Apr 25
2	Added Bat Rule	04 Apr 25
3	Update as per operation comments review	08 Apr 25
4	Updated Section 5.3 wording on bat rules Updated Section 4.2.2 wording for game suspension	26 Apr 25