

- 1. Each player shall play AT LEAST 6 consecutive outs. The goal is comparable and equitable playing time over the course of the season. Coaches should attempt to give each player opportunities to play infield and outfield positions
- 2. Players cannot sit out more than two consecutive innings
- 3. Roster batting is required
- 4. No on deck batters are allowed
- 5. Players may run to first on a dropped 3rd strike provided:
 - a. No runner on first base
 - b. Less than 2 outs
- 6. Six inning Games
 - a. No new inning may start after 75 minutes unless otherwise scheduled.
 - b. "Drop dead" time is 15 minutes after original time limit or 5 minutes before next scheduled game time (score reverts to previous inning score).
 - c. Umpire announces starting time and time limit and starts timer.
 - d. New inning starts immediately after the 3rd out is made.
- 7. Nine players in field for the defensive team. Game can start with 8 players.
- 8. Five run limit completes the half-inning for the first 3 innings only of the first 6 games.
 - a. Run Rule for last 6 games: 15/3 and 10/4
- 9. Coaching visits to mound to be enforced
 - a. 1 visit per inning. Second visit per inning requires new pitcher.
 - b. 2 visits per game per pitcher. Third visit per game requires new pitcher.
- 10. National Little League Pitching Rules Apply. Pitch counts will be recorded, and appropriate rest days will be enforced.
- 11. Coach may warm up pitchers (while catcher puts on gear)
 - a. Pitcher gets 8 warmup pitches for first inning
 - b. 5 warmup pitches or 60 seconds for innings beyond first (whichever comes first).
 - c. New pitcher gets 8 warmup pitches
- 12. When not found in these rules, please consult the Little League International Rules. When in conflict, local rules prevail.