

JCLL Baseball Play Rules

General Guidelines:

1. JCLL uses the Little League International 2025 ruleset. We recommend that all coaches and volunteers download the free Little League Rulebook App. All of the rules on *this* document are meant to **highlight** or **supplement** the Little League rules. If a rule is not addressed by this document, please refer to the Rulebook App. If there is a conflict between these rules and the Rulebook App, *these* rules are to serve as the authority.
2. **In the case of an injury, please immediately notify an umpire.**
3. No runner may advance on an injury.
4. No fielder may block the baseline unless they are involved in an active play.
5. No “must slide” rule. However, a runner *should* slide to avoid a tag. If a runner doesn’t slide and there is a collision with a fielder in possession of the ball, the runner is out.
6. The only adults allowed on the fields during games are those that have completed a Little League background check and other required Little League training, licensed medical professionals, and first responders performing their duties.
7. No vulgarity, smoking, vaping, or other inappropriate or lewd behavior will be tolerated on or around the fields. Anyone who chooses to disregard this rule may be asked to leave.
8. Umpires and other league officials have the power to issue warnings and eject anyone participating in or attending Little League sanctioned games. We may ask you to leave. We may ask you not to come back. We will try to be understanding but bad behavior will not be tolerated. Our number one priority is the safety of our players, volunteers, and staff. Warnings and ejections allow us to provide that. Please don’t make us use them.
9. All batters and on-base runners must wear a Little League-approved helmet.
10. Helmets **are** allowed to have stickers that are not offensive (decided by the umpire).
11. Players and pitchers **are** allowed to wear jewelry, with the exception of dangle or hoop earrings.
12. Games are conducted between two teams and are mediated by umpires. Once the game has started, it is imperative that they be allowed to progress to their natural conclusions without interference. All outside influences should be ignored, if possible, and all participants should focus on playing a clean game. Each team should designate one representative (usually the head coach) to talk to the umpire-in-charge and the other team, and they should speak to each other **RESPECTFULLY**. Once a game has started the umpire-in-charge is the only authority on the field and all questions or protests must be communicated to them. Direct appeals that do not come through the umpire-in-charge will be ignored until after the game has adjourned.
13. Judgement calls (strikes, balls, walks, foul determinations, penalty bases, safe

and out calls, etc.) are not protestable. Team representatives may request clarification and explanation, RESPECTFULLY, but umpires are advised to not change these calls.

14. **Teams may protest non-judgement calls** with the umpire-in-charge.

Protestable items are ineligible players, ineligible pitchers, and rules calls. Each is protested and resolved according to the following guidelines:

a. *An ineligible player is one that does not meet the eligibility requirements for the game* (outlined in Rule 16).

i. The team representative must notify the umpire-in-charge of the protest before the umpire has left the field at the end of the game. **JCLL encourages teams to lodge these types of protests as soon as they are discovered in the interest of allowing games to be concluded as fairly as possible.**

ii. If the protest is lodged before the end of the game, the umpire will remove the ineligible player from the game, and the state of the game will be evaluated; the outcome may be decided if it can no longer validly continue (win/loss, forfeiture, etc.). If the game can continue the protester is encouraged to rescind their protest. If not then the game will continue “under protest.”

b. *An ineligible pitcher is an eligible player that has not met the eligibility requirements for the game* (outlined in Rule 18).

i. The team representative must notify the umpire-in-charge of the protest before the umpire has left the field at the end of the game. **JCLL encourages teams to lodge these types of protests as soon as they are discovered in the interest of allowing games to be concluded as fairly as possible.**

ii. If the protest is lodged before the end of the game, the umpire will remove the ineligible pitcher from the mound, and the state of the game will be evaluated; the outcome may be decided if it can no longer validly continue (win/loss, forfeiture, etc.). If the game can validly continue the protester is encouraged to rescind their protest. If not then the game will continue “under protest.”

c. *Non-judgement rules calls are protestable. An example of a protestable rules call would be the incorrect application of the infield fly rule.*

i. The team representative must notify the umpire-in-charge of the protest before the next play has been made.

ii. Once the protest is lodged the umpire-in-charge will review it and may take corrective measures. If the call is changed the protest ends. If not, or if the corrective measures are not satisfactory to the protester, the game will continue “under protest.”

The protest board is composed of the President, Vice President, Umpire-in-Chief, Player Agent, and the Coaching Coordinator. Protested games will be reviewed as soon as possible. The board review will have one of two outcomes. The game will be accepted into the record as is or will be replayed from the beginning of the

top or bottom of the half-inning in which it was protested. The board's decisions are final and will be communicated to both coaches and the community. Replay games are makeup games.

15. If a game has been called early due to a forfeiture, the team representatives and the umpire may agree to complete it as a "scrimmage."
16. **Eligible players** for a game include all of a team's rostered players and "pickup" players that are rostered on another JCLL team in the same season, at the same level or one lower (with a parent or guardian's explicit approval), and not rostered on the opposing team.
17. Any team may pick up players as needed to achieve a roster of no more than 10 players for any game.
18. Any eligible player is **eligible to pitch** with the following restrictions:
 - a. The player must be between 6 and 14 years old.
 - b. The player must not have previously been pulled from the mound in the same game (except for 50/70 which are allowed one return to the mound per game).
 - c. The player must not have been a catcher in 4 innings of the same game prior to pitching (catching in an inning is defined as receiving one at-bat pitch).
 - d. The player must not have pitched on each of the 2 previous days.
 - e. The player (real age) must not exceed their max pitches for the day (defined as the number of pitches to start an at-bat):
 - i. 6-8 years old: max 50 pitches per day.
 - ii. 9-10 years old: max 75 pitches per day.
 - iii. 11-12 years old: max 85 pitches per day.
 - iv. 13-14 years old: max 95 pitches per day.
 - f. The player must have had the required amount of rest as defined below (defined as the number of nights for the actual previous pitch count within the given range):
 - i. 21-35 pitches: 1 night rest.
 - ii. 36-50 pitches: 2 nights rest.
 - iii. 51-65 pitches: 3 nights rest.
 - iv. 66+ pitches: 4 nights rest.
19. Any eligible player is **eligible to catch** as long as they have not previously **pitched** more than 20 pitches in the same game.
20. Explanation of the infield fly rule: on a fair fly ball (no bunts) that could be caught in the infield, the batter is out if the following requirements are met:
 - a. There are less than 2 outs,
 - b. And there are runners on first and second, not excluding third,
 - c. And an infielder could have caught the ball with normal effort. For example, if the ball flies up five feet and drops and no one could have run to where it fell then it couldn't have been caught with normal effort.
21. Teams should clean their dugouts after each game.

T-Ball (Little League Tee Ball):

1. Ages 4-7 by Little League age chart.
2. No protests.
3. No infield fly rule.
4. Five-run cap per inning except for the last.
5. No mercy rule.
6. Teams must have at least 6 eligible players present to play or continue a game.
7. No new inning will be started after 40 minutes of play time.
8. Games will be called for time after 50 minutes of play time.
9. **Fielding:**
 - a. Minimum required infield: pitcher and first, second, and third base positions.
 - b. Standard infield positions apply. Teams may field up to four outfielders.
 - c. Players serving in the pitching position must wear a face mask (provided to coaches by JCLL) during play.
 - d. Players serving in the catcher position must wear a face mask and chest protector (provided to coaches by JCLL) during play.
 - e. **To stop play the player in possession of the ball must be in the pitcher's circle or in front of the runner in the baseline, and must hold up the ball.**
10. **Batting:**
 - a. Batters can only use USA Baseball Tee Ball/T-ball bats.
 - b. Continuous batting order with no forced outs.
 - c. Coaches *may* throw 3 pitches to each batter for each at-bat, then off of the tee.

Coach Pitch (Little League Minor League):

1. Ages 5-8 by Little League age chart.
2. No protests.
3. No infield fly rule.
4. Five-run cap per inning except for the last.
5. No mercy rule.
6. The ball is dead if it hits the pitching coach.
7. Teams must have 7 eligible players present to play or continue a game.
8. No new inning will be started after 45 minutes of play time.
9. Home team must have the last at-bat.
10. **Fielding:**
 - a. Minimum required infield: pitcher, catcher, and first, second, and third bases.
 - b. Standard infield positions apply. Teams may field up to four outfielders.
 - c. Players serving in the pitching position must wear a face mask (provided to coaches by JCLL) during play.
 - d. Players serving in the catcher position must wear a face mask and chest protector (provided to coaches by JCLL) during play.
 - e. **To stop play the player in possession of the ball must be in front of the runner in the baseline, and must hold up the ball.**
11. **Batting:**
 - a. Batters can only use USA Baseball bats.
 - b. Continuous batting order with no forced outs.
 - c. Batter receives 5 pitches. The last pitch cannot end in a foul ball. The batter must hit or strike out. The fifth pitch is a strike if the batter doesn't swing.
 - d. Boys are to be pitched to over-handed.
 - e. Girls can be pitched to under- or over-handed.
 - f. Coach must pitch from the stripe.

Kid Pitch (Little League Major Division):

1. Ages 8-12 by Little League age chart.
2. Coaches can protest.
3. Teams must keep a scorebook.
4. Infield fly rule.
5. Five-run cap per inning except for the last.
6. Mercy rule:
 - a. 15-0 after the end of the second inning.
 - b. 10-0 after the end of the third inning.
7. Teams must have 8 eligible players present to play or continue a game.
8. Coaches must wear a facemask to warm up their pitchers.
9. No new inning will be started after 50 minutes of play time.
10. Games will be called for time after 60 minutes of play time.
11. **Fielding:**
 - a. Umpires will give pitchers a number of warm-up pitches before each inning.
 - b. Pitchers removed from the mound may not return in the same game.
12. **Batting:**
 - a. Batters can only use USA Baseball bats.
 - b. Continuous batting order. **If a player is listed on the lineup but fails to show up for their first at-bat, the team representative can move them to the end of the lineup instead of taking an out.** However, if they miss *that* at-bat then it is a forced out. Notify the other team and the press box of changes to the lineup.
 - c. Courtesy runner for pitchers and catchers on second out.
 - d. Players must stay in the box until the pitch crosses the plate. Failure to do so may result in a warning or a strike.
 - e. Players must step out of the box during an active play at home. Failure to do so may result in a warning or an out.

50/70 (Little League Intermediate):

1. Ages 11-13 by Little League age chart.
2. Coaches can protest.
3. Teams must keep a scorebook.
4. Infield fly rule.
5. Five-run cap per inning except for the last.
6. Mercy rule:
 - a. 15-0 after the end of the second inning.
 - b. 10-0 after the end of the third inning.
7. Teams must have 8 eligible players present to play or continue a game.
8. Coaches must wear a facemask to warm up their pitchers.
9. No new inning will be started after 75 minutes of play time.
10. Games will be called for time after 90 minutes of play time.
11. **Fielding:**
 - a. Umpires will give pitchers a number of warm-up pitches before each inning.
 - b. Pitchers removed from the mound may return once in the same game.
12. **Batting:**
 - a. Batters may use USA Baseball *and* BBCOR bats.
 - b. Continuous batting order. **If a player is listed on the lineup but fails to show up for their first at-bat, the team representative can move them to the end of the lineup instead of taking an out.** However, if they miss *that* at-bat then it is a forced out. Notify the other team and the press box of changes to the lineup.
 - c. Courtesy runner for pitchers and catchers on second out.
 - d. Players must stay in the box until the pitch crosses the plate. Failure to do so may result in a warning or a strike.
 - e. Players must step out of the box during an active play at home. Failure to do so may result in a warning or an out.