

SDLL Local Rules

Juniors Division - Spring 2026

General Rules

1. Field dimensions are 54 ft pitching distance (measured from the back tip of the plate to the front of the pitching rubber) and 80 ft bases.
2. Games are played with 9 players in the field. Games can be played with as few as 8 players. A team playing the game with eight players, due to attendance or injury, shall not be required to record automatic outs in the 9th batting position. In the event a team is unable to field the minimum number of players, the game shall be forfeit. In the event of a forfeit, the teams should split the players evenly and play a scrimmage game.
3. This division will play 7 inning games, with no new inning after 2 hours.
4. Games may end in a tie during the regular season.
5. If after 4 innings (3.5 if the home team is ahead), one team has a lead of 15 runs or more, the game is over.
6. If after 5 innings (4.5 if the home team is ahead), one team has a lead of 10 runs or more, the game is over.
7. If after 6 innings (5.5 if the home team is ahead), one team has a lead of 8 runs or more, the game is over.
8. The home team will occupy the third base dugout. Only uniformed personnel may occupy the dugout. Under no circumstances should teams share a dugout for the game.
9. Batting teams will continue until 3 outs are recorded.
10. Players that exit the game may re-enter.
11. Players must use a USA Baseball-approved bat. Bats may also be certified and marked as BBCOR, if desired. Bats may not exceed 34" in length and 2 ⁵/₈" barrel diameter.
 1. Wooden bats are permitted and, if a completely solid one-piece wooden bat, does not need to have a USA Baseball stamp.
 2. A wood bat may be no less than 15/16" (⁷/₈" for bats less than 30") at its smallest part.

Weather Related Rule

For Seven-Inning Games

1. A game is considered official if 4 innings have been completed.
2. If more than 1 inning but fewer than 4 innings have been completed, the game will be paused

and rescheduled to resume from the exact point of interruption. Again, please record the time elapsed for time limit purposes.

3. If fewer than 1 inning has been played, the game will not count and a new game will be scheduled.
4. All pitches thrown will count toward pitch counts and regulations to ensure player safety.

Offense

1. When a team is at bat, two (2) coaches may be on the field. These include a first base coach, and a third base coach.
2. The infield fly rule is in effect.
3. Dropped third strike is in effect.
4. The pitching mound should be set at 54 feet. The distance is measured from the rear of home plate to front of pitching rubber.
5. Bunting is allowed.
6. Stealing is permitted.
7. Leads are permitted.
8. Batters may not leave the batter's box in between pitches unless they hit a foul ball, make an attempt to avoid a pitched ball, or [elect to bat from the other side of the plate](#).
9. Base runners are permitted to tag up on fly balls caught by fielders. Runners may tag on fair or foul balls.
10. The final pitch in a base on balls is considered a live ball. The defense must possess the ball and stop runners from advancing.
11. If a player throws the bat for the 1st offense the play stands; the umpire calls time and issues a warning to both teams. On the second offense, the batter is out.
12. On Deck batters are allowed. If teams are using the on deck batter, the batter needs to stand on the side to the hitter's back. The field is very tight, if the 1st base team uses the foul area in front of their dugout with a right handed batter someone will get hurt with a foul ball.
13. **"Must Slide"** - There is no "must slide" rule in Little League. The rule is, "Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag." -- Rule 7.08(a)(3)

SDLL Approved Ruling: For plays at home plate, a runner who does not slide will be ruled out for anything more than incidental contact with the fielder.

Note: Umpires are encouraged to err on the side of safety and rule the runner out on questionable decisions. Coaches are encouraged to teach runners to slide for all plays at the plate.

14. **Obstruction** - If a defensive player blocks the base/plate or baseline clearly without possession of the ball, obstruction shall be called. The runner is safe and a delayed dead ball shall be called. – Rule 7.06(b)(Note 2)

LLI Approved Ruling: A runner may not be called out for a collision involving a player without possession of the ball. However, a runner who deliberately or maliciously contacts an obstructing fielder may be ejected for unsportsmanlike contact. Source: [LLI Website](#)

15. A courtesy runner for the catcher of the next inning is allowed at any time in order to minimize time between innings. The player last put out must be the courtesy runner.
16. All teams will utilize a continuous batting order for all games. Players are required to play a minimum of 6 outs in the field each game.
17. **Illegal Bat Use** - The batter is ruled out if he/she enters the batter's box with one or both feet entirely on the ground with an illegal bat (see bat specifications in Little League rule 1.10) or is discovered having used an illegal bat prior to the next player entering the batter's box.

NOTE: If the infraction is discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal bat: The offending batter is called out and the result of the at-bat does not count. Play must be resumed to the point prior to the offending batter's at bat and an out recorded. The inning ends if this is the third recorded out.

Defense

1. Contact between an infielder and baserunner does not mean interference or obstruction must be called. The decision rests solely with the umpire's judgment.
2. Balks may be called. In the first 2 games of each team's season, the umpire is encouraged to use their discretion in determining the intent of the balk.
 - a. For example, a player who obviously does not have a lot of experience pitching may receive a warning, where a player who obviously attempts to deceive a runner will receive a balk.
3. Pitch counts are managed based on a player's league age. Each player's official league age is available on the pitch count tracker.
4. If a pitcher reaches the limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. that batter reaches base; 2. that batter is put out; 3. the third out is made to complete the half-inning.
5. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.
6. 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.
7. A pitcher once removed from the mound may return as a pitcher one time per game.
8. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more (15- and 16-year-olds: 31 pitches or more) in the same day, may not return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20-pitch limit (15- and 16-year-olds: 30-pitch limit) while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.

9. A manager or coach may come out once per inning to visit with the pitcher, but the second time visiting the same pitcher, the player must be removed as a pitcher. A manager or coach may come out two times in one game to visit with the pitcher, but the third time visiting the same pitcher, the player must be removed as a pitcher. (NOTE: Under no circumstances shall a player pitch in three (3) consecutive days.)

Pitch Count League Ages 13-14:

1-20 Pitches= no days rest

21-35 Pitches= 1 days rest

36-50 Pitches= 2 days rest

51-65 Pitches= 3 days rest

66+ Pitches= 4 days rest

Maximum Pitches per Day = 11-12: 85 pitches // 13-14: 95 pitches

Pre and Post-Game

1. Home team has the cage (if applicable) starting 45 minutes before game time and up until 25 minutes before game time and then the away/visiting team has access for the next 20 minutes.
2. The Home and Away teams are each responsible for submitting the final score and pitch counts within 24 hours of the game's completion.
3. Home team sets up the field and provides baseballs.
4. Visitor team breaks down the field.
5. Each team is responsible to clean out dugout trash before the next team arrives.
6. See the SDLL Field Guide for additional details.