



2026 Majors Division House Rules

1. Rules: All games will be played under the 2026 Little League Baseball Official Regulations, Playing Rules and Operating Policies (the “Rulebook”) except as stated otherwise herein. Managers, umpires and assistant coaches are expected to read, understand and comply with all Little League rules, with emphasis on rules that address safety, pitch count limits, and eligibility for pitchers and catchers.

2. Division Tiers: The Majors Division is separated into two distinct tiers to ensure players develop at an appropriate pace:

- **Nationals (Competitive):** Focused on a higher-intensity, competitive environment.
- **American (Mid-Tier):** Focused on refining skills in a balanced, steady setting.

3. Minimum Player Rule: A team must always have a minimum of eight (8) players to play an official game. A team that has less than eight (8) players must forfeit the game. Forfeit of games shall be scored 6-0, regardless of the score when a forfeit occurs. In the event a game is forfeited based on the minimum player rule, all efforts should be made to play a “scrimmage” game by splitting up the available players.

4. Uncaught Third Strike:

- **National Division** - Batters can advance to first base on an uncaught third strike in accordance with Rule 6.09(b) of the Rulebook. Note: A pitch that hits the ground before reaching the catcher’s mitt is considered “uncaught.”
- **American Division** - Batters may not advance to first base on an uncaught third strike. The batter will be called out, but the ball remains live in this situation.

5. Continuous Batting Order: All players present for the game shall be placed in the batting lineup and will bat throughout the game in that order, regardless of whether they are playing defensive innings or not. If a player is injured while on base, the player who was the previous out for the team shall take the place of the injured player on the bases. See Rule 4.04 for full details on the continuous batting order. Note that courtesy runners are not permitted (Rule 3.04).

6. Length of Games: For weeknight games up to May 12th, no new inning will begin after 8:15 pm; beginning May 13th, no new inning will begin after 8:30 pm. For all weekend games, no new inning will begin after two hours have elapsed from the scheduled start time (i.e. games with a 2:00 pm start time cannot have a new inning start after 4:00 pm).



7. Stanley Park Games: For weeknight games, no new inning will begin after two hours have elapsed from the scheduled start time. Saturday and Sunday games will be six innings in length as per the Rulebook. If weather delays occur during the weekend games, the two-hour rule stated above will apply.

A new inning is deemed to have started once the third out is made in the preceding inning. When to call the final inning is decided solely by the plate umpire and not the Managers, even if both teams agree. Note that an "open inning" may or may not be declared by the umpire, depending on the time limit and length of prior innings. Managers and umpires shall ensure that both teams are ready for "first pitch" at the game's scheduled start time. During the playoffs, the time limit will be eliminated, and games will be 6 innings unless the umpire calls it due to insufficient light or Rule 4.10(e).

8. Limit on Runs per Inning:

- **National Division** - In all regular season and playoff games, there will be a maximum of 5 runs scored per half-inning, with a final 'open inning' (i.e.: no run limit) to take place when the umpire declares an "open inning" due to time limits imposed by Rule 6 above. If a 6th inning is played in any game, by rule it will be declared an open inning. In all playoff games, extra innings will be considered open innings.
- **American Division** - In the regular season and playoff games, there will be a maximum of 5 runs scored per half-inning for every inning. There is NO "open" last inning format in regular season play. An "open" last inning format will only be used in the playoffs.

9. Mercy Rule: See Rule 4.10(e) of the Rulebook for full details on ending a game due to the 15-run rule or 10-run rule.

10. Rules on Pitching/Catching Eligibility and Limits: All Managers, coaches and umpires are expected to read and be fully aware of the content contained in Regulation VI of the Rulebook.

- **Game/Day Limits:** A player may not pitch in more than one game in a day, nor on three consecutive days, regardless of whether they pitch less than 20 pitches per appearance.
- **Pitcher to Catcher:** A pitcher who delivers 41 or more pitches in a game (regardless of threshold) cannot play the position of catcher for the remainder of that day.
- **Catcher to Pitcher:** A player who plays catcher for any part of four (4) innings cannot pitch that day. Note: If the player plays in 3 innings and then catches even one (1) pitch in the 4th, that is considered 4 innings.



- **Daily Pitch Limits:** Per Regulation VI(c), the following pitch count limits are in effect:

League Age	Max Pitches Per Day
6-8	50 Pitches
9-10	75 Pitches
11-12	85 Pitches
13-16	95 Pitches

Exception: If a pitcher reaches the limit for his/her league age while facing a batter, the pitcher may continue to pitch until: (1) The batter reaches base; (2) The batter is put out; (3) The third out is made to complete the half-inning; or (4) The pitcher is removed from the mound prior to the batter completing the at-bat.

11. Pitcher Rest Requirements: Pitchers league age 14 and under must adhere to the following rest requirements set out by the “Rulebook”:

- **66+ pitches:** Four (4) calendar days of rest.
- **51-65 pitches:** Three (3) calendar days of rest.
- **36-50 pitches:** Two (2) calendar days of rest.
- **21-35 pitches:** One (1) calendar day of rest.
- **1-20 pitches:** Zero (0) calendar days of rest.

Note: Under no circumstance shall a player pitch in three (3) consecutive days.

12. Early Season Pitch Limits (Spring House League): Our objective is to ensure players have the opportunity to build the strength and stamina necessary to pitch safely and effectively. The following pitch limits apply to ALL pitchers:

- **1st Appearance:** Maximum of 35 pitches (threshold in effect).
- **2nd Appearance:** Maximum of 50 pitches (threshold in effect).
- **3rd Appearance and beyond:** Standard Rulebook maximums apply.

13. Number of Visits to the Pitcher: See Rule 8.06 of the Rulebook for limits related to the number of mound visits per inning and per game. Note that the 2nd time a pitcher is visited in any inning requires the player to be removed as a pitcher.

14. No On-Deck Batters Allowed: Rule 1.08 prohibits on-deck batters anywhere on or near the playing field.

15. Avoiding Contact and Avoid High Tags: No tags are permitted above a runner’s shoulders. If a runner is tagged above the shoulders, the runner will be called safe. When there is a play at any base, including home plate, the runner must avoid contact with the defensive player. As stated in Rule 7.08(a)(3) any runner is out when they do not slide or attempt to get around a



fielder who has the ball and is waiting to make the tag. There is no “must slide rule” and the runner’s primary responsibility is to avoid contact. Sliding into a defensive player that results in contact is not permitted. Head-first slides are not allowed, unless the player is returning to a base (see Rule 7.08(a)(4) of the Rulebook).

16. Batter to Remain in Box: Rule 6.02(c) will be in effect for all regular season and playoff games. See page 1 of the Rulebook for details on exceptions to the rule, which requires that after entering the batter’s box, the batter must remain in the box with at least one foot throughout the at bat.

17. Manager/Coach Dress: Per Rule 1.11(i) of the Rulebook, Managers and coaches must not wear conventional baseball uniforms, but may wear a cap, slacks or shorts and shirt.

18. Ties: For regular season games, if a game is called by an umpire or ends after 6 innings and the score is tied, the game is over. Extra innings will only be played in playoff games.

19. Fair/Equitable Play: All Managers are expected to ensure players get an equal amount of playing time. As a rule, no player ever sits for a second inning before every player has sat for one inning, and no player sits for the third inning before every player has sat for two innings. Pitchers can remain in the game continuously until they are removed, then must sit out to satisfy fairness.

20. Scorekeeping/Pitch Count/Dugout Assignments: Both teams will provide a scorekeeper and pitch count recorder. The home team is the official scorekeeper and will occupy the third base dugout. The visiting team is the official pitch count recorder and will occupy the first base dugout.

21. Rainout Games/Rescheduled Games: Regular season games cancelled due to weather do not need to be re-scheduled. The Majors Coordinator and/or VP and team Managers involved will find an available timeslot to schedule the makeup date for playoff games.

22. Sportsmanship: Good sportsmanship is expected by all participants, coaches, players and spectators. No abusive comments towards umpires, players, coaches or diamond officials will be tolerated. No warning is required by an umpire to eject or remove a participant, coach or player. Once an individual is ejected, that person must promptly leave the playing field and surrounding area, and the ball game shall not resume until that person has left the playing field and surrounding area to the satisfaction of the umpire. While an umpire does not have authority to eject a spectator, an umpire may stop the game and direct both teams to their dugouts until the manager of the team to whom the spectator is affiliated with directs the spectator to leave the playing field and surrounding area. The umpire may cease play until such time as the spectator leaves. Any league official (board member) present at a game may also direct a spectator to leave for violation of the District 8 zero tolerance policy. Any incident



resulting in a participant, coach, player or spectator being ejected will be reviewed by the Division VP and Board of Directors, and further actions, including suspension, may be taken.

23. Replacement Umpires: In the event a District 8 umpire does not attend the game, the home team is responsible for supplying the umpire.