

## Rules & Regulations Differences Between Little League and NFHS

- **Bats**

- Little League Requires that all bats for Junior League and below be USA Baseball Certified. That stamp must be on the bat. Junior and Senior League players may also use the same BBCOR bats they use in High School
- Penalty for Illegal Bats
  - For the first violation, the offensive team loses one adult base coach for the remainder of the game.
  - For any subsequent violation, the acting Head Coach is ejected.
  - The bat must be removed when discovered.
  - As in NFHS, the batter is out.

- **Balks**

- In any Junior or Senior League Game, it is a Delayed Dead Ball.
- Majors and Under has no Balk.
  - With or without runners on base, it is declared a ball on the batter and a pitch is added to the pitcher's pitch count.

- **Defensive Conferences**

- On the 2<sup>nd</sup> charged conference in the same inning or 3<sup>rd</sup> for the same pitcher in the game, the pitcher must be removed. This is the case for the each pitcher. Conference ends when the coach crosses the foul line on his way back to the dugout.

- **Coach Restriction**

- Unlike NFHS Baseball, there is no rule allowing the restriction of a coach to the dugout in Little League. If the infraction warrants, ejection shall be used.

- **Runners (Majors and Below)**

- Runners leaving a base too early
  - Runners must not leave their base until the pitch reaches the batter.
  - If a runner leaves too soon and is caught stealing, the out stands.
  - If that same runner is declared safe, he shall return to the base occupied at the time of pitch.
  - If the ball is hit to the outfield, that runner who left early can only advance as far as he is forced.

- For example, if the runner scores from first on a double, he will be sent back to 3<sup>rd</sup> base.
    - Don't be in a rush to call a runner for leaving early unless it is blatantly obvious. Coaches will be on you about runners leaving early.
  - Slides
    - In Majors and Minors, head first slides into a base are illegal. The runners may slide back to a base head first. Runners sliding head first into a base shall be called out.
- **Appeals**
  - Dead Ball appeals are not allowed at any level of Little League Baseball
- Batter touching Home Plate while making contact with a pitch. In any level of Little League Baseball, the batter is not out unless his foot is completely outside the confines of the batter's box. If his entire foot is touching the plate, the batter will be called out.
- **Intentional Walk**
  - Majors & Minors:
    - Before the first pitch of the At Bat, the defensive manager may elect to intentionally walk the batter. The ball is dead and you will tell the batter to go to first base. Make sure you tell both coaches to add 4 pitches to the pitcher's pitch count.
    - After the first pitch is thrown, there is no dead ball intentional walk. All pitches must be thrown.
  - Juniors and Seniors: All pitches MUST be thrown. There is no Dead Ball Intentional Walk.
- **Coach's Box**
  - All Little League Levels
    - Coach's Boxes MUST be filled at all times.
    - Scorebook MUST remain in the dugout
    - It is not allowed in the coach's box.
    - No electronic devices allowed on the field.
- **Players & Coaches**
  - Teams can **NEVER** play a Little League Sanctioned game with less than 9 players.

- Teams are allowed No more than one manager and 2 other adult coaches on the field. Some leagues may allow for an extra coach to keep the book.
  - Base Coaches: Helmets are Not required in Little League for Adult base coaches. Players coaching the bases MUST wear a full helmet while coaching the bases
  - There must always be an Adult Coach in the dugout. If a team only has 2 adult coaches, one must stay in the dugout.
  - Adults can never warm up a pitcher in a Little League sanctioned game. It must be a player that is wearing a mask with a dangling throat guard
- **Pregame Conference**
    - Ask both coaches if their players are legally and properly equipped.
    - Verify that both teams will observe good sporting behavior.
    - Verify the time limit or curfew of the game if there is one.
    - Verify the run-rule (Mercy). Every league is different.
    - Ask if warnings will be issued for balks (Juniors & Seniors)