



University Little League - Local Rules

Baseball

Revised February 12, 2026



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Purpose

The rules contained herein are local rules for University Little League. For all Little League rules please download the app “LL Rulebooks” which contains all other information needed.

Conduct

Each coach, player and spectator is expected to exhibit patience, good sportsmanship and civility at all times towards each other and towards the Umpire. No abusive or profane language, threatening or disruptive behavior is allowed. NO EXCEPTIONS. Coaches will be held responsible for their actions, and the conduct of their assistant coaches, team parents, and their players. Coaches will not be allowed to overrule umpire calls. Please note the Head Coach is responsible for addressing the Umpire(s) for any clarifications. Any team choosing to play “walk up” songs will do so at a reasonable volume level. Repeated violations of this rule will result in forfeiture of the game.

Game Operations

The umpire will provide all game balls. Each head coach is expected to meet with the umpire before the game can begin. After this meeting, both teams will line up and say the Little League pledge.

The Home Team sits in the 1st base dugout, picks up the scorebook or tee/chest protector (Pee Wee) at the concession stand, provides the scoreboard operator, and prepares the field before the game as needed (for PeeWee this is picking up the tee/chest protector at the concession stand, for other divisions this is chalk and mound work on fields).

The Visiting team sits in the 3rd base dugout, provides the official scorebook keeper (no scorebook for Pee Wee), handles post-game fieldwork (removing the bases and placing them in the dugout and tarping the mound), and returns the scorebook or tee/chest protector (Pee Wee) to the concession stand if playing in the last game of the day.

Rosters

A team may start a game with eight (8) players without recording an automatic out in the regular season. If a team only has seven (7) players, the game may also start and an out will be recorded in the eighth batting slot unless another player on the team arrives prior to the at bat. If a team only has six (6) players at the start of the game, the game will be ruled a forfeit. Teams needing an extra player should contact the player agent for an extra player from the pool player list. Should a player leave the game due to injury, illness, or parental control the team does not take an out in that batting slot unless the loss of the player reduces the team to six (6) players.

We encourage coaches to utilize call ups during the regular season when needed. This is a great opportunity for players from a lower division to get experience.



Coaches

Except as outlined below, when batting, two adult base coaches are permitted. When in the field, two coaches will be permitted outside of the dugout next to the dugout wall and in foul territory. However, coaches must stay within six feet of the dugout entry/door.

For Pee Wee: When batting, teams are required to have one adult catcher coach, but such adult should take care not to interfere with any batted ball or defensive play. In addition to two base coaches, the 4/5 division is allowed one extra base coach behind 2nd base. When fielding, teams are allowed three coaches outside of the dugout (2 in the outfield, 1 outside of the dugout in foul territory). No defensive coaches are allowed on the infield during play.

Game Play

Games are confined to a specific number of innings or duration, as specified by each division below. Teams are also limited to a maximum number of runs per inning outlined below.

The Umpire-in-Chief (the home plate umpire) serves as the official timekeeper. The Umpire must inform both the official scorekeeper and the scoreboard operator of the game’s official start time and initiate the scoreboard game clock accordingly.

Once time has expired, a new inning cannot commence. An inning is considered to begin when the final out of the previous inning is made. The clock does not stop between half-innings, with a 2-minute allowance for transitions between them.

Division	Innings Max	Time (minutes)	Maximum Runs per inning
Pee Wee	5	55	4
Coach Pitch	6	75	5
Minors	6	105 (95 fall)	5
Majors	6	105 (95 fall)	5

Batting

Bats must display the USA logo. Coaches are expected not to let players use unapproved bats, but if a bat is deemed illegal, the umpire will remove it from play. All players, regardless of field status, bat in continuous order as initially submitted to the scorekeeper. Late arrivals are added to the bottom of the order regardless of when they arrive.

Coach Pitch A player may leave for a restroom break and miss an at-bat with no penalty to the team.

Intentional Bunting is prohibited. Each player gets a maximum of 3 strikes or 6 pitches (if the last pitch is not fouled).



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Pee Wee A player may leave for a restroom break and miss an at-bat without any penalty to the team.

Intentional bunting is prohibited. If a batted ball strikes the pitching coach, the play is declared dead, and the pitch is replayed. Each batter is allowed a maximum of three strikes or six pitches from the coach, with an additional pitch granted if the sixth pitch is fouled. If the batter does not put the ball in play within the allotted pitches, the pitching coach will place the ball on a tee. While the tee is in use, the pitching coach must remain outside the field of play. Each batter is allowed a maximum number of swings:

In the Pee Wee 5/6 division, the batter is allowed two (2) swings

In the Pee Wee 4/5 division, the batter is allowed three (3) swings

A "swing" is defined as any attempt to hit the ball, regardless of whether contact is made or if the ball goes foul. A batted ball that fails to reach the green turf is considered a foul ball. If after the allowed swings on the tee the ball fails to reach the green infield turf, the batter is out.

Base Running

No taunting will be allowed from baserunners. The team will be given a verbal warning in the first instance, and if the taunting continues, the next instance/runner will be determined an out.

Majors

Little League rules permit stealing home when the pitcher is off the rubber. Dropped third strike rules are in effect. If there are two outs, a substitute runner (the last batter making an out) may replace the catcher on base to allow the catcher to get his gear on and avoid delaying the game.

Minors

If there are two outs, a substitute runner (the last batter making an out) may replace the catcher on base to allow the catcher to get his gear on and avoid delaying the game. A batter may not steal 2B on a walk unless an additional baseball play is pursued.

Coach Pitch

A runner must be actively advancing to be considered "trying to advance." If a runner rounds a base to bait a throw without a defensive play occurring, they will be sent back unless a true rundown or defensive attempt is made. When a ball is hit in the infield, a runner at 2nd base may only advance home if an error occurs (e.g., bobbled, overthrown, or dropped ball at 1st base). This rule prevents unfair advancement due to the catcher's role being limited in this division.

Defense

Fielding

Free substitutions will be permitted, except for pitchers in minors and majors.



For all divisions except Pee Wee the following rules apply during game play:

Teams with up to one active player above the division's maximum defensive players (e.g., 11 in Coach Pitch, 10 in Minors/Majors): No player may sit more than one (1) defensive inning until all players have sat at least one (1) inning.

Teams with more than one active player above the division's maximum defensive players (e.g., 12 in Coach Pitch, 11 in Minors/Majors): No player may sit more than two (2) defensive innings until all players have sat at least one (1) inning.

Coach Pitch: Ten defensive players will be utilized in the field. No more than six players may play on the infield. No more than four players may play in the outfield. Little League rules shall apply for any interference or obstruction (players may not stand in front of the bases or obstruct runners).

Pee Wee: For defensive play in the Pee Wee division, every player on a team will be on the field each inning. A maximum of 6 players (including a catcher if utilized, but must have appropriate catchers gear) may play on the infield, and the remainder of the players on a team will play in the outfield. Coaches are encouraged to rotate players to different positions as the game progresses according to their skill levels, keeping player safety as the top priority. The outfield line is defined as the point where the brown base path turf meets the green outfield turf. Outfielders must be positioned completely behind this line, be evenly spread out across the field, and cannot line up to form a "wall." This rule is in place to encourage players to spread out and cover the field. In the event of a ball hit to the outfield, an outfielder may get a force out at the closest base by running to the base with the ball; a throw is not required to record this type of out. For example, a centerfielder is allowed to field a ball hit to the outfield and run to second base to get a force out on a runner advancing from first.

Overthrows

Coach Pitch Runners can advance one base per overthrow. Continued attempts to put out the runner allow further advancement at the runner's risk. When an infielder tries to throw out an advancing runner, the ball is no longer under control, allowing all runners to advance. For example, with a runner on first base and the ball hit to the outfield, the runner on first advances past second base to third base. If the outfielder throws to third and the batter attempts to reach second, and the third baseman tries to get the runner out at second, then the runner on third can attempt to advance home.

Pee Wee The goal is for players to make defensive plays in the field without penalizing errors. Thus, runners are not allowed to advance on an overthrow, encouraging players to make a throw to first base. For Pee Wee 5/6 division, for a ball hit in the brown pitching circle or towards the 1st Base side of the pitching rubber, the pitcher can tag the batter/runner or touch 1st base. For any ball hit to the left/3rd Base side of the brown pitching circle, an out at 1st base can only be achieved if the pitcher throws the ball to 1st base. This rule does not apply to the Pee Wee 4/5 Division.



Stopping Play

Coach Pitch The ball is dead when it is “under control” in the infield, in fair territory, and either the lead runner stops trying to advance or the lead runner reaches a base after the ball is under control in the infield. The term “under control” includes a successful catch at first base (or any base) on a throw from any part of the infield, which would prevent a runner from scoring from second base on an infield hit, or taking an extra base, such as going from first to third. An outfielder holding the ball does not constitute “ball control”; an infielder must have the ball in fair territory to have “ball control.”

Pee Wee Play is stopped when the umpire raises their arm to signal ball control. Although runners can still be tagged out if they aren't on a base, this gesture helps determine which base a runner will be placed at based on their position relative to the halfway point between the two bases. For the Pee Wee 6 Division, ball control can occur when either 1) on a ball hit in the infield, attempting a play (even with errors) at any base, after which the umpire will signal ball control and runners will only advance to the base they reached or 2) when the ball returns from the outfield into the brown infield turf and is **controlled** by an infielder. For the Pee Wee 4/5 division, ball control occurs once the returned ball crosses into the brown infield turf, regardless of control. For purposes of achieving ball control, the infield extends to the fences in foul territory.

Catcher

Catchers must wear protective gear, including a chest protector, shin guards, and a helmet with a throat guard. Additionally, catchers must wear a protective cup. In between innings, a coach may serve as a catcher to warm up the pitcher while the player catcher gets his gear on.

Minors and Majors A catcher who has caught more than three (3) innings cannot pitch in the same game. A catcher who has caught three (3) or fewer innings may pitch but must adhere to the applicable pitch count limits.

Coach Pitch A catcher is required when a team has at least ten (10) eligible players. However, to maintain the game's pace, a defensive coach is permitted behind home plate to assist with passed balls but can not provide field instruction. The defensive coach should leave home plate when a player catcher becomes available. If a team only able to field nine (9) defensive players, a catcher is not required. However, the defensive team must provide a catcher in the absence of a player catcher, and the coach catcher can not provide field instruction.

Pee Wee An adult catcher is encouraged to aid with speed of play. If a player catcher is utilized, the player must wear protective gear: chest protector, shin guards and a helmet with mask and throat protector.



Pitcher

Minors and Majors

Pitchers cannot pitch in more than one game per day or throw more than 35 pitches for the first two weeks (14 days) or 50 pitches any week thereafter. For the Fall 2025 season, 13U players in Majors are limited to 35 pitches for the entire season. Pitchers must rest for the specified number of days after reaching certain pitch thresholds as outlined below. A new pitcher is allowed eight (8) warm-up pitches between innings, while any returning or mid-inning relief pitcher is allowed 5. Warm-up pitches are not counted towards the pitch count.

League Age	Pitch Limit
11-12	50
9-10	50

Pitches Thrown	Days Rest
1-20	0
21-35	1
36-50	2

A pitcher who throws more than 40 pitches in a game cannot catch for the remainder of the day. If a pitcher throws 20 or fewer pitches, they may still play catcher in the same game. If a pitcher throws between 21-40 pitches, they may catch only if they did not catch for 4 innings earlier in the game.

If a pitcher reaches a threshold while facing a batter, they can continue pitching until the batter is retired, reaches base, or an out ends the inning. However, they must still adhere to the required rest days based on the [threshold] pitch count they reached during that at-bat.

In a game that is suspended due to weather or other reasons, pitchers can continue pitching when the game is resumed if they have observed the required rest days since the game was halted. They can pitch up to the remaining pitches allowed for that day.

Coach Pitch and Pee Wee

Coach Pitcher: Each team must have a coach pitcher who shall deliver the ball overhand from a standing position with his foot on the coach pitch rubber. The coach pitcher shall immediately exit the field of play (crossing the foul lines) when a ball is put into play by the hitter. The coach pitcher shall not obstruct or interfere with a base runner or any defensive player. In the event a batted ball strikes a coach pitcher, the ball will be dead and no pitch will be declared. Little League rules shall apply for any other instance not explicitly mentioned herein.

Specific for Coach Pitch: The coach pitcher is not allowed to talk to the batter. If a coach pitcher talks to the batter a warning will be issued, then a strike, then an out, and finally an ejection if it continues. This rule is intended to speed up the pace of play. The base coaches may provide instruction, but pitchers should be pitching. This will be deemed at the Umpire(s) discretion.

Specific for Pee Wee: The coach pitcher shall throw from a kneeling or squatting position with a knee inside the brown pitcher’s circle, roughly 25 feet from home plate. If using a knee support, it must be removed from the field after a hit.



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Kid Pitcher: The kid pitcher shall be positioned behind and/or to the side of the coach pitch rubber. while not interfering with the coach pitcher, until the ball is delivered by the coach pitcher. In the event the kid pitcher leaves too soon, no pitch will be declared unless the pitched ball is put into play, in which case the offensive manager shall elect to either accept the play or resume the at-bat with a no pitch being declared.

Specific for Coach Pitch: The kid pitcher shall remain within two (2) arms lengths of the pitching rubber until the ball is in play.

Specific for Pee Wee: The kid pitcher must wear a chest protector and keep both feet in the brown pitcher's circle and be at least 3 feet behind the coach pitcher until the ball is in play.

Game Conclusion

Regular season games that are tied at the end of the allowed innings or when time runs out remain ties. Teams will shake hands with the opposing team and the Umpire(s) after the game. If a team forfeits, the score will be 6-0. Coaches must clean up the dugouts post-game. The winning team is responsible for entering the final score into the score app.

Coach Pitch Run Rule

A game ends if the opposing team can't catch up and at least 4 innings are complete. Coaches can choose to continue playing for practice until the umpire calls time, but the game's score is final, and extra runs don't count. The focus is on giving players more experience, especially those needing improvement. Postseason seeding isn't affected by run differences.

Post Season Play

Seeding

For the fall season, only the top four teams will qualify for the playoffs. In contrast, all teams will participate in the playoffs during the spring season.

When two or more teams are tied in wins, apply the following tiebreakers in order. *For 3+ team ties: Apply each step to all tied teams. Eliminate any team(s) separated at a step, and restart at Step 1 with the remaining tied teams. Repeat until all ties are broken or a coin flip is required.*

1. Overall record (applicable if the teams have played the same number of games)
2. Winning percentage (if the number of games played differs)
3. Head-to-Head Record (among tied teams only, example on next page)
 - a. *Two-team tie: Team with better record advances.*
 - b. *3+ team tie: If every tied team has played every other at least once, create a mini-league table using only games between tied teams: Rank by: Wins (or winning % if unequal games played). If a clear ranking emerges (e.g., one team beat all others), use that order to*



break tie. If schedule is incomplete or results are circular (no separation), proceed to Step 4.

4. Record against common opponents (starting with the top team in the standings and proceeding downward until a tie is broken)
5. Team with the best record in the final four games (then five, six, etc. if still tied)
6. Coin flip

Game Operations

All regular season rules apply unless explicitly noted below.

Teams must field a minimum of nine players in playoff games. If unable to field a nine-player team, a call-up must be requested. Should a team fail to request a call-up or choose not to field nine players, they may play with eight players, taking an automatic out when the ninth player's turn at bat occurs. Playing with seven players in the postseason is prohibited.

In the event of a tie after the regulation time or innings, one additional normal inning will be played. If the game remains undecided, another inning will be conducted under California rules, whereby the last two outs will be placed on first and second bases, and the inning will begin with one out.

The championship game for all leagues except Pee Wee will be six full innings without a time limit.

Tie Breaker Step 3: Step-by-step Example

Suppose **Teams A, B, and C** are tied with the same overall record, and each has played the others once:

Circular Example

Game	Result	Team	W	L	PCT
A vs B	A wins	A	1	1	.500
A vs C	C wins	B	1	1	.500
B vs C	B wins	C	1	1	.500

→ **Circular result** (each team beat one, lost one) → **No clear leader** → **Proceed to Step 4.**

Clear Winner Example

Game	Result	Team	W	L	PCT
A vs B	A wins	A	2	0	1.000
A vs C	A wins	B	1	1	.500
B vs C	B wins	C	0	2	.000

→ **A is #1, B is #2, C is eliminated** → **Tie broken completely** (no need for Step 4)