

Spring 2025 Significant Little League Rule Changes

The Official Regulations and Playing Rules of Little League Baseball/Softball will be followed by the Leagues involved in Interleague Play for District 2 for each division. This document contains a summary of the Significant Rule changes for 2025 as well as the Interleague Rules for each division which will also be in effect for this season.

- (1) **1.10 Clarifies** that products, such as, but not limited to, choke-knobs, choke-up assists, or thumb protectors are considered alterations to the bat and are not permitted.
- (2) **1.11 (a)(3) Softball only** Clarifies that any part of the pitcher's undershirt or T-Shirt exposed to view cannot be the same color of the ball being used in the game.
- (3) **1.11 (a)(30 Baseball only** Permits neoprene sleeves to be worn without being covered by an undershirt, provided the neoprene sleeve is a solid color and not white or gray.
- (4) **1.11(j)** Removes Rule 1.11(j) [1.11(d) in Challenger] to remove the requirement that jewelry, other than medical alert, should be removed, permitting jewelry to be worn.
- (5) **1.15(C) Softball only** Clarifies that a pitcher may wear items on the glove hand, wrist, or arm (non-pitching arm) of a solid single color, provided it is not the same color as the ball being used in the game.
- (6) **1.16** Permits the use of helmet stickers or decals, provided that such usage is not excessive, is not offensive, and does not make inappropriate references, such as that to drugs or alcohol.
- (7) **2.0 Note 1 & 2** Clarifies that when using the continuous batting order, players do not need to meet the running portion of mandatory play.
- (8) **2.00/3.04/7.14** This change provides clarifications for using a courtesy runner with both the traditional batting order and the continuous batting order. It also clarifies that when using the continuous batting order, the offense may use a courtesy runner for both the pitcher and catcher of record at the same time when there are two outs.
- (9) **3.01** Removes the requirement for umpires to check equipment prior to the start of the game by placing responsibility for legal and proper equipment on the manager.
- (10) **3.03(c) Softball only** This change allows a pitcher who has been removed from the circle to return as pitcher regardless of whether he/she moves to a different defensive position or the bench.
- (11) **3.03(C) Baseball only** Provides consistency and clarification in the wording that a pitcher, in the Intermediate (50/70) Division/Junior/Senior Baseball, remaining on defense in the game but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game. To return as pitcher, once removed from the mound, the player must remain in the game defensively.
- (12) **3.17** This change permits a team to use one-way communication to the catcher while the team is on defense.
- (13) **6.06(d)** This change updates the penalty for the usage of an illegal bat as listed in 6.06(d) to remain consistent with the penalty included in the change to Rule 3.01.
- (14) **8.02 (a)(a) Softball only** Clarifies nonapproved substances on the pitching hand or fingers versus the use of approved substances under the judgement of the umpire.

NOTE: Some of these rules may be different for All-Stars, once we get to All-Stars any differences from the regular season will be noted.

Spring 2025 District 2 Interleague Rules

Major Baseball

- (1) **No new inning shall start after 2 hours from the scheduled start time of the game.** A new inning begins the instant the home half of the previous inning concludes. The Host League should allow for at least 2 hours 30 minutes for their Light Schedule when scheduling their games.
- (2) Home Team shall provide an official scorer and pitch counter.
- (3) The Home Team shall attempt to supply umpires. In the absence of umpires, Defensive coaches shall call all balls/strikes and out/safe. **Umpires may stand behind the pitcher to call balls and strikes.**
- (4) The Host League shall supply two new games balls. The Visiting Team shall supply two decent game balls.
- (5) **Managers or coaches are permitted to warm up a pitcher at home plate,** in the bullpen, or elsewhere at any time including pre-game warm-up, in-game warm-up, etc. This is for the regular season only.
- (6) **All players will bat in a continuous batting order.** There is no penalty if a player leaves the game for any reason. That spot in the lineup is simply skipped with no out being called.
- (7) A team may start and play with 8 players. The vacant 9th spot will be recorded as an out. Pool players are allowed but must follow the District 2 Pool Player Rules. If a team has only 7 or fewer players available, the game will not continue.
- (8) **A catcher must wear full gear including: shin guards, chest protector, and catcher's helmet with dangling throat guard.** A batting helmet can NOT be used by the catcher in lieu of a catcher's helmet. Male catchers must wear a cup.
- (9) **All Teams will adhere to pitch count rules as stated in the Little League Baseball Rule Book.** All managers will keep a pitching record for their team for each game and any violation will result in disciplinary action.
- (10) **After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat** except: swing, forced out of the box, attempted drag bunt, when the catcher does not catch the pitched ball, when a play has been attempted, when time has been called, pitcher leaves the dirt area of the mound/circle or more than 5 feet from the pitcher's plate, or on a three-ball count pitch that is a strike that the batter thinks is a ball.
- (11) **The uncaught third strike rule is in effect.** Stealing bases, scoring on passed balls, etc., are all legal and encouraged to teach proper play.
- (12) **Courtesy runner is permissible for the catcher/pitcher when there are 2 outs. Courtesy runner must be in the team's batting order and must be the player in the batting order who made the last out. Special pinch runner is no longer allowed.**
- (13) There is no run limit per inning, however the 15-run, 10-run, **and 8-run rules will be in effect for all games.** Any team ahead 15 runs or more after three (3) innings (2½ for the home team), by ten (10) runs or more after four (4) innings (3½ for the home team), **or by eight (8) runs or more after five (5) innings (4½ for the home team)** shall be declared the winner.
- (14) **An umpire has the authority to disqualify any player, coach, manager, or substitute for stealing and relaying of signs to alert the batter of a pitch selection or location.**

Spring 2025 District 2 Interleague Rules Intermediate (50/70) Baseball

- (1) **No new inning shall start after 2 hours 15 minutes from the scheduled start time of the game.** A new inning begins the instant the home half of the previous inning concludes. The Host League should allow for at least 2 hours 45 minutes for their Light Schedule when scheduling their games.
- (2) Home Team shall provide an official scorer and pitch counter. If the scoreboard is functional, the Home Team shall provide someone to run the scoreboard.
- (3) The Home Team shall attempt to supply umpires. In the absence of umpires, Defensive coaches shall call all balls/strikes and out/safe. **Umpires may stand behind the pitcher to call balls and strikes.**
- (4) The Host League shall supply two new games balls. The Visiting Team shall supply two decent game balls.
- (5) **Managers or coaches are permitted to warm up a pitcher at home plate**, in the bullpen, or elsewhere at any time including pre-game warm-up, in-game warm-up, etc. This is for the regular season only.
- (6) **All players will bat in a continuous batting order.** There is no penalty if a player leaves the game for any reason. That spot in the lineup is simply skipped with no out being called.
- (7) A team may start and play with 8 players. The vacant 9th spot will be recorded as an out. Pool players are allowed but must follow the District 2 Pool Player Rules. If a team has only 7 or fewer players available, the game will not continue.
- (8) **A catcher must wear full gear including: shin guards, chest protector, and catcher's helmet with dangling throat guard.** A batting helmet can NOT be used by the catcher in lieu of a catcher's helmet. Male catchers must wear a cup.
- (9) **All Teams will adhere to pitch count rules as stated in the Little League Baseball Rule Book.** All managers will keep a pitching record for their team for each game and any violation will result in disciplinary action.
- (10) **After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat** except: swing, forced out of the box, attempted drag bunt, when the catcher does not catch the pitched ball, when a play has been attempted, when time has been called, pitcher leaves the dirt area of the mound/circle or more than 5 feet from the pitcher's plate, or on a three-ball count pitch that is a strike that the batter thinks is a ball.
- (11) **The uncaught third strike rule is in effect.** Stealing bases, scoring on passed balls, etc., are all legal and encouraged to teach proper play.
- (12) **Courtesy runner is permissible for the catcher/pitcher when there are 2 outs. Courtesy runner must be in the team's batting order and must be the player in the batting order who made the last out. Special pinch runner is no longer allowed.**
- (13) There is no run limit per inning, however the 15-run, 10-run, **and 8-run rules will be in effect for all games.** Any team ahead 15 runs or more after three (3) innings (2½ for the home team), by ten (10) runs or more after four (4) innings (3½ for the home team), **or by eight (8) runs or more after five (5) innings (4½ for the home team)** shall be declared the winner.
- (14) **An umpire has the authority to disqualify any player, coach, manager, or substitute for stealing and relaying of signs to alert the batter of a pitch selection or location.**

Spring 2025 District 2 Interleague Rules Junior Baseball

- (1) **No new inning shall start after 2 hours 15 minutes from the scheduled start time of the game.** A new inning begins the instant the home half of the previous inning concludes. The Host League should allow for at least 2 hours 45 minutes for their Light Schedule when scheduling their games.
- (2) Home Team shall provide an official scorer and pitch counter. If the scoreboard is functional, the Home Team shall provide someone to run the scoreboard.
- (3) The Home Team shall attempt to supply umpires. In the absence of umpires, Defensive coaches shall call all balls/strikes and out/safe. **Umpires may stand behind the pitcher to call balls and strikes.**
- (4) The Host League shall supply two new games balls. The Visiting Team shall supply two decent game balls.
- (5) **Managers or coaches are permitted to warm up a pitcher at home plate**, in the bullpen, or elsewhere at any time including pre-game warm-up, in-game warm-up, etc. This is for the regular season only.
- (6) **All players will bat in a continuous batting order.** There is no penalty if a player leaves the game for any reason. That spot in the lineup is simply skipped with no out being called.
- (7) A team may start and play with 8 players. The vacant 9th spot will be recorded as an out. Pool players are allowed but must follow the District 2 Pool Player Rules. If a team has only 7 or fewer players available, the game will not continue.
- (8) **A catcher must wear full gear including: shin guards, chest protector, and catcher's helmet with dangling throat guard.** A batting helmet can NOT be used by the catcher in lieu of a catcher's helmet. Male catchers must wear a cup.
- (9) **All Teams will adhere to pitch count rules as stated in the Little League Baseball Rule Book.** All managers will keep a pitching record for their team for each game and any violation will result in disciplinary action.
- (10) **After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat** except: swing, forced out of the box, attempted drag bunt, when the catcher does not catch the pitched ball, when a play has been attempted, when time has been called, pitcher leaves the dirt area of the mound/circle or more than 5 feet from the pitcher's plate, or on a three-ball count pitch that is a strike that the batter thinks is a ball.
- (11) **The uncaught third strike rule is in effect.** Stealing bases, scoring on passed balls, etc., are all legal and encouraged to teach proper play.
- (12) **Courtesy runner is permissible for the catcher/pitcher when there are 2 outs. Courtesy runner must be in the team's batting order and must be the player in the batting order who made the last out. Special pinch runner is no longer allowed.**
- (13) There is no run limit per inning, however the 15-run, 10-run, **and 8-run rules will be in effect for all games.** Any team ahead 15 runs or more after three (3) innings (2½ for the home team), by ten (10) runs or more after four (4) innings (3½ for the home team), **or by eight (8) runs or more after five (5) innings (4½ for the home team)** shall be declared the winner.
- (14) **An umpire has the authority to disqualify any player, coach, manager, or substitute for stealing and relaying of signs to alert the batter of a pitch selection or location.**
- (15) **Players League Age 15 can pitch only if both managers agree prior to the start of the game.** Players League Age 15 have no restrictions on catching. Players League Age 16 can play if approved by the League Presidents, but cannot pitch or catch.

Spring 2025 District 2 Interleague Rules

Coach Pitch Softball

- (1) **No new inning shall start after 1 hours 30 minutes from the scheduled start time of the game.** A new inning begins the instant the home half of the previous inning concludes. The Host League should allow for at least 2 hours for their Light Schedule when scheduling their games.
- (2) All games will consist of either Machine or Coach Pitch, depending on the home league. After **nine hittable pitches** without a batter hitting the ball fair, the batter will be called out. If the batter hits a foul ball on the last pitch, the batter continues batting until they either hit the ball fair or fails to strike the ball.
- (3) **All players will bat in a continuous batting order.** There is no penalty if a player leaves the game for any reason. That spot in the lineup is simply skipped with no out being called.
- (4) If the defensive team chooses to use a catcher, **the catcher must wear full gear including: shin guards, chest protector, and catcher's helmet with dangling throat guard.** A fielder's face mask or batting helmet **can NOT be used** in lieu of a catcher's helmet. A team is not required to use a catcher.
- (5) **If a batted ball strikes the adult pitching or a bucket of balls, play shall be stopped immediately regardless of where the ball goes. This is a fair ball.** The batter is awarded a single and all runners on base will be advanced one base, regardless of whether they are forced by the batter-runner or not.
- (6) **No more than six infielders shall be used:** pitcher, catcher, 1st baseman, 2nd baseman, shortstop, and 3rd baseman. The "pitcher" must be positioned outside the eight-foot circle around the machine or near the coach pitching. A team are encouraged to play all players on defense. **All non-infielders must play outfield and must start play in the outfield grass.**
- (7) **There is no stealing, advancement on passed balls, overthrows, or walks.** Player reach base only by hitting the ball fair and reaching base without being put out. Players only advance one base when the ball is hit in the infield, regardless of any overthrows. If the ball is hit to the outfield, all players (including the batter) can advance two bases at their own risk.
- (8) On offense, each team will continue to bat until either three outs are recorded (strikeouts count as outs) or until five (5) runs have scored in that half-inning. All play will cease after the fifth (5th) run of the inning scores. There are no "unlimited" run innings.
- (9) The Home Team can supply an umpire if desired and/or if one is available. In the absence of an umpire, the defensive team shall make all our / safe calls.
- (10) **Remember, this is an Instructional Division. Winning or losing the game should be de-emphasized. There are no protests in this division.**

Spring 2025 District 2 Interleague Rules

Minors Softball

- (1) **No new inning shall start after 1 hour 45 minutes from the scheduled start time of the game.** A new inning begins the instant the home half of the previous inning concludes. The Host League should allow at least 2 hours 15 minutes for their Light Schedule when scheduling their games.
- (2) Home Team shall provide an official scorer. Running the scoreboard is optional.
- (3) The Home Team shall attempt to supply umpires. In the absence of umpires, Defensive coaches shall call all balls/strikes and out/safe. **Umpires may stand behind the pitcher to call balls and strikes.**
- (4) The Host League shall supply two new games balls. The Visiting Team shall supply two decent game balls.
- (5) **All games shall consist of youth pitch, with no adults pitching.** Pitchers shall pitch from the 35-foot rubber. **Pitchers shall only pitch a maximum of 2 innings per game.**
- (6) **Managers/coaches are permitted to warm up a pitcher** at home plate, in the bullpen, or elsewhere at any time including pre-game warm-up, in-game warm-up, etc. **This is for the regular season only.**
- (7) **All players will bat in a continuous batting order.** There is no penalty if a player leaves the game for any reason. That spot in the lineup is simply skipped with no out being called.
- (8) **A catcher must wear full gear including: shin guards, chest protector, and catcher's helmet with dangling throat guard.** A fielder's face mask or batting helmet can NOT be used by the catcher in lieu of a catcher's helmet. The catcher can use any type of glove or mitt – they do not have to use a catcher's mitt.
- (9) **Only 9 players play defensively at one time.** There are free defensive substitutions, every player must play in the field during the game.
- (10) No more than six infielders shall be used: pitcher, catcher, first baseman, second baseman, shortstop, and third baseman. All other players must be positioned in the outfield. **All outfielders MUST start play in the outfield grass and cannot be positioned in the infield.**
- (11) Stealing bases, scoring on passed balls, etc., are all legal and encouraged to teach proper play. **There are no dropped third strikes in Minors. Base runners cannot leave their base to steal until the ball crosses home plate.**
- (12) **Courtesy runner is permissible for the catcher/pitcher when there are 2 outs.** Courtesy runner may be in the team's batting order but must be the last out.
- (13) **A team may start and play with 8 players.** The vacant 9th spot will be recorded as an out. Pool players are allowed but must follow the District 2 Pool Player Rules.
- (14) **On offense, each team will continue to bat until either three outs are recorded or until five (5) runs have scored in that half-inning.** All play will cease after the play ends when the fifth (5th) run of the inning has scored. There are no "unlimited" run innings.
- (15) **The 15-run, 10-run, and 8-run rules will be in effect for all games.** Any team ahead 15 runs or more after three (3) innings (2½ for the home team), by ten (10) runs or more after four (4) innings (3½ for the home team), or by eight (8) runs or more after five (5) innings (4½ for the home team) shall be declared the winner.
- (16) **Remember this is an Instructional Division. Winning or losing the game should be deemphasized. There are no protests in this division.**

Spring 2025 District 2 Interleague Rules

Majors Softball

- (1) **No new inning shall start after 2 hours from the scheduled start time of the game.** A new inning begins the instant the home half of the previous inning concludes. The Host League should allow at least 2 hours 30 minutes for their Light Schedule when scheduling their games.
- (2) Home Team shall provide an official scorer.
- (3) The Home Team shall attempt to supply umpires. In the absence of umpires, Defensive coaches shall call all balls/strikes and out/safe. **Umpires may stand behind the pitcher to call balls and strikes.**
- (4) The Host League shall supply two new games balls. The Visiting Team shall supply two decent game balls.
- (5) **Managers/coaches are permitted to warm up a pitcher** at home plate, in the bullpen, or elsewhere at any time including pre-game warm-up, in-game warm-up, etc. This is for the regular season only.
- (6) **All players will bat in a continuous batting order.** There is no penalty if a player leaves the game for any reason. That spot in the lineup is simply skipped with no out being called.
- (7) A team may start and play with 8 players. The vacant 9th spot will be recorded as an out. Pool players are allowed but must follow the District 2 Pool Player Rules.
- (8) **A catcher must wear full gear including: shin guards, chest protector, and catcher's helmet with dangling throat guard.** A fielder's face mask or batting helmet can NOT be used by the catcher in lieu of a catcher's helmet. The catcher can use any type of glove or mitt – they do not have to use a catcher's mitt.
- (9) **All Teams will adhere to innings pitched rules as printed in the Little League Softball Rule Book.** All managers will keep a pitching record for each game for their team and any violation of this rule will result in disciplinary action
- (10) **The uncaught third strike rule is in effect.** Stealing bases, scoring on passed balls, etc., are all legal and encouraged to teach proper play. Base runners cannot leave their base to steal until the ball leaves the pitcher's hand.
- (11) **After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat except:** swing, forced out of the box, attempted drag bunt, when the catcher does not catch the pitched ball, when a play has been attempted, when time has been called, pitcher leaves the dirt area of the mound/circle or more than 5 feet from the pitcher's plate, or on a three-ball count pitch that is a strike that the batter thinks is a ball
- (12) **Courtesy runner is permissible for the catcher/pitcher when there are 2 outs.** Courtesy runner must be in the team's batting order and must be the player in the batting order who made the last out. Special pinch runner is no longer allowed.
- (13) There is no run limit per inning, however **the 15-run, 10-run, and 8-run rules will be in effect for all games.** Any team ahead 15 runs or more after three (3) innings (2½ for the home team), by ten (10) runs or more after four (4) innings (3½ for the home team), or by eight (8) runs or more after five (5) innings (4½ for the home team) shall be declared the winner.
- (14) The act of leaping by the pitcher while delivering a pitch is a legal delivery.
- (15) An umpire has the authority to disqualify any player, coach, manager, or substitute for stealing and relaying of signs to alert the batter of a pitch selection or location.

Spring 2025 District 2 Interleague Rules Juniors Softball

- (1) **No new inning shall start after 2 hours 15 minutes from the scheduled start time of the game.** A new inning begins the instant the home half of the previous inning concludes. The Host League should allow at least 2 hours 45 minutes for their Light Schedule when scheduling their games.
- (2) Home Team shall provide an official scorer and pitch counter.
- (3) The Home Team shall attempt to supply umpires. In the absence of umpires, Defensive coaches shall call all balls/strikes and out/safe. **Umpires may stand behind the pitcher to call balls and strikes.**
- (4) The Host League shall supply two new games balls. The Visiting Team shall supply two decent game balls.
- (5) **Managers/coaches are permitted to warm up a pitcher** at home plate, in the bullpen, or elsewhere at any time including pre-game warm-up, in-game warm-up, etc. This is for the regular season only.
- (6) **All players will bat in a continuous batting order.** There is no penalty if a player leaves the game for any reason. That spot in the lineup is simply skipped with no out being called.
- (7) A team may start and play with 8 players. The vacant 9th spot will be recorded as an out. Pool players are allowed but must follow the District 2 Pool Player Rules.
- (8) **A catcher must wear full gear including: shin guards, chest protector, and catcher's helmet with dangling throat guard.** A fielder's face mask or batting helmet can NOT be used by the catcher in lieu of a catcher's helmet. The catcher can use any type of glove or mitt – they do not have to use a catcher's mitt.
- (9) **There is no limitation on the number of innings pitched.**
- (10) **The uncaught third strike rule is in effect.** Stealing bases, scoring on passed balls, etc., are all legal and encouraged to teach proper play. Base runners cannot leave their base to steal until the ball leaves the pitcher's hand.
- (11) **After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat except:** swing, forced out of the box, attempted drag bunt, when the catcher does not catch the pitched ball, when a play has been attempted, when time has been called, pitcher leaves the dirt area of the mound/circle or more than 5 feet from the pitcher's plate, or on a three-ball count pitch that is a strike that the batter thinks is a ball
- (12) **Courtesy runner is permissible for the catcher/pitcher when there are 2 outs.** Courtesy runner must be in the team's batting order and must be the player in the batting order who made the last out. Special pinch runner is no longer allowed.
- (13) There is no run limit per inning, however **the 15-run, 10-run, and 8-run rules will be in effect for all games.** Any team ahead 15 runs or more after three (3) innings (2½ for the home team), by ten (10) runs or more after four (4) innings (3½ for the home team), or by eight (8) runs or more after five (5) innings (4½ for the home team) shall be declared the winner.
- (14) The act of leaping by the pitcher while delivering a pitch is a legal delivery.
- (15) **Players League Age 15 can pitch only if both managers agree prior to the start of the game.** Players League Age 15 have no restrictions on catching. Players League Age 16 can play if approved by the League Presidents, but cannot pitch or catch.
- (16) An umpire has the authority to disqualify any player, coach, manager, or substitute for stealing and relaying of signs to alert the batter of a pitch selection or location.