



Introduction

The mission of Superstition Little League (SLL) is to positively impact youth and communities through the sport of baseball. We believe in the power of youth baseball to teach life lessons that build stronger individuals and communities. We strive to develop the qualities of discipline, sportsmanship, and teamwork with all youth participants.

These local rules are intended to supplement the Little League® Official Regulations and Playing Rules. Any situation not specifically covered by these local rules will be governed by Little League International rules. The updated rulebook is available at www.littleleague.org or through the free Little League Rulebook App.

General League Information

- **League Website:** www.superstitionll.com
- **Official Scorekeeping App:** [GameChanger](#)
- **League Age Determination:** Player's age on August 31st of the current calendar year

Equipment Standards

Bats

- All bats must meet the USA Baseball Bat Standard (USABat) as adopted by Little League
- Bat alterations including choke-knobs, choke-up assists are NOT permitted per Little League rules
- Traditional batting donuts are NOT allowed

Protective Equipment

- All batters and baserunners must wear approved batting helmets
- Helmets must remain on until player returns to the dugout
- All male catchers must wear a protective cup in competitive divisions.
- Catcher's masks must include a "dangling" type throat protector
- Any non-adult occupying a coach's box must wear a helmet

2025 Little League Equipment Updates

- **Jewelry:** Players may now wear jewelry (previously prohibited except medical alert)
- **Helmet Stickers:** Permitted, provided they are not excessive, offensive, or make inappropriate references.

Safety Policies

On-Deck Batters

The on-deck position is NOT permitted in Little League Major Division and below. Only one batter (at the plate) may handle a bat at any time. Batters should pick up their bat as they leave the dugout.

Sliding

- There is no "must slide" rule in Little League
- Runners may slide OR attempt to avoid a fielder with the ball.
- Head-first slides while advancing are prohibited - runner is automatically out.



SUPERSTITION LITTLE LEAGUE LOCAL RULES



- Head-first slides when RETURNING to a base are permitted.

Weather & Field Conditions

- Stop play if lightning is seen, thunder is heard, or thunder follows lightning by 30 seconds or less (storm within 6 miles)
- Seek shelter in a sturdy building or hard-topped vehicle - dugouts, pavilions, and sheds are NOT safe
- Wait 30 minutes after last thunder/lightning before resuming play.
- Umpires have final authority on field playability



Division-Specific Rules

Tee Ball (Ages 4-5)

Playing Field

- Distance between bases: 50 feet.

Scorekeeping

- Scorekeeping is NOT allowed - focus is on learning and fun.

Playing Time

- Entire roster shall be used defensively.
- Extra infielders between 1st/2nd and 3rd/SS positions
- Can position two players at the pitcher position if desired.
- Rotate players to different positions each inning so all play infield and outfield.

Offense

- All players bat every inning - continuous batting order.
- After 6 unsuccessful tries, batter advances to first and all runners advance one base.
- No stealing or leading off.
- No infield fly rule
- Runners can advance more than one base if ball is hit past outfielders.
- Only league-issued "soft" balls will be used.
- Last Batter Rule: All baserunners try to reach home; defense can tag runners.

Defense

- Players are NOT permitted to pitch.
- Pitcher must remain in contact with pitching rubber until ball is hit.

Coaches

- Adult coaches may be stationed on the playing field to provide verbal instructions to their defensive team. It is highly recommended at this level to begin teaching basics to players and keep games moving.

Game Length

- Minimum 3 innings, maximum 75 minutes

Home Team Responsibilities

- Retrieves bases and tee if they are first game of day and returns bases to shed if they are the last game of day.



Coach Pitch (Ages 6-7)

Playing Field

- Distance between bases: 60 feet.

Scorekeeping

- Official score is NOT kept.
- There is a 5 run max per half-inning, once 5 runs are scored, the teams half-inning will end and teams switch.

Playing Time

- Entire roster shall be used defensively.
- Rotate players to different positions each inning so all play infield and outfield.

Offense

- Continuous batting order - all player's bat
- All players must bat at least once during first two innings.
- No bunting is allowed.
- Batter is OUT after 8 pitches or 3 swinging strikes (whichever comes first)
- No stealing or leading off.
- No infield fly rule
- When ball enters infield from outfield AND infielder has possession, runners stop advancing.

Pitching Rules

- Players are NOT permitted to pitch.
- Coach pitches from approximately 25 feet.
- Only league-issued "soft" balls will be used.
- Player at pitcher position stands behind and to the side of the coach.

Coaches

- Adult coaches may be stationed on the playing field to provide verbal instructions to their defensive team. Highly recommended at this level to begin teaching basics to players and keep games moving.

Game Length

- 6 innings maximum
- Maximum 1 hour 30 minutes

Home Team Responsibilities

- Retrieves bases if they are first game of day and returns bases to shed if they are the last game of day.



Farm Division (Ages 7-8)

Playing Field

- Distance between bases: 60 feet.
- Pitching distance: 40 feet

Scorekeeping

- Both teams keep scorebooks - HOME team book is official
- In case of a question, both scorekeepers should discuss to figure out where there are discrepancies in their books.

Playing Time

- 10 players used defensively (4 outfielders)
- No player on bench more than 1 consecutive defensive inning
- A player cannot sit more than 2 innings defensively for entire game.
- No player at same position for more than 2 innings
- No player in infield or outfield for more than 4 innings
- Maximum 3 innings at catcher position

Offense

- Continuous batting order
- No bunting
- The batter is out if there are 3 strikes. A batter is not out on a foul ball or a foul tip.
- No stealing or leading off.
- No infield fly rule
- Maximum 5 runs per inning (does not apply after 4th inning is completed)
- When the ball enters the infield when thrown from the outfield AND an infielder has possession of it, the runner or runners must not advance any further than the bases they are currently occupying. If the runner or runners are in between bases when the infielder is in possession of it, the runners must go back to the previous base if they are less than halfway unless a play is made on them. After all safe runners occupy their bases, the ball is dead and shall be returned to the kid or coach-pitcher.

Pitching Rules

- Players and "pitching coaches" must pitch from a distance of 40 feet from the pitching rubber.
Player pitchers will throw to a batter until one of these comes outcomes: 1. Batter hits ball, 2. Batter strikes out or 3. Pitcher throws ball four.
- When ball four is thrown, the offensive team's coach will come in and pitch to their player. The number of pitches thrown by the coach will be determined by how many strikes the batter has when the coach takes over. For example, if the batter has 1 strike on them, then the batter gets 2 pitches from the offensive team's coach. If the batter doesn't put the ball in play, he/she is out. A batter will get another pitch from the coach if he/she fouls or tips his/her last pitch off
- The player fielding the pitcher's position will always have at least one foot on the pitcher's mound (in the dirt) when pitch is thrown.
- No pitcher may throw more than 6 outs per game.
- Batters hit by player-pitch ARE awarded first base.

Game Length

- 6 innings maximum (no extra innings)
- No new inning after 1 hour 30 minutes
- Run Rules: 15+ after 3 innings, 8+ after 5 innings.



Coaches

- One coach from the defensive team can retrieve balls that are missed by the catcher. This coach is there only to help speed the game up.
- One coach from the defensive team should be in the outfield with his team to help instruct their players in the field.

Home Team Responsibilities

- Occupies 3rd base dugout.
- Retrieves bases and pitcher's mound if they are first game of the day.
- Returns pitcher's mound to shed if they are the last Farm game of the day.
- Provides official scorekeeper.

Away Team Responsibilities

- Occupies 1st base dugout.
- Assists with field preparation.
- Provides secondary scorekeeper.



Minors Division (Ages 8-10)

Playing Field

- Distance between bases: 60 feet.
- Pitching distance: 40 feet

Scorekeeping

- Both teams keep scorebooks - HOME team book is official
- Scorekeeper records pitch counts for BOTH teams.
- In case of a question, both scorekeepers should discuss to figure out where there are discrepancies in their books.

Playing Time

- 9 players used defensively
- No player on bench more than 1 consecutive defensive inning

Offense

- The batting order will be continuous and include all players on the team roster present for the game. A player may be entered and/or reentered defensively into the game at any time provided he/she meets the requirements of mandatory play.
- If a player is injured or becomes ill or must leave the game site after the start of the game, the team will skip over his/her spot in the lineup without penalty. If injured, ill or absent player returns, they are inserted into their original spot in the batting order and the game continues. If a player arrives late to a game, the player is simply added to the end of the lineup with no penalty.
- Maximum 5 runs per inning (does not apply after 4th inning)
- Stealing is allowed (including stealing home), no leadoffs. Runner must wait until pitched ball crosses the plate to move from the base.

Pitching Rules

See Pitch Count Regulation section for complete pitching regulations.

- Ages 9-10: Maximum 75 pitches per day
- Age 8: Maximum 50 pitches per day

Game Length

- During the regular season, games will be 6 innings maximum, no extra innings will be played if the game is tied after 6 innings.
- No new inning after 1 hour 45 minutes
- No hard time limit - starting innings must be completed.
- Run Rules: 15+ after 3 innings, 10+ after 4 innings.

Home Team Responsibilities

- Occupies 3rd base dugout.
- Retrieves bases if they are first game of the day.
- Returns bases if they are the last game of the day.
- Provides official scorekeeper.

Away Team Responsibilities

- Occupies 1st base dugout.
- Assists with field preparation.
- Provides secondary scorekeeper.



Majors Division (Ages 10-12)

Playing Field

- Distance between bases: 60 feet.
- Pitching distance: 40 feet

Scorekeeping

- Both teams keep scorebooks - HOME team book is official
- Home team is responsible for tracking pitch counts for BOTH teams.

Playing Time

- 9 players used defensively
- No player on bench more than 1 consecutive defensive inning
- Mandatory Play: Every player present at game start plays minimum 6 defensive outs AND bats at least once.

Offense

- The batting order will be continuous and include all players on the team roster present for the game. A player may be entered and/or reentered defensively into the game at any time provided he/she meets the requirements of mandatory play.
- If a player is injured or becomes ill or must leave the game site after the start of the game, the team will skip over his/her spot in the lineup without penalty. If injured, ill or absent player returns, they are inserted into their original spot in the batting order and the game continues. If a player arrives late to a game, the player is simply added to the end of the lineup with no penalty.
- Players may be entered/re-entered defensively at any time.

Pitching Rules

See Pitch Count Regulation section for complete pitching regulations.

- Ages 11-12: Maximum 85 pitches per day
- Ages 9-10: Maximum 75 pitches per day

Game Length

- During the regular season, games will be 6 innings maximum, no extra innings will be played if the game is tied after 6 innings.
- No new inning after 1 hour 45 minutes
- No hard time limit - started innings must be completed.
- Run Rules: 15+ after 3 innings, 10+ after 4 innings.

Home Team Responsibilities

- Occupies 3rd base dugout.
- Retrieves bases if they are first game of the day.
- Returns bases if they are the last game of the day.
- Provides official scorekeeper.

Away Team Responsibilities

- Occupies 1st base dugout.
- Assists with field preparation.
- Provides secondary scorekeeper.



Pitch Count Regulations

These pitch counts apply to the Minor and Major divisions.

IMPORTANT: Pitch counts are in place to protect children's arms. It is NEVER worth putting a child's arm at risk for a win.

Maximum Pitches Per Day

League Age	Max Pitches/Day
11-12 years	85 pitches
9-10 years	75 pitches
7-8 years	50 pitches

Required Days of Rest

Pitches Thrown	Days Rest Required
66 or more	4 calendar days
51-65	3 calendar days
36-50	2 calendar days
21-35	1 calendar day
1-20	No rest required

Critical Pitch Count Rules

- NO player may pitch on 3 consecutive days, regardless of pitch count.
- If pitcher reaches limit while facing a batter, the pitcher may complete that at-bat and pitch count for required rest is determined by the FIRST pitch to the last batter the pitcher faces (not total pitches)
- Pitch count includes all foul balls.
- Warm-up pitches do NOT count towards pitch count.

Pitcher/Catcher Rules

- Pitchers throwing 41+ pitches CANNOT catch for remainder of that day.
- Players catching more than 3 innings CANNOT pitch that day.
- Players catching 3 or fewer innings CAN pitch that day.



End of Season Tournament

Seeding Criteria (in order)

1. Win-Loss record (2 points for win, 1 point for tie)
2. Head-to-head record
3. Runs allowed per game average
4. Runs scored per game average
5. Head-to-head runs allowed

Tournament Specific Rules

- All pitch counts reset for tournament play.
- No ties allowed - extra innings will be played if needed.
- Higher seed in regular season will always be the home team.
- If a game goes to extra innings, the player in the batting order preceding that half-inning's leadoff hitter will be placed at second base.
- Weather postponements will be rescheduled ASAP, typically the next available day available.

Questions & Contact

For questions about these rules or any league matters:

- **Website:** www.superstitionll.com
- **Little League Rulebook App:** [Download the free Little League Rulebook App](#)
- **Little League International:** www.littleleague.org