

2016 Little League Baseball Tournament Rule Quick Reference Guide

Divisions	9-10	10-11	Major	Intermediate	Junior	Senior/Big League
Roster Size (T-117)	Maximum Team Roster 14 players.					SR League 16 / BL 17 Maxium Players
Mandatory Play (T-132-133)	13 or more eligible players in uniform at a game, every player shall participate in each game for a minimum of one (1) at bat					None Required
Requirements & Penalty	12 or less eligible players in uniform at a game, every player shall participate 6 consecutive defensive outs and bat at least one time					
Approved 2016 Roundtables	8 Yrs 50	9 Yrs. 75	10 Yrs. 75	11/12 Yrs 85;	12 Yrs. 85	Senior League 13 to 16 Years 95.
Age/Num. of Pitches per day 9/12/INT/JR (T-128) SR/BL (T-130)	9 & 10 75	10 Yrs. 75 11 Yrs. 85	11 & 12 85	13Yrs 95	13 & 14 Yrs. 95	Big League 15 to 18 Years 105.
Pitching Rest Threshold League age 14 and under (T-120)	66 or more pitches in a day=4 calendar days rest required; 51-65 pitches in a day=3 calendar days rest required; 36-50 pitches in a day= 2 calendar days rest required; 21-35 in a day= 1 days of rest required; 1-20 pitches in a day=0 days rest is required. If a pitcher reaches the limit imposed above for his/her age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the inning. Exception: If a pitcher reaches a day(s) rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base 2. That batter is retired; 3. The third out is made to complete the half inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.					
Pitching Rest Threshold Senior/Big League League age 13-18 (T-121)	76 or more pitches in a day=4 calendar days rest required; 61-75 pitches in a day=3 calendar days rest required; 46-60 pitches in a day= 2 calendar days rest required; 31-45 in a day= 1 days of rest required; 1-30 pitches in a day=0 days rest is required. If a pitcher reaches the limit imposed above for his/her age while facing a batter, the pitcher may continue to pitch until any one of the following concitions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the inning. Exception: If a pitcher reaches a day(s) rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base 2. That batter is retired; 3. The third out is made to complete the half inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.					
Pitching two games same day	A player may not pitch in more than one game in a day. (T-120)			Yes, 30 or less in first game (T-120)	Seniors only, 30 or less in first game (T-122)	
Pitching In Resumed Games	Allowed subject to number of pitches and rest requirements in suspended game. (T-120)			Allowed subject to number of pitches and rest requirements in suspended game. (T-122)		
Replacing Pitchers 9/12/INT/JR (T-119) SR/BL (T-121)	Pitchers once removed from the mound may not return as pitchers		A pitcher remaining in the game, and moving to a different defensive position, can return as a pitcher only once per game. Visit counts do not reset.			
Pitcher To Catcher 9/12/INT/JR (T-120) SR/BL (T-121)	A pitcher who delivers forty-one (41) or more pitches in a game cannot play the position of catcher for the remainder of that day.					
Catcher To Pitcher (T-119)	Any player who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day					
Artificial Mounds (T-115)	A Little League approved artificial mound is permitted at the District level. (approved at the 2014 Little League congress)					
Substitution and re-entry Starter or Substitute (T-124-125)	Any player who has been removed for a substitute may re-enter the game in the SAME position in the batting order. A substitute entering the game for the first time MAY NOT be removed prior to completing of his/her mandatory play requirements. A starter MAY be removed for a substitute BEFORE meeting his/her mandatory play, but is still required to play six (6) consecutive defensive outs when re-entering the game. (See mandatory play T-123 and Tournament Questions and Answers #28 Little League Website)				Any player (including the designated hitter) who has been removed for a substitute may re-enter the game ONCE provided such player occupies the same position in the batting order. A substitute (non-starter) removed may not re-enter. (T-125)	
Line-up Changes (T124)	Defensive substitutions must be made while the team is on defense. Offensive substitutions must be made at the time the offensive player has his/her turn at bat or is on base.					
Double Headers (T-115)	May play two (2) games with Regional Approval Only			Teams may participate in a maximum of two (2) games in a day		
Offensive Conf. (T-123)	Only one (1) per inning					
Defensive Conferences (Visits) with Pitcher or defensive player(s) (T-123)	Twice in an inning the manager or coach may visit the pitcher, but the third time out, the player must be removed as a pitcher. The manager or coach may come out three times in a game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher. The rule applies to each pitcher who enters a game. Visit count resets with each pitching change. Conference with defensive player will be a charged visit.			Visit count resets for new pitchers, but does NOT reset for pitchers returning from a defensive position. Conference with any defense player will be a charged visit.		
Regulation Game (Complete) (T-125)	Six full innings, 5 1/2 if home team is ahead			Seven (7) full innings, 6 1/2 if home team is ahead		
Games Called (T-125)	4 full innings or 3 1/2 if home team is ahead			5 full innings or 4 1/2 if home team is ahead		
	Note: Regulation games (when a winner can be determined) terminated because of weather, darkness or curfew must be resumed if the visiting team ties the game or takes the lead in an incomplete inning and the home team does not complete their at bat to take the lead in an incomplete inning					
LL Curfew (T-124)	No new inning shall start after Midnight prevailing time		No new inning shall start after 12:30 AM prevailing time		No new inning after 1:00 AM	
Local Curfew	Local curfews stopping games before LL curfew must be suspended and completed the following day. (see suspended games) Question 58, 2016 Q & A LL Toolkit					
Designated Hitter (T-125)	Not allowed				Allowed	
10 Run Rule (T125)	After 4 innings, 3 1/2 if home team is ahead			After 5 innings, 4 1/2 if home team is ahead		
SPR (T-125)	Allowed (Rule 7.14) - once per inning, any player not presently in the lineup may be used. A player may only be removed for a special pinch runner one time during a game.					
Uncaught 3rd Strike (T-119)	Does not apply	The batter becomes a runner when the third strike called by the umpire is not caught, providing (1) first base is not occupied or (2) first base is occupied when two are out NOTE: a batter forfeits the opportunity to advance to first base when he/she enters the dugout or any other dead ball area.				
Equipment (T-122)	Re-painted and re-applied decals on helmets not allowed unless by written approval from manufacturer.					
	No metal cleats; long or short-model chest protector, protective cup, for male catchers with NOCSE approved helmet with dangling throat protector; 6 NOCSAE batting helmets required. Non-glare surface Rule-1.16		Metal cleats allowed; long or short model chest protector, protective cup, for male catcher with NOCSAE approved helmet with dangling throat protector 7 NOCSAE batting helmets are required. Helmets must have a Non-glare surface and not mirror like Rule-1.16			
	No softball bats are allowed. An illegal bat must be removed.					
Bats (Rule 1.10)	Max. length 33"; max. diameter 2 1/4" Non-wood bats shall be labeled with a BPF 1.15 or less. Composite barrel bats are prohibited unless approved by Little League International. A list of approved and licensed composite barrel bats can be found on the Little League website at www.littleleague.org		Max. length 34". Max. diameter 2 5/8" All composite barrel bats shall meet the BBCOR performance standard and be labeled with a permanent certification mark. A 2/14 barrel bat with no composite materials may be used if labeled with a BPF of 1.15 or less. (NOTE: Solid wooded bats do not require a BPF label)		Max. length 36" Max. diameter 2 5/8 Shall not weigh more than 3 oz less length of bat. All bats not made of a single piece of wood shall meet the BBCOR performance standards and be labeled with a permanent certification mark. Aluminum/alloy and composite bats shall be marked as to their material.	
Use of an illegal bat (T119)	(1) The batter is out. NOTE: The manager of the defense may advise the plate umpire of a decision to decline this portion of the penalty and accept the play. (2) The manager of the team and the batter who violated the rule will be ejected from the game, the offensive team will lose one eligible adult base coach for the game.					
Protests For: (T-116) 9-14 (T-129) SR/BL (131) (T-123) (T-126) (T-125)	Playing Rule: Must be made before the next pitch/play/or attempted play. Ineligible Pitcher: Can be made during the game, after the game, or before the team plays their next game. (125) Mandatory Play: Must be brought to the tournament committee's attention Ineligible Player: Can be made prior, during, or after the game and before the team plays their next game. Improper Substitution: Protest not resolved before the next pitch or play shall not be considered.					