

	Minor	Major	Junior 13/14 year olds	Senior 15/16 year olds
This chart is intended as a reference summary of FDMLL's 2025 regular season playing rules. It does not cover every possible circumstance and is not a substitute for reading and fully understanding Little League International and FMDLL's playing rules. Please refer to the Little League Rulebook and FDMLL's in house Ground Rules for a full list of rules and expectations.				
Bat Rules	USA 2 5/8" diameter, 33" or shorter	USA 2 5/8" diameter, 33" or shorter	USA 2 5/8" diameter, 34" or shorter / BBCOR	BBCOR
Mandatory Play	Entire roster is in the batting order. Every player on every team roster must participate in 6 defensive outs if a full game is played. If not, that player will start in the next game.			
Pitchers	N/A	N/A	N/A	16 year olds are only allowed to complete a max of 6 defensive outs, per game.
Pitches Per Day	7-8 year olds= 50	10 year olds = 75 11-12 years olds= 80	13-16 years old= 95	
Pitchers Rest	1-20= no rest 21-35= 1 day rest 36-50= 2 days rest 51-65= 3 days rest 66+= 4 days rest			1-30= no rest 31-45= 1 day 46-60= 2 days 61-75= 3 days 76+=4 days
Returning to Mound	Once removed from the mound cannot return as pitcher		A pitcher remaining on defense in the game, but moving to a different defensive position can return as pitcher anytime in the remainder of the game, but only once per game	
Pitcher to Catcher	If pitcher reaches 40 pitches while facing a batter, they may finish the batter if max pitches announced to ump, and be eligible to play catcher for the remainder of the game.			
Catcher to Pitcher	Catcher of 3 innings or less may move to pitcher, if delivers 21+ pitches (15-16 y/o 31+) may not return to catcher. They may finish the batter, if max pitches announced to ump.			
8 Player Penalty	NO: A team may begin and play a game with 8 players with no penalty. Players arriving late may be inserted at the end of the lineup and in the field (if applicable) when they arrive.	YES: A team may start or continue a game with only 8 players. They must take an out each time the 9th spot in the batting order comes up, but the game can still proceed. Players arriving late may be inserted at the end of the lineup and in the field (if applicable) when they arrive.	NO: A team may begin and play a game with 8 players with no penalty. Players arriving late may be inserted at the end of the lineup and in the field (if applicable) when they arrive.	
Courtesy Runner	A player who runs for the pitcher/catcher of record after they reach base, with two outs in the inning. OR A player injured, may receive a courtesy runner. The courtesy runner should be the last made out. If the same player is injured again, they shall be removed from the lineup.			
Balk	N/A		An illegal act by the pitcher with a runner(s) on base entitling all runners to advance one base. A balk is when the pitcher, while touching the plate, makes any motion naturally associated with the pitch and fails to make such a delivery; while touching the plate, feints a throw to first base and fails to complete the throw; the pitcher, while touching the plate, fails to step directly toward a base before throwing to that base; the pitcher, while touching the plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play; the pitcher makes a quick pitch; umpires will judge a quick pitch as one delivered before the batter is reasonably in the batter's box.	
Intentional Walk	Once per batter, manager must call time and announce walk to umpire, ball is dead and no other runners may advance, remaining pitches added to pitch count for balls			
Mound Conferences	A coach may go to the pitcher twice in one inning, but if there is a third visit the player must be removed as pitcher	A coach may go to the pitcher once in one inning. If there is a second time, the player must be removed as pitcher. A conference after an injury shall not be considered a visit to the mound.		
Mercy Rule	15 after 3 10 after 4 If the visiting team has the lead, the home team must bat in its half of the inning.		15 after 4 10 after 5 If the visiting team has the lead, the home team must bat in its half of the inning.	

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3rd Strike Caught	Only relevant when first base is unoccupied OR there are two outs. A dropped/missed third strike occurs when a batter strikes out but the catcher fails to catch/misses the pitch and it touches the ground. When this happens, the batter can run to 1st base, even though they struck out. If the batter isn't tagged or the ball doesn't reach first base before the batter, the batter is safe. If the batter makes any attempt to step away from advancing to 1st base, the batter is out.			
Batting Order	Entire roster is in the batting order every player on every team roster must participate in 6 defensive outs if a full game is played. The above rule applies to those players present at the start of the scheduled game only. A player arriving after the start of the game must bat last in the lineup			
On Deck Batters	Not Permitted		The on-deck batter shall be in the on-deck circle/area closest to their dugout.	
Illegal Bat	If the batter enters the box with 1 or both feet entirely on the ground with an illegal bat or is discovered having used an illegal bat prior the the next player entering the box, the ball is dead. Runners must return if they advanced on the play. 1)If the infraction is discovered before the next player enters the box the manager of the defense may advise the ump of a decision to decline the penalty and accept the play. such election shall be made immediately at the end of the play. 2)The manager of the team will be ejected from the game and the batter who violeted the rule will be ejected. The offensive team will lose 1 base coach for the duration of the game.			
Batter's Box	The batter's legal position shall be with both feet within the batter's box and must keep at least 1 foot in the batter's box during the duration of their at bat.			
Protests	Protests that involve violations or interpretations of a playing rule, the use of an ineligible pitcher, or the use of an ineligible player. Protest on decisions involving an umpire's judgment will NOT be considered. Any protest must be submitted by the manager to the umpire on the field first. The protesting manager shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest. Following such notice and if the umpire is convinced that the decision is in conflict with the rules, the umpire shall reverse that decision. If, however, after consultation, the umpire is convinced that the decision is not in conflict with the rules, said umpire shall announce that the game is being played under protest. Failure of the umpire to make such announcement shall not affect the validity of the protest. A protest made due to the use of an ineligible pitcher or player may be considered only if made to the umpire before the umpire(s) leave the field at the end of the game. Whenever it is found that an ineligible pitcher or player is being used, said pitcher shall be removed from the mound, or said player shall be removed from the game, and the game shall be continued under protest.			
Tiebreaker Rule	GAME CAN END IN A TIE.	The "California Rule" for extra innings, also known as the "International Tiebreaker," starts each extra inning with the last out of the previous inning on second base, or a designated runner, and continues until a winner is declared.		
Game Length	6 innings or no new inning will start after 1 hour 40 minutes of play	6 innings or no new inning will start after 1 hour 50 minutes of play	2-hour time limit	
	No inning can start after sunset.			
Sliding	The runner should do everything possible to avoid contact. We encourage teaching players to slide home. It is up to the umpire to decide if the runner tried to avoid contact.			
5 Run Rule	YES: Innings will end when the offense is put out 3 times, or 5 scores runs. Suspended at the start of the 6th inning and for the remainder of the game.	N/A	YES: Innings will end when the offense is put out 3 times, or 5 scores runs.	
Fly Ball	N/A	An infield fly is a fair fly ball which can be caught by an infielder with ordinary effort, when 1st and 2nd, or 1st, 2nd, and 3rd bases are occupied AND less than 2 outs. Called by the umpire.		
Force Play	A force play is a play in which a runner legally loses the right to occupy a base by reason of the batter becoming a runner. Once the batter/runner is called out on the fly ball catch, there is no longer a force in effect.			
Coach/Mgr on Field	Managers and coaches must stay in these areas: The coach's box on the 1st or 3rd base. Area consisting of a perpendicular line from each corner of the dugout to the 3rd or 1st base foul line respectively.			