

2026 Majors Division Local Rules

1. The Major Division age requirement is ages 10 through 12 and will compete in these divisions depending on ability. The Major's Division is player pitch division.
2. Each team needs a staff of three (3) coaches, consisting of a manager and two coaches. Only three coaches are allowed to be on the field during the course of any single game. The home team shall be in the 3rd base dugout. If a manager/coach must leave the game for an emergency or a prior commitment, a replacement coach is allowed. If a manager/coach arrives late, he/she may replace a coach in the dugout.
3. Games are 6 innings in length. **There is no drop-dead time, but no new inning may start after 1 hour and 45 minutes. Any inning which has been started prior to the time limit expiring will be completed.**
4. **The ten-run rule applies after 3.5 innings of play.**
5. **Teams shall bat their entire roster.** Any player arriving late shall be placed at the end of the batting order. If already past the last spot in the batting order, the late arriving player shall be the first batter of the next offensive inning. Free substitution is allowed in the field, except pitchers may not re-enter as pitchers.
6. Unnecessary delay by pitchers and batters is prohibited. The pitcher shall make every effort to deliver the ball to the batter within 20 seconds after he receives the ball with the bases unoccupied. A first offense will result in a warning. Offenses thereafter will result in the umpire calling a ball. Subject to obvious exceptions, the batter must keep one foot in the batter's box. A first offense will result in a warning. Offenses thereafter will result in the umpire calling a strike on the batter.
7. Pitchers are limited to 5 warm-up pitches between half-innings. There shall be a maximum of 2 minutes between innings.
8. There is a maximum of 2 minutes for pitching changes, meaning the first pitch after a pitching change must be thrown within 2 minutes after the change is made.
9. Score will be kept using the GameChanger App. No paper books will be accepted in place of GameChanger. Training will be provided upon request.
10. **PLEASE BE SURE TO ANNOUNCE YOUR PITCHER AND CATCHER SUBSTITUTIONS TO BOTH SCOREKEEPERS AND THE OPPOSING MANAGER.**
11. **It cannot be stated strongly enough that no arguing with the umpires be permitted.** Managers must not permit any coach, player, or fan to argue any calls with the umpire.
12. At any base, except first, a player must slide (feet first) OR avoid contact with defensive player. There is NO must-slide rule in Little League. **No headfirst slides will be permitted while advancing the bases. Any runner sliding headfirst while advancing will be called out, unless returning to a base.**
13. Managers and coaches are limited to one mound visit that does not result in a pitching change. Each team has a three-timeout conference limit per game (i.e., catcher calling time to talk to the pitcher). Conferences during pitching changes or as the result of an injury or other emergency shall not count toward the limit.
14. **Coaches may pinch run for the catcher / pitcher when there are (2) outs in order to keep the game moving quickly. The pinch runner must be the player in the batting order who made the last out. For purposes of this rule, the catcher is the player slotted to catch during the next defensive inning.**

15. The Majors division rules will abide strictly with the Little League rule book in all other instances other than what is listed above.

Pitch counts (per age)

Ages 9 - 10 = 75 pitches per day

Ages 11 - 12 = 85 pitches per day

Rest Days

1-20 Pitches = 0 Days Rest

21-35 Pitches = 1 Day Rest

36-50 Pitches = 2 Days Rest

51-65 Pitches = 3 Days Rest

66+ Pitches = 4 Days Rest

Pitchers who throw 41 or more pitches cannot catch in that calendar day.

Catchers who catch 4 innings or more in a game cannot pitch that calendar day.