

2013 Little League Baseball Tournament Rule Quick Reference Guide

Divisions	9/10 Year Old Baseball	10/11 Year Old Baseball	Little League Baseball	Intermediate (50/70) Baseball	Junior League Baseball	Senior League Baseball Big League Baseball
League Age	9/10	10/11	11/12	11-13	12/13/14	Senior League 13/14/15/16 Big League 15, 16, 17, 18
Eligibility (T-5-6)	Major or Minor Divisions	Major or Minor Divisions	Major Division Only	Intermediate (50/70) Division Only	Junior/Senior Divisions	
Roster Size (T-3)	Maximum Team Roster 14 players.					SR League 16 / BL 17 Maxium Players
Mandatory Play (T-16) Requirements & Penalty	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
Age/Num. of Pitches per day (T-12-13) (Sr T-13-14)	9 & 10 75	10 Yrs. 75 11 Yrs. 85	11 and 12 85	11/12 Yrs 85; 13Yrs 95	12 Yrs. 85 13 & 14 Yrs. 95	Senior League 13 to 16 Years 95. Big League 15 to 18 Years 105.
Pitching Rest; 9/10,10/11, 11/12 INT (50-70) & Juniors (T-12-13)	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. 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 before delivering a pitch to another batter.					
Pitching Rest; Senior League, Big League (T-14)	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 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. 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 before delivering a pitch to another batter.					
Pitching In Multiple Games	A player may not pitch in more than one game in a day. (T-13)			Yes, 30 or less in first game (T-13)	Yes, 30 or less in first game (T-14)	
Pitching In Resumed Games	Allowed subject to number of pitches and rest requirements in suspended game. (T-13)			Allowed subject to number of pitches and rest requirements in suspended game. (T-13)		
Replacing Pitchers 9-12-(T-12), INT-SR (T-14)	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 (T-12) SR (T-14)	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-12-14)	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					
Substitution and re-entry Starter or Substitute (T-16-17)	A starter may be removed for a substitute BEFORE meeting MPR. A substitute entering the game for the first time may not be removed prior to completion of her/his mandatory play requirements. (see mandatory play T-16) Any player who has been removed for a substitute may re-enter the game at any time in the SAME position in the batting order.					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 (removed) may not re-enter. (T-17)
Line-up Changes (T17)	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-8)	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-15)	Only one (1) per inning					
Defensive Conferences (Visits) with Pitcher or defensive player(s) (T15)	Twice in an inning; pitcher must be removed from the mound on the third visit in an inning. Three in a game; pitcher must be removed from the mound on the fourth visit in the game.					
Regulation Game (Complete) (T-17)	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-17)	4 full innings or 3 1/2 if home team is ahead			5 full innings or 4 1/2 if home team is ahead		
LL Curfew (T-9)	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 (T-17)	Local curfews stopping games before LL curfew must be suspended and completed the following day.					
Designated Hitter (T-17)	Not allowed				Allowed	
10 Run Rule (T17)	After 4 innings, 3 1/2 if home team is ahead			After 5 innings, 4 1/2 if home team is ahead		
SPR (T-17)	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-12)	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 with two 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-7)	Re-painted and re-applied decals on helmets not allowed unless by written approval from manufacturer.					
	No metal cleats; long model chest protector, protective cup, for male catchers with NOCSAE approved helmet with dangling throat protector; 6 NOCSAE batting helmets required.			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.		
Bats (Rule 1.10)	No softball bats are allowed. An illegal bat must be removed.					
Length	Max. length 33"; max. diameter 2 1/4" Non-wood bats shall be labeled with a BPF 1.15 or less.			Max. length 34". Max. diameter 2 5/8" All composite barrel bats must meet the BBCOR performance standards and be labeled with a permanent certification mark.		Max. length 36" Max. diameter 2 5/8 Shall not weigh more than 3 oz less length of bat
Diameter	Composite bats are prohibited unless on the approved list at Little League International.			Wood and alloy bats must meet the requirements of weight and length per rule 1.10		All bats not made of a single piece of wood shall meet the BBCOR performance standards and be labeled with a permanent certification mark.
Weight						
Use of an illegal bat (T12)	(i) 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. (h) The manager of the team and the batter who violated the rule will be ejected from the game, and the offensive team will lose one eligible adult base coach for the game.					
Protests For: (T-9)	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. 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.					