

LOCAL RULES

Effective January 2026



These Local Rules (“Local Rules”) for Laguna Niguel Little League, Inc. (“LNLL” or the “League”) are adopted by the LNLL Board of Directors (“Board”). These Local Rules supplement and are subordinate to the Little League Baseball Official Regulations, Playing Rules and Operating Policies (“Little League Rules”), District 55 regulations, rules, and policies (“D55 Rules”), and the LNLL Constitution. All divisions will follow Little League Rules unless specifically modified by these Local Rules. For interleague games (Juniors, Intermediate, Majors, AAA, and AA), Little League Rules or the agreed upon rules by both leagues will be used to ensure consistent rules between leagues. These Local Rules may only be changed with Board approval.

Section I - 2026 LNLL Approved Rule Adaptations and Options

1. Batter order – Rule 4.04.
 - a. Rule - Use continuous batting order.
2. Courtesy Runner – Rule 3.04, 7.14(b).
 - a. Rule - Allow a courtesy runner for catcher and/or pitcher of record when 2 outs. If using continuous batting order must be the player in the batting order that made the last out.
3. Play with 8 players (1.01, 4.04, 4.16(a), 4.17, 6.05(n)).
 - a. Rule –. Allow play to continue with 8 players and skip the 9th slot without penalty.
4. Run (Mercy) rule (4.10(e)).
 - a. Rule – Team behind after their at bat must resign if behind by:
 - i. Majors and below – 15 after 3 innings, 10 after 4 and 8 after 5.
 - ii. Intermediate and above 15 after 4 innings, 10 after 5, and 8 after 6.
5. Umpire Position (9.04).
 - a. Rule – plate umpire may take position behind the pitcher or behind the catcher.
6. Light failures (5.10(b)).
 - a. Rule - game resumes from the point when light failure makes it difficult to play.
7. Third strike uncaught (6.05(b)(2)).
 - a. Rule - Uncaught third strike rule is for Majors and above.
8. Maximum of five runs per offensive inning (5.07).
 - a. Rule - For AA and AAA minor divisions, maximum of 5 runs allowed to score per offensive inning, however the five run limit will be suspended for the last half inning of either team, called the “Unlimited” inning.
9. Protests resolved before the next play (4.19(g)).
 - a. Rule – For majors and above, a game can be continued while under protest. A league committee will hear and rule on the protest after the game. For minor league play, protests must be discussed between the manager and umpire and be resolved before the next pitch or play.
10. Time limits (4.10(c)(2), 4.11(d)(2)).
 - a. Rules – game played for the full number of innings required to determine a winner. Intermediate and Junior.
 - b. Rule - For minor league (AA only), after 1 hour and 30 minutes of game play, the next inning will be deemed the final inning regardless of how many innings have been played thus far.

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Section II - Common Guidelines and Rules

Note: The game rule adaptations and options adopted by LNLL are listed in Section I and apply as written. Section II is intended as a quick reference for common operating guidelines, safety, pitching, and division administration.

1) PITCHER ELIGIBILITY:

- a) Managers must remove the pitcher when the pitcher reaches the maximum pitch count for their age/division and must follow required calendar-day rest. A pitcher may remain in the game at another position.

DIVISION	MAXIMUM PITCHES PER DAY	0 DAYS REST	1 DAY REST	2 DAYS REST	3 DAYS REST	4 DAYS REST
AA	50	1-20	21-35	36-50	N/A	N/A
AAA	65 (50 for 8 year olds)	1-20	21-35	36-50	51-65	N/A
Majors	85 (75 for 10 year olds)	1-20	21-35	36-50	51-65	66+
Intermediate	85	1-20	21-35	36-50	51-65	66+
Junior	95	1-20	21-35	36-50	51-65	66+

- b) Teams may follow Little League pitch count rules when playing interleague opponents.
- c) Pitchers in the **Single A Division** may not pitch more than one (1) inning per game; a pitcher who pitches in any part of an inning may not pitch in any subsequent innings.

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- d) Juniors Division:
 - i) Juniors Division is governed by Little League and D55 Rules.
- e) Intermediate Division:
 - i) Intermediate Division is governed by Little League and D55 Rules.
- f) Majors Division:
 - i) Continuous Batting Order: See Section I.2.a. For any player arriving after a game has started, see Section II.5.b.
 - ii) Time Limits: No new inning shall begin after 2 hours from the start of the game. These time restrictions do not apply during playoffs.
- g) Minor Division - AAA Division:
 - i) Continuous Batting Order: See Section I.2.a. For any player arriving after a game has started, see Section II.5.b.
 - ii) Time Limits: During the regular season for the AAA Division, at 1 hour and 45 minutes from the start of the game, the existing inning shall be finished, and the next inning shall be the final inning played with unlimited runs. These time restrictions do not apply during playoffs.

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- h) Minor Division - AA Division:
 - i) Continuous Batting Order: See Section I.2.a. For any player arriving after a game has started, see Section II.5.b.
 - ii) Time Limits: see Section I.12.b. Time restrictions do not apply during playoffs.
- i) Minor Division - Single A Division:
 - i) The season begins with “scrimmage” games that do not count towards a team record. After the scrimmages, there will be four (4) “competitive” games during the season, where the scores will count toward standings for playoff placement.
 - ii) General Offense Guidelines.
 - (1) Base runners may advance when the ball remains in the outfield grass due to the hit.
 - (2) Bunting is not allowed.
 - (3) Players may not advance on overthrows.
 - iii) Scrimmage Game Rules:
 - (1) Games will be played with a coach/manager pitching to their own batters.
 - (2) Players will get a total of **five (5) pitches** from the coach or manager.
 - (3) The coach that is pitching must have at least one foot on the dirt of the pitching mound area.
 - (a) If a player does not put the ball in play after the five (5) pitches, the player will take first base.
 - (4) Teams will bat their entire batting order each inning.
 - (5) Outs can be recorded on the bases (players will be removed from the bases when an out is recorded; no strikeouts, no walks).
 - iv) Competitive Game Rules:
 - (1) Player pitchers will pitch up to **four (4) pitches** per batter.
 - (a) Player pitchers must pitch from the rubber.
 - (b) Balls and strikes are called by the hitting team’s manager, and the number of strikes will move from the kid pitcher to the coach pitcher after the four (4) kid pitches are thrown.
 - (2) A batter will continue receiving pitches from the coach until the ball is put into play or the batter receives three (3) strikes total from the pitcher and manager or coach combined.
 - (a) A batter may not walk, but a batter may strike out.
 - (3) In the first 3 innings, the side will be retired once three (3) outs are recorded or a team scored five (5) runs in an inning.
 - (4) In the fourth innings, the side will be retired once three (3) outs are recorded or every member of the team has a chance to hit.
 - (a) If there are uneven teams, the team with fewer players can send the same number of batters to the plate as the number of players on the opposing team.
 - (5) Substitutions and Mandatory Play: Not more than ten (10) defensive players may be placed on the field defensively, including a catcher and a pitcher/pitcher’s guard.
 - (a) Any additional players beyond the standard nine (9) players must be placed in the outfield.
 - v) Time Limits: During the first half of the season (Spring Break), when outs are not officially recorded and teams bat through their entire order in an inning, games will typically consist of three (3) innings total.
 - (1) Once outs are recorded and teams do not bat through their entire order in an inning, **no new inning shall start after 1 hour and 15 minutes** from the start of the game.
 - (2) Games shall not be more than four (4) innings.
- j) Minor Division - Rookie Division:
 - i) Games will be played with managers or coaches pitching to their respective teams. **A player shall be allowed a total of no more than six (6) pitches.** If a player does not put the ball in play after six (6) pitches, **the player will hit off a tee** (there are no strikeouts or walks).
 - ii) Substitutions and Mandatory Play: All players shall play defensively in the field in each inning. (no catchers). Players should play both infield and outfield positions while considering player safety. All players will bat every inning hitting off the tee (with the last batter hitting a “home run” ball). **The batting order should be adjusted each inning.**

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- iii) Run Limits: Score is not kept.
- iv) Time Limits: Games will consist of 3-4 innings at the discretion of both managers to target a 60 minute game.
- k) Minor Division - Tee Ball Division:
 - i) Tee Ball teams are formed with a smaller number of players (7-9) so that players will have more at bats and be more involved in the field when games are played.
 - ii) Games will be played using 50-foot base paths (which is equivalent to 20 to 22 steps) and a tee placed on home plate.
 - iii) Substitutions and Mandatory Play: All players shall play defensively in the field in each inning. Players should be rotated positions while considering player safety.
 - (1) All players will bat every inning hitting off the tee (with the last batter hitting a "home run" ball). Adjust order each inning.
 - iv) Run Limits: Score is not kept.
 - v) Time Limits: Games are scheduled for 90 minutes; the first 30 minutes is intended for warm-ups while the following 60 minutes is for the game. Games will consist of 3-4 innings at the discretion of both managers.