

LITTLE LEAGUE EDMONTON DISTRICT 2 – RULES SUMMARY FOR COACHES

BENCHES & DUGOUTS

Although not found in the rule book, in Alberta home teams use the bench or dugout located on the 1st base line. However, in Edmonton D2, home teams use the bench or dugout located on the 3rd base line. The home team takes infield practice 20 min before the game. The visiting team takes infield practice 10min before the game.

COACHES & MANAGERS – Rule 3.17

Majors/Int/Jr/Sr = Only one team manager and 2 coaches shall occupy the bench or dugout

Minors and below = May have 1 manager and 3 coaches.

Batboys or batgirls are NOT permitted. The use of electronic communication between the bench / dugout / bullpen and on-field personnel is NOT permitted.

MANDATORY PLAY – Regulation IV(i)

Includes all age divisions from Junior and below during regular season play: Every rostered player present at the time of the game. **Mandatory play means: each player must play defense for at least 6 outs, and at least 1 at bat.**

Note: This rule does not apply to Seniors. However, leagues may implement mandatory play for Seniors if they choose. If not, they will then follow the new Little League rule where Seniors has NO mandatory play.

BATTING ORDER – Rule 4.04

Continuous batting order means each player on the roster at the game must be included in a batting order, regardless of whether or not they are playing defense. This is a mandatory requirement for age divisions Minor and below. The rule book states a league may also adopt a policy of a continuous batting order for Majors and up.

2026 UPDATE: Note 2 – For Teeball and Minors (and during a continuous batting order).

- When a player is injured, becomes ill, or must leave the game after the game has begun, the team will skip over him/her when his/her time at bat comes up, without penalty.
- The injured/ill/absent player may also return to the same spot in the line-up if they are able. A late player may still be added to the END line-up when they arrive at the field.
- If a player is not able to complete a plate appearance (at bat) due to injury, illness or ejection, the next batter in the line-up shall take his/her place at the plate and assume the county of the original batter.
- If a batter becomes a runner by reaching base safely and is unable to continue running bases due to injury, illness or ejection, he/she shall be replaced by EITHER the player who recorded the last out, OR a Courtesy Runner if applicable.

BAT DONUTS / RINGS / WEIGHTS / ALTERATIONS OR MODIFICATION (A.R.2) – Rule 1.10

All age divisions: The traditional batting donuts, etc on a bat for warm-up are NOT permitted. It also clarifies that products such as, but not limited to, choke-knobs, choke-up assists, which are considered alterations to the bat and are not permitted.

2026 UPDATE:

- Thumb protectors ARE now permitted
- Note 2 – ALSO PERMITS the use of pine tar or any other similar adhesive substance at all levels of Little League.

ON DECK BATTERS – Rule 1.08

Majors and below: On deck batters are NOT permitted, even in fenced-in areas. The next batter should be ready with a helmet on, but MAY NOT pick up a bat until it is his/her turn at bat.

***NOTE: ONLY THE FIRST BATTER OF EACH HALF-INNING WILL BE PERMITTED** outside the dugout between half-innings, to practice swinging a bat safely. [this on-deck batter is typically permitted while the pitcher is warming up at the start of each half inning]

Intermediate, Junior and Seniors: may have on deck batters anytime. However, they are still not permitted to use bat donuts / rings / weights as per Rule 1.10.

3rd STRIKE NOT CAUGHT RULE – Rule 6.09(b)

Majors and up: a batter becomes a runner [can run to first base] when the third strike is NOT caught by the catcher, providing:

- First base is unoccupied by a runner, or
- First base is occupied by a runner AND with 2 outs

***NOTE: A batter forfeits his/her opportunity to advance to first base when he/she enters the dugout or other dead ball area).**

Legend: **2026 Rule changes and updates**

2025 Rule changes and updates

Optional decisions for local leagues and district 2

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SPECIAL PINCH-RUNNER (SPR) – Rule 7.14(a) *NEW 2025

Once each inning a player who is not in the batting order, may be used as a special pinch-runner for any offensive player.

- An offensive player may only be removed for a special pinch-runner on time per game.
- If a player used as a special pinch-runner is already in the line-up as either a defensive player or offensive player, he/she can only be used once as a pinch-runner.
- If a player used as a special pinch-runner is NOT in the line-up as either a defensive player or offensive player, he/she CAN be used more than once as a pinch-runner.

2026 UPDATE: Rule 7.14(b) COURTESY RUNNER: When a pitcher and/or catcher are on base with 2 outs, a courtesy runner may be permitted by the umpire when requested. The courtesy runner will be:

NOTE 1 – When playing traditional baseball (9 players only batting), the courtesy runner must come from the non-batting order. That specific courtesy runner may only be used once per game)

NOTE 2 – When playing continuous batting order, the courtesy runner must be the last out of that half inning.

PITCH COUNTS – Regulation VI (Pitchers)

The following is a simplified version of the actual text found in the Rule Book:

- Pitchers must be removed when they reach the pitching limit for his/her age group as noted below, but the pitcher may remain in the game at another position once removed from the mound:

AGE	MAX PITCHES PER DAY
7-8 yrs	50
9-10 yrs	75
11-12 yrs	85
13-16 yrs	95



**Warm-up pitches do not count. Only pitches that occur while the ball is live count towards innings pitched or caught.*

Exception: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until either 1) that batter reaches base, or 2) that batter is put out, or 3rd out is made. This is commonly known as “finishing the batter”.

*Coaches are encouraged (but not required) to inform the umpire and pitch counter when a pitcher has reached their pitching threshold AND last batter to be faced. Pitchers finishing a batter at threshold will have their pitch count stopped at the designated threshold. Umpires will halt play after the batter, for pitching substitution.

- **Majors and Minors:** Once a pitcher is removed from the mound, that player cannot return as a pitcher in the game.
- **Intermediate, Junior, Senior:** A pitcher removed from the mound but remaining on defence in a different position, can return as a pitcher anytime in the game, but this may occur only once per game (as long as they have not exceeded their max pitches for that day).
- **Under NO circumstances shall a player pitch in 3 consecutive days.** Including all age divisions.
- The pitch count must be kept by the pitcher’s own team and provided to the Umpire or the other Team when requested. After a pitcher is done pitching, the player must be given the following rest periods (without pitching in a game, practices do not count):

PLAYER AGE	PITCHES THROWN IN A DAY	CALENDAR DAYS OF REST
14 yrs & Under	66+	4 days
14 yrs & Under	51-65	3 days
14 yrs & Under	36-50	2 days
14 yrs & Under	21-35	1 day
14 yrs & Under	1-20	0 days
15 yrs – 16 yrs	76+	4 days
15 yrs – 16 yrs	61-75	3 days
15 yrs – 16 yrs	46-60	2 days
15 yrs – 16 yrs	31-45	1 day
15 yrs – 16 yrs	1-30	0 days

Legend: **2026 Rule changes and updates**

2025 Rule changes and updates

Optional decisions for local leagues and district 2

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WARMING-UP PITCHERS – Rule 3.09 *NEW 2025

Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time, including in-game, pre-game warm-up, and other instances. They may also stand by to observe a pitcher during warm-up in the bullpen.

VISITS TO THE PITCHER AT THE MOUND BY MANAGER OR COACH – Rule 8.06

DIVISION	PERMITTED VISITS PER <u>INNING</u>	PERMITTED VISITS PER <u>GAME</u>	PITCHER MUST BE <u>REMOVED</u>
Minors	2 times per inning (same pitcher)	3 times per game (same pitcher)	On the 3 rd visit in the inning OR 4 th visit in the game
Majors/Int/Jr/Sr	1 time per inning (same pitcher)	2 times per game (same pitcher)	On the 2 nd visit in the inning OR 3 rd visit in the game

2026 UPDATE (clarity): Rule 8.06(b), Note 1 – For Intermediate/Juniors/Seniors a pitcher remaining in the game defensively, but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game. If returning to the position of pitcher, they shall retain the number of visits from their previous appearance as pitcher. To calculate the number of visits for a pitcher, all visits, regardless of the pitcher being removed and returned to the pitcher’s position shall be applied.



PITCHERS / CATCHERS CHANGING ROLES – Regulation VI

- A pitcher who pitches 41 or more pitches in a game and is not covered under the threshold exemption (ie: exceed max pitches per day), may not play the position of catcher for the remainder of the day.
- Catchers who play the position of Catcher in 4 or more innings in a game are not eligible to pitch on that same calendar day.
- A player who plays the position of catcher for 3 or less innings, then moves to pitcher position, and delivers 21 or more pitches in the same day (or 15/16yrs=31 or more pitches), that player may not return to the catcher position on that calendar day.

Exception: *If the catcher who became a pitcher reaches the 20-pitch limit (or 15/16yrs=30 pitch limit) while facing a batter, they may continue to pitch and maintain eligibility to return to catcher, until either 1) that batter reaches base, or 2) that batter is put out, or 3rd out is made (aka: finish the batter)*

STEALING BASES – Rule 7.13

Majors and Minors: Runners may steal bases, but only after a pitched ball has reached the batter (not the catcher’s glove). If a base runner leaves a base before a pitched ball reaches a batter, and the runner arrives at the next base, the steal is illegal, and the runner will be asked to return to their original bag. If a ball has been successfully batted and the batter gets on base while an illegal steal takes place, the runner committing the illegal steal may not advance more than one base in front of the batter.

Intermediate, Junior, Senior: Runners may steal anytime the ball is live.

INTENTIONAL WALKS – Rule 6.08(A)(2)

All age divisions: A player may only be intentionally walked by announcing such decision to the home plate umpire, ONE time during the course of the game (**cannot intentionally walk a player more than once per game**) *NEW 2025. This would not restrict a team from also throwing four balls outside the strike zone to this batter another time during the game.

INNINGS PER GAME – Rule 4.10(a), (b) and (c)

Regulation games are:

DIVISION	MINIMUM	MAXIMUM
Majors & Minors	4 innings	6 innings
Intermediate, Juniors and Seniors	5 innings	7 innings

***NOTE:** *Most of the time District 2 has limited the duration of games to 120 min. This means no new inning can be started after 2 hours from the start of each game.*

Legend: **2026 Rule changes and updates**

2025 Rule changes and updates

Optional decisions for local leagues and district 2

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MERCY RULE – Rule 4.10(e)

A game is called to end when:

DIVISION	15 RUN MERCY RULE	10 RUN MERCY RULE	8 RUN MERCY RULE
Majors & Minors	• Either team is ahead by 15 runs after 3 innings, or (HOME team is ahead by 15 runs after 2.5 innings)	• Either team is ahead by 10 runs after 4 innings, or (HOME team is ahead by 10 runs after 3.5 innings)	• Either team is ahead by 8 runs after 5 innings, or (HOME team is ahead by 8 runs after 4.5 innings)
Intermediate, Juniors and Seniors	• Either team is ahead by 15 runs after 4 innings, or (HOME team is ahead by 15 runs after 3.5 innings)	• Either team is ahead by 10 runs after 5 innings, or (HOME team is ahead by 10 runs after 4.5 innings)	• Either team is ahead by 8 runs after 6 innings, or (HOME team is ahead by 8 runs after 5.5 innings)

***NOTE:** During the regular season, Little League Edmonton District 2 often has a 5 run per inning maximum rule. During championship game, the “open inning” rule (unlimited runs) is usually implemented in the final inning.

FIELD SPECIFICATIONS – Rule 1.04

The following is a list of the field specifications for each age division:

DIVISION	BASE PATH DISTANCE	DISTANCE FROM HOME TO PITCHING MOUND
TeeBall (4-6yrs)	50 feet	40 feet
Rookie/Coach Pitch (6-8yrs)	50 feet	40 feet
Minors (9-10yrs)	60 feet	46 feet (some leagues allow 40-42 feet for pitchers 8yrs or younger playing in Minors)
Majors (11-12yrs)	60 feet	46 feet
Intermediate (13yrs)	70 feet	50 feet
Juniors (13-14yrs)	80 feet	54 feet
Seniors (15-16yrs)	90 feet	60 feet 6 inches

BAT STANDARDS – Rule 1.10

DIVISION	LENGTH	DIAMETER
TeeBall/Rookie (4-8 yrs)	26” max	N/A
Minors/Majors (9-12 yrs)	33” max	2 5/8” max
Inter/Junior (13-14 yrs)	34” max	2 5/8” max
Senior (15-16 yrs)	36” max	2 5/8” max (non-wood must be bats must be ‘Batted Ball Coefficient of Restitution’ – BBCOR rated)

***NOTE:**

- All bats labelled BPF – 1.15 bats are prohibited.
- 2 ¼” bats are still permitted
- Wood bats are permitted at all ages
- Seniors: The bat shall not weigh, numerically, more than three ounces less than the length of the bat (ie: a 33-inch-long bat cannot weigh less than 30 ounces). This is known as -3 or ‘Drop 3’.

All bats must be a baseball bat which meets USA Baseball Bat Standards (USA Bat). All bats used by Juniors, Intermediate, Majors, and minors must bear the **USA Baseball Logo**. However, bats meeting the Batted Ball Coefficient of Restitution (BBCOR) standard may also be used in Intermediate and Junior divisions.

2026 UPDATE (clarity): 6.06(d) If a batter enters the batter’s box with one or both feet entirely on the ground with an illegal bat or is discovered having used an illegal bat prior to the next player entering the batter’s box:

1. The ball is dead and the illegal bat is removed from the game, and
2. All runners must return if they advanced on the play, and
3. The batter using the illegal bat is out, and

Legend: **2026 Rule changes and updates**

2025 Rule changes and updates

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- The manager of the team will be ejected from the game, and the offensive team will lose one eligible adult base coach for the duration of the game. Any remaining coaches in the dugout may be used to fill in the missing base coach position.

***NOTE:** If the infraction is discovered before the next player enters the batter's box (following the turn at bat of the player who used an illegal bat), the manager of the defense may advise the plate umpire or crew chief of a decision to decline the penalty only regarding the batter being out. Declining the penalty against the batter also means accepting the rest of the play as is (players advancing). However, if the defensive manager does not decline the penalty against the batter using the illegal bat, the penalty shall be made immediately at the end of the play. A defensive manager may NOT decline the penalty of ejecting the offensive team manager and losing an adult base coach for the duration of the game.

SUNGLASSES – Rulebook Appendix B: Safety Code for Little League

Although sunglasses are permitted on the playing field during games, players and parents who wear glasses while participating are encouraged to wear "Safety Glasses". There are no other restrictions on eyewear in any way according to the Little League Rulebook.

PLAY CALL ARM BANDS / NEOPRENE SLEEVES – Rule 1.11(a)(3)

The use of play calling bands by defensive players is permitted under the following conditions:

- The equipment must be worn as the manufacturer intended (ie: on the wrist or forearm)
- The play calling band must NOT be attached to the belt or any other location on the player's person.
- Play calling bands must only be on the pitcher's glove arm, and must be a solid color, BUT cannot be white, grey or optic yellow, or distracting to the batter (in the opinion of the umpire)
- Rule 1.11(c) Pitcher sleeve lengths shall be approximately the same length on both arms. And must not be ragged, frayed, or flit sleeves.

2026 UPDATE:

- Neoprene sleeve distinction has been removed in the new rule, which now includes all sleeves. This means ALL sleeves, if exposed, shall be a solid color and NOT white or grey.

JEWELRY – Rule 1.11(j) *NEW 2025

Players are permitted to wear jewelry. However, any jewelry worn by a player that poses harm to injury will be subject to removal. The rule applies regardless of the composition of such jewelry, hard cosmetic item, or hard decorative item. Hard items to control the hair, such as beads, are permitted. Jewelry that alerts medical personnel to a specific condition are permissible.

PREGAME EQUIPMENT INSPECTION – Rule 3.01 *NEW 2025

Removes the requirement for umpires to check equipment prior to the start of the game by placing responsibility for legal and proper equipment on the manager.

PENALTY: If illegal equipment is used during the game, the manager of the team will be ejected from the game and the player who used the illegal equipment will also be ejected from the game. Both the manager and the player who used the illegal equipment will be suspended for their team's next physically played game and may not be in attendance at the game site. This includes pregame and postgame activities.

HEADFIRST SLIDES – Rule 7.08(a)(4)

Majors and Minors: Runners who slide headfirst while advancing to the next base will automatically be called out. However, they may DIVE BACK to a previously occupied base.

Intermediate, Junior, Senior: Runners may headfirst slide while advancing to the next base.

There is no such thing as a "MUST SLIDE RULE" in Little League baseball at any age division. However, according to Rule 7.08(a)(3) a runner must either slide OR attempt to get around a fielder who has the ball and is waiting to make the tag.

RUNNING OFF THE BASELINE – Rule 7.08(a)(1)

Offensive player running more than 3 feet away from his/her base path to avoid being tagged will result in the runner being called out, unless the runner is trying to avoid interference with the defender fielding a ball. A runner's base path is established when the tag attempt occurs and is a straight line from the runner to the base to which he/she is attempting to reach.

Legend: **2026 Rule changes and updates**

2025 Rule changes and updates

Optional decisions for local leagues and district 2

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2026 UPDATE:

PROCEDURES FOR USE OF A DOUBLE FIRST BASE (safety base) – Rule 7.15(g)

The double base may be used for first base only. The base must be rectangular, with two sides not less than 14 inches and not more than 15 inches, and the other two sides not less than 29 inches and not more than 30 inches. The longer sides shall face toward home plate and the right field corner. The outer edges shall not be more than two and one-fourth (2¼) inches thick, filled with soft material, and covered with canvas or rubber. Half the base shall be white (entirely over fair territory) and half shall be orange or green (entirely over foul territory).

When using the double first base, the following rules must be observed:

- a) A batted ball that hits the white section of the double base shall be declared fair. A batted ball that hits the colored (orange or green) section without first touching or bounding over the white section shall be declared foul.
- b) Whenever a play is being made on the batter-runner, the defense must use the white section of the double first base.

NOTE 1: A play is being made on the batter-runner when he/she is attempting to reach first base while the defense is attempting to retire him/her at that base.

NOTE 2: If there is a play on the batter-runner, and the batter-runner touches only the white portion and the defense appeals prior to the batter-runner returning to first base, it is treated the same as missing the base.

PENALTY: Batter-runner is out.

- c) Whenever a play is being made on the batter-runner, the batter-runner must use the colored (orange or green) section on his/her first attempt to tag first base.

NOTE: On extra-base hits or other balls hit to the outfield when there is no chance for a play to be made at the double first base, the batter-runner may touch either the white or colored (orange or green) section of the base. Should, however, the batter-runner reach and go beyond first base, he/she may only return to the white section of the base.

PENALTY: If there is a play on the batter-runner, and the batter-runner touches only the white portion and the defense appeals prior to the batter-runner returning to first base, it is treated the same as missing the base. If properly appealed, the batter-runner is out.

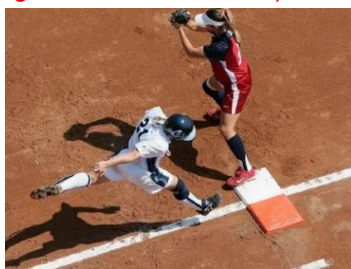
- d) When tagging up on a fly ball, the white section of the base must be used by the runner. One foot is permitted to extend behind or on the base into foul territory, as long as the front foot is touching the white section of the base.

PENALTY: If properly appealed, runner is out.

- e) When leaving base on a pitched ball in Little League (Major) and below, the runner must maintain contact with the white section of the base until the ball has reached the batter. Runners may extend a foot behind the white portion of the base, but must maintain contact with the white section until the ball has reached the batter.

PENALTY: See Rule 7.13 regarding consequences for leadoffs in Majors and Minors.

- f) On an attempted pick-off play, the runner must return to the white section of the base only. This includes a throw from the pitcher, catcher, or any other player, in an attempt to retire the runner at the double first base.
- g) In Majors, Intermediate (50/70) Division, Junior, and Senior League divisions, when the batter becomes a runner on a third strike not caught by the catcher, the batter-runner and the defensive player may use either the colored (orange or green) or white base. NOTE: When the batter becomes a runner on a third strike not caught by the catcher, the batter-runner may run in fair territory when the throw is coming from the foul side of the base, and if hit by the thrown ball, it is not interference. If intentional interference is ruled, the runner is out.
- h) Use of the double first base does not change any other rule concerning interference or obstruction at first base. (An errant throw into the three-foot running lane could still result in an obstruction call. Also, the batter-runner must still avoid interference with the fielder attempting to field a batted ball.)



Legend: **2026 Rule changes and updates**

2025 Rule changes and updates

Optional decisions for local leagues and district 2

LITTLE LEAGUE EDMONTON DISTRICT 2 – RULES SUMMARY FOR COACHES

APPEALS – Rule 9.02

- (a) Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions.
- (b) if there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such an appeal shall be made only to the umpire who made the protested decision.
- (c) If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it.
- (d) No umpire may be replaced during a game unless injured or ill.

There are four types of appeals regarding plays on the field:

1. Missed base (Rule 7.10(b))
2. Failure to retouch properly (Rule 7.10(a))
3. Failure to return to first base (Rule 7.10(c))
4. Batting out of order (Rule 6.07)

Here are the requirements for making a proper appeal:

1. The appeal MUST be made before the next pitch.
2. The appeal MUST be made before next play or attempted play.
3. The appeal MUST be made while the ball is "In Play" (except batting out of turn)
4. The appeal MUST be made in a precise, unmistakable manner.
5. The appeal MUST be made before all defensive players leave fair territory.

The defense loses the ability to appeal if:

- The throw made for the appeal goes out of the field of play.
- A balk occurs before or during the appeal.
- A pitch is made to the batter.
- A play is made after the action has stopped. ie: *if the pitcher tries to pick off a runner rather than throw to a base for an appeal.*

BACK IN-PLAY TO MAKE APPEAL VALID – Rule 5.11

After the ball is dead (or "Time" is called by an umpire) the pitcher must now return to the mound with possession of the ball, assume a pitching position, and allow the umpire to put the ball back into "Play" before an appeal can be made. From this, we learn that one of the biggest mistakes the manager can make is to request "Time" to make an appeal.

Here are some common appeal myths:

1. Should the defensive team manager or a defensive player request time before making an "appeal"? NO – Appeal plays must be made under "Live Ball" conditions.
2. Does the ball have to go back to the pitcher before making an appeal? NO – Any defensive player with possession of the ball may initiate the appeal.
3. If the pitcher has the ball, does he/she have to go to the mound before making an appeal? NO – Making contact with the pitching plate now restricts the actions of the pitcher. If the pitcher commits an Illegal Pitch in the process of making the appeal; this is considered a play and the right to the appeal is lost.
4. Does the ball have to go to the base that was left early or missed? YES – If the runner being appealed is still on base, the ball must go to the missed bag and verbalize the specific appeal.

Legend: **2026 Rule changes and updates**

2025 Rule changes and updates

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