

ULLL 2025 AAA, AA, and A Divisions
LOCAL PLAYING RULES – Pitching Rules

VI – PITCHERS

(a) Any player on a regular season team may pitch. *Exception: 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.*

Note: A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. Exception: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until 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 or game; or (4) 5th run scores to complete the half – inning or game.

(b) A pitcher once removed from the mound cannot return as a pitcher.

(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position.

League Age	11-12	85 pitches per day
	9-10	75 pitches per day
	7- 8	50 pitches per day

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of following conditions occurs:

1. That batter reaches base.
2. That batter is put out.
3. The third out is made to complete the half – inning.
4. 5th run scores to complete the half - inning.

Note 1: A pitcher who delivers 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until 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 or game; or (4) 5th run scores to complete the half – inning or game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of the day.

(d) Pitchers league age 12 and under must adhere to the following rest requirements:

If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.

If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Note: Under no circumstances shall a player pitch in three (3) consecutive days.

Exception: If a pitcher reaches a day(s) of 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; 4. 5th run scores 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 or the game is completed before delivering a pitch to another batter.

In the A Division, pitchers will pitch from forty (40) feet from the back of the plate.

ULLL Local Rules for the Spring AAA, AA, and A Divisions (Updated – March 2025):

1. Each team will be limited to five (5) runs per inning or three (3) outs, whichever occurs first. Exceptions:
 - a. AAA - In the final declared inning of the game (within fifteen (15) minutes of the time limit listed below), and during any extra innings (in the event of a tie at the end of the last declared inning) runs will be unlimited.
 - b. AA - In the fifth (5) or sixth (6) and during any extra innings (in the event of a tie at the end of the last inning) runs will be unlimited.
 - c. A - all innings are capped at (5) runs per inning or three (3) outs, whichever occurs first.
2. If after three (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. NOTE: If the visiting team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team must bat in its half of the inning. If after (5) innings, four and one-half innings if the home team is ahead, one team has a lead of (8) or more, the manager of the team with the least runs shall concede the victory to the opponent.
3. There is a continuous batting order. As such, if a player is late for the start of the game, s/he should be added to the bottom of the batting order (at the manager's discretion). Any player leaving the game before the game ends will be skipped without penalty (provided 8 eligible players remain in the batting order).
4. Mandatory Playing Time – Based on a six (6) inning game...
 - a. No player may sit out defensively more than one (1) inning at a time.
 - b. AAA Division (Only): All players must play at least one (1) inning in the infield.
 - c. AA & A Division: All players must play at least two (2) innings in the infield
 - d. For teams with 12 players:
 - By the end of the **5th Inning**, all players must sit out at least one (1) inning.
 - Unless there is a player injury or disciplinary issue, players may sit out **NO MORE** than two (2) innings.
 - e. For teams with 11 players, all players must sit out at least one (1) inning and unless there is a player injury or disciplinary issue, players may sit out **NO MORE** than two (2) innings.
 - f. For teams with 10 players, unless there is a player injury or disciplinary issue, players may sit out **NO MORE** than one (1) inning.
5. If the game has been played for one (1) hour and forty-five (45) minutes, any inning which has been started prior to the time limit expiring will be completed. No new inning will begin once the time limit has expired. AAA, AA, and A games shall end at the two (2) hour and fifteen (15) minute mark from the start of the game. Add note about declaring last inning

6. Special Local Rules

- a. Games can be started with 8 players. When batting with 8 players, the 9th spot in the order is skipped over without penalty (no out).
- b. A “courtesy runner” for the catcher and/or pitcher of record will be permitted when there are two (2) outs. A player whose name is on the team’s batting order may not become a substitute runner for another member of the team. Neither the pitcher nor the catcher is subject to removal from the lineup. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game. A courtesy runner must be reported to the plate umpire. Exception: If the continuous batting order is used, the “courtesy runner” may be in the team’s batting order and must be the player in the batting order who made the last out.
- c. Coaches or the Active Catcher (in their full gear) will be able to warm up pitchers – both on the field or in the bullpen during the regular season. Coaches may not warm up pitches during playoff, championship, and/or tournament play.

7. After entering the batter’s box, the batter must remain in the box with at least one foot throughout the at bat. **Exceptions:**

- a. On a swing, slap, or check swing.
- b. When forced out of the box by a pitch.
- c. When the batter attempts a “drag bunt.”
- d. When the catcher does not catch the pitched ball.
- e. When a play has been attempted.
- f. When time has been called.
- g. When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher’s plate after receiving the ball or the catcher leaves the catcher’s box.
- h. On a three ball count pitch that is a strike that the batter thinks is a ball.

Penalty: If the batter leaves the batter’s box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. No pitch has to be thrown, the ball is dead, and no runners may advance. NOTE: The batter may return their position in the batter’s box and assume the new count at any time during the at-bat, unless such enforced penalty is the third strike.

8. Slash hits with Fake Bunts: When the batter makes a motion to bunt, and then the batter pulls the bat back and attempts a full swing. While this is not officially against Little League rules, attempting this type of swing on a ULLL field is considered a safety concern. Based on the situation, an umpire may deem such a swing unsportsmanlike conduct. In such a case, umpires must report the incident (including the player’s number and the manager’s name) to the ULLL Umpire-in-Chief for review.
9. Each umpire or Adult Game Coordinator has authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play. The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire this behavior is occurring, those responsible including any player(s), coach(es), and/or manager shall be ejected from the game.

10. A Only Rules: Bunting is not permitted in the A division. Stealing bases is not permitted in the A division. As stated above, pitchers will pitch from forty (40) feet from the back of the plate.

11. Each AAA team must play at least twelve (12) complete regular season games to be eligible for participation in the ULLL's End-of-Season AAA Division tournament. Likewise, each AA team must play at least twelve (12) complete regular season games to be eligible for participation in the ULLL's End-of-Season AA Division tournament.

Note: With the exception of the Spring Local Rules modifications cited above, the Little League "Blue Book" Rules for the Minors Divisions applies.