





## Cactus Horizon Little League Rules and Regulations<sup>1</sup> (Updated Spring 2025)



NOTE: 1st Half runs from the start of the season through early April. 2nd Half runs from early April through the end of the season (including tournaments).  
Exact dates are determined annually.

Division	T-Ball	Rookie	Farm	Minors	Majors	50/70 & Juniors
<i>Courtesy Runners for Pitchers/Catchers</i> <sup>10, 11</sup>	No	No	No	Allowed (when there are two outs)	Allowed (when there are two outs)	Allowed (when there are two outs)
<i>Pitch Limits Per Batter</i>	Not Applicable (Tee)	5 pitch limit <sup>2</sup> , then Tee	5 pitch limit <sup>2</sup> (unless 5th pitch foul)	1st Half: Kid, 4 Non-Strike Limit, then Coach from the hitting team, 4 coach pitches max <sup>4</sup> . See details in Pitching Rules. 2nd Half: None.	None	None
<i>Strike outs</i>	No	No	Yes	Yes	Yes	Yes
<i>Base on balls</i>	No	No	No	1st Half: No; 2nd Half: Yes	Yes	Yes
<i>Intentional Base on balls</i> <sup>14</sup>	No	No	No	No	Yes (pitches need not be thrown)	Yes (pitches need not be thrown)
<i>Hit By Pitch</i>	No	No	No	1st Half: Yes, if thrown by kid; 2nd Half: Yes	Yes	Yes
<i>Dead ball</i> <sup>13</sup>	N/A	Ball Hits Pitching coach	Ball Hits Pitching Machine or Pitching Coach or Umpire (if present) <sup>16</sup>	1st Half: Ball Hits Pitching coach or Umpire 2nd Half: Ball Hits Umpire	Ball Hits Umpire	N/A
<i>Bunting</i>	No	No	Yes, foul on 3 <sup>rd</sup> strike out. 3 per team per game limit.	Yes, foul on 3 <sup>rd</sup> strike is an out	Yes, foul on 3 <sup>rd</sup> strike is an out	Yes, foul on 3 <sup>rd</sup> strike is an out
<i>Doubles</i> <sup>7</sup>	No	1st Half: No 2nd Half: Runners can try for two bases only if ball past the outfielder	Runners can try for two bases only if ball past the outfielder	Yes	Yes	Yes
<i>Triples</i>	No	No	No	Yes	Yes	Yes
<i>Home Runs</i>	No (Last Batter Can circle the bases)	No (Last Batter Can circle the bases)	Over fence	Over fence/inside the park	Over fence/inside the park	Over fence / inside the park
<i>Advancing bases after batted ball</i>	One base only	1st Half: One base only 2nd Half: Runners can try for two bases on ball past the outfielder	One base only, two bases on ball past the outfielder	Freely	Freely	Freely



## Cactus Horizon Little League Rules and Regulations<sup>1</sup> (Updated Spring 2025)



NOTE: 1st Half runs from the start of the season through early April. 2nd Half runs from early April through the end of the season (including tournaments).  
Exact dates are determined annually.

Division	T-Ball	Rookie	Farm	Minors	Majors	50/70 & Juniors
Advance on overthrow after batted ball	No	No	1st Half: No. 2nd Half: Throws to First base only, if no contact with ball (advance one base)	Yes, any base	Yes, any base	Yes, any base
Advancing bases on errant <b>PICKOFF</b> (from any fielder)	N/A	N/A	N/A	Freely	Freely	Freely
Advancing via Stealing / Passed Ball / Wild Pitch	N/A	N/A	N/A	1st Half: After pitch crosses plate, except no scoring from 3rd base 2nd Half: After pitch crosses plate	After pitch crosses plate	Yes
Lead off	No	No	No	No	No	Yes
Field Positions <sup>6</sup>	Equal OF / IF, rotate positions	Equal OF / IF, rotate positions	Infield in first 3 innings, AND no one sits 2 innings until all have sat 1, AND no one sits 3 innings until all have sat 2, etc.	Infield in first 3 innings, AND no one sits 2 innings until all have sat 1, AND no one sits 3 innings until all have sat 2, etc.	Infield in first 3 innings. All players will play a minimum of 9 consecutive defensive outs, 3 of these in the infield.	All players will play a minimum 6 defensive outs
Infield fly	No	No	No	1st Half: No 2nd Half: Yes	Yes	Yes
1 <sup>st</sup> and 3 <sup>rd</sup> situation: Throw from catcher to 2 <sup>nd</sup> Base	N/A	N/A	N/A	1st Half: Runner on 3 <sup>rd</sup> must hold 2nd Half: Live Ball	Live ball	Live Ball
<b>Pitching</b>						
Pitching Limit	N/A	N/A	N/A	Yes (see following pages for additional situations); 1st Half: 3 inning max if under pitch count limit; 2nd Half: 4 inning max if under pitch count limit;	Yes (see following pages for additional situations)	Yes (see following pages for additional situations)



## Cactus Horizon Little League Rules and Regulations<sup>1</sup> (Updated Spring 2025)



NOTE: 1st Half runs from the start of the season through early April. 2nd Half runs from early April through the end of the season (including tournaments).  
Exact dates are determined annually.

Division	T-Ball	Rookie	Farm	Minors	Majors	50/70 & Juniors
Drop third strike	N/A	N/A	No	1st Half: No 2nd Half: Yes	Yes	Yes
<del>Passed Ball / Wild Pitch</del> ✓ Overthrow: Catcher to Pitcher	N/A	N/A	N/A	1st Half: Live Ball, except no scoring from third base 2nd Half: Live Ball	Live Ball	Live Ball

### Notes:

<sup>1</sup> For use during Cactus Horizon Little League home games. For interleague, rules of home team apply

<sup>2</sup> Defensive manager discretion for additional pitches for bad pitch<sup>2</sup>

<sup>3</sup> Children may play in different division based on skill level and prior playing experience<sup>3</sup>

<sup>4</sup> The coach must pitch from within a zone that starts at the pitcher's plate and ends six feet in front of the pitcher's plate. Both feet must be in the zone after pitch delivery.

<sup>5</sup> Pitch Distances for Rookie and Farm are approximate, but should be consistent across all teams in each division.

<sup>6</sup> Pitcher and Catcher are considered infield positions.

<sup>7</sup> Outfielders are expected to play at a reasonable depth for Rookie and Farm baseball.

<sup>8</sup> For T-Ball, Rookie, and Farm, the Manager is responsible for positioning the pitcher prior to the start of each at-bat (on the opposite side of the mound from the batter).

<sup>9</sup> For Farm, AA, and AAA, scores must be kept in order to stay within the runs per inning limits, but scores are not reported, and won-loss records are not tracked.

<sup>10</sup> For Minors & Majors, the courtesy runner shall be the player who made the last out. For 50/70 & Juniors, refer to the LL Rulebook (Section 7.14b) for specifics.

<sup>11</sup> For the purposes of the courtesy runner rule, the pitcher and catcher are the players who occupied those positions at the end of the last defensive inning.

<sup>12</sup> The game can continue past the innings maximum if tied, but the game can end in a tie due to curfew or if there's a need for the field.

<sup>13</sup> On a deadball, the batter is awarded 1st base, and all baserunners will move up one base.

<sup>14</sup> The appropriate number of "balls" needed based on the count on the batter at the time of the manager's request to complete the Intentional Walk will be added to the pitch count.

<sup>15</sup> Prior to the start of end-of-season tournaments, meetings will be held to discuss potential rules changes. Changes must be approved by a majority of the divisions' managers.

Any suggested rule change that violate Little League International rules will NOT be accepted.

<sup>16</sup> The league may elect to provide umpires for Farm regular season and/or tournament games. In this case, if the ball strikes the umpire, it is a dead ball.



## Cactus Horizon Little League Rules and Regulations (Updated Spring 2025)

### PITCH COUNT RULES

League Age	Pitch per day limit
13 – 16	95
11 – 12	85
9 – 10	75
7 - 8	50

Pitch count <u>LA 14 &amp; Under</u>	Calendar days of rest	Pitch on day
66 or more	4	5
51 – 65	3	4
36 – 50	2	3
21 – 35	1	2
1 - 20	0	1

Pitch count <u>LA 15 &amp; Older</u>	Calendar days of rest	Pitch on day
76 or more	4	5
61 – 75	3	4
46 – 60	2	3
31 – 45	1	2
1 - 30	0	1

### Other Little League Pitching Rules

A player may not pitch in more than one game in a day.

A player can NOT pitch in three (3) consecutive days.

A pitcher once removed from the mound cannot return as a pitcher. NOTE: there are exceptions to this for the Minors Division and the 50/70, Juniors, and Seniors Divisions (see below).

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. A partial inning of one or more pitches is defined as an inning by this rule.

A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

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 (15 & 16 year olds: 31 pitches) in the same day, may not return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20-pitch limit (15 & 16 year olds: 30-pitch limit) while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.

50/70, Juniors, and Seniors: A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.

### **CHLL Rules for Pitchers:** Added to protect arms and to improve the flow of the games.

A player will be removed as pitcher when the daily pitch limit (above) is reached, or when the player has pitched the following number of innings in a game (whichever occurs first):

Minors, 1st Half of Season: THREE full innings (i.e., nine outs)  
Minors, 2nd Half of Season: FOUR full innings (i.e., twelve outs)

Majors & Minors (1st & 2nd Halves of the season): A player will be removed as pitcher for the rest of the calendar day if the player has hit three (3) batters. This rule is in effect regardless of the number of innings the pitcher has pitched.

Minors (1st Half of the season): Once a pitcher has delivered four balls (non-strikes) to a batter, the pitcher is replaced by a coach from the hitting team to complete the at-bat. The pitcher can return to face the next batter. **The coach can throw a maximum of four (4) pitches if the batter has no strikes, three (3) pitches if the batter has one (1) strike, or two (2) pitches if the batter has two (2) strikes. If the coach's last pitched ball was a foul, the at-bat can continue.** If a pitcher has been replaced by a coach three times in one inning, the coach will finish the inning. The pitcher can return for the next inning, as long as the pitcher has not exceeded the innings maximum stated above.