

GHLL Ground Rules

Updated 1/22/25

League Quick Reference Charts

	Machine Pitch	AA/ Minors Softball	AAA Baseball	Majors	50/70	Juniors	Seniors
Game Time Limit (Finish the Inning)	1:30			1:45			
Drop Dead (Finish the Batter)	1:45			2:00			
Minimum # of players	8 (9 th batter is an out)						
Batting Line-up	Continuous						
Run Limit per at-bat	5			None			
Little League Run Rule Limits (Ballgame)	15 after 3 10 after 4 8 after 5				15 after 4 10 after 5 8 after 6		
In-Field Fly	No	Yes					
Uncaught 3 rd Strike	No		Yes				
Overthrow allowed per play / bases allowed to advance (Infield hit ONLY)	1 / 1	No Limits					
Infield hit Bases allowed (not including overthrow)	1	No Limits					
Outfield Hit bases allowed for batter	3	No Limits					
Outfield Hit bases allowed for runner	2	No Limits					
Coaches Allowed in Dugout	4	3					

Pitching Day Limits		Pitchers Rest Requirements (14 years and younger)		Pitchers Rest Requirements (15-16 years)	
6-8	50	1-20 in a day	0 calendar days	1-30 in a day	0 calendar days
9-10	75	21-35 in a day	1 calendar day	31-45 in a day	1 calendar day
11-12	85	36-50 in a day	2 calendar days	46-60 in a day	2 calendar days
13-16	95	51-65 in day	3 calendar days	61-75 in day	3 calendar days
		66 or more in a day	4 calendar days	76 or more in a day	4 calendar days

League age is determined by players age of a pitcher, which is determined by the approved League Age Chart indicated within the Little League rulebook in Appendix G and in accordance with Regulation VI.

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1. These are the most current GHLL approved grounds rules and shall supersede any preceding ground rules.
2. Managers and Coaches are required to be familiar with Little League and GHLL rules and regulations.
3. Teams are responsible for removing trash from their dugout after each game.
4. Hitting into any fence (i.e., “soft toss”) is not permitted on any GHLL field or fence.
5. Visiting team will provide the official pitch count recorder (not in the dugout) and line the field prior to each game. (No pitch count recorded for Softball and Machine Pitch Divisions)
At a minimum, the batters’ boxes should be lined.
6. Home Team keeps the official scorebook (not in the dugout) and works the scoreboard.
Home Team must post score to the website within 24 hours.
7. GHLL teams will perform all field and scoring duties for inter-League/Special games played at GHLL fields.
8. Both teams are responsible for checking field dimensions before the start of each game.
9. A team may play with 8 players, but an out will be called for the 9th batting position each time it comes up. (Rule 4.04 NOTE 3. League option).
10. Teams using a continuous batting order (ALL DIVISIONS). There will be no penalty in the batting order if a player is injured and removed from the game, even temporarily, unless it results in the team having only eight players. The next batter does not inherit the count of the previous batter, no out is recorded, and the new batter assumes a fresh count. If a player is using the restroom when it’s their time to bat, that player loses his/her at bat, but no out is recorded, and the next batter in the lineup becomes the new batter. Defensive substitutions need not be reported to the umpire, opposing manager or scorebook; pitching substitutions must be reported.
11. **Machine Pitch:** players will not sit out defensively more than 1 inning in the first 4 innings of a game. No player will sit out defensively more than 2 innings in a row in a 6 inning game. Each player will play in the infield for at least 1 inning. **No player will play the same position for more than 2 innings total. You must always use a catcher.**
12. **Machine Pitch:**
 - a. BASEBALL – the pitching machine shall be set with the back leg on the pitching rubber, 46 feet from the back of home plate. The speed shall be set to 34 mph.
 - b. SOFTBALL - the pitching machine will be placed in a straight line between home plate and 2nd base, with the center of the machine 35ft from the back corner/point of Home Plate. Speed will be set to 31 mph.
 - c. BOTH BASEBALL AND SOFTBALL – chalk line shall be placed equal to the center of the wheel of the machine, extending to 3 feet towards 1st base and third base, indicating where a pitcher shall stand until the ball is batted in play.
 - d. BOTH BASEBALL AND SOFTBALL - Hits to the outfield will be deemed “Delayed Deadball” on the general attempt for an outfielder to throw the ball. Runners are still able to be put out, however the location of the runner will be judged by the umpire to determine if player will return to closest bag, or advance if half-way or more to the next base.
 - e. BOTH BASEBALL AND SOFTBALL - The umpire and a coach from each team will adjust the machine before the game so that it pitches in the strike zone. The Umpire

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will determine when the machine needs to be adjusted to keep the ball in the strike zone. It will not be adjusted for each batter. The Umpire will make all determinations if Machine is to be adjusted.

- i. Coaches operating the pitching machine will not coach the batters.
- ii. The maximum of 5 pitches are allowed. If the 5th pitch is fouled off, the batter will continue their at bat until put a ball into play or strike out.
- iii. Balls that hit the pitching machine, extension cord, or “pitching coach” are considered dead balls. The batter is awarded 1st base, and all runners advance 1 base **IF FORCED**.
- iv. No Stealing or advancing on “passed Balls” during an at bat are allowed.
- v. Runners attempting to advance a base must be half-way to that base at the time the umpire stops play to attain that base. If in the umpire’s judgement the player was not halfway, the runner will return to previously legally attained base.

13. **Senior Divisions:** will bat continuous batting order.

14. The batter must keep one foot in the batter’s box except:

- a. On a swing, slap or check swing
- b. When forced out of the box by a pitch
- c. When the catcher does not catch the pitch
- d. When a play is being attempted
- e. When time has been called
- f. When the pitcher leaves the 8’ circle or the catcher leaves the catcher’s box
- g. On a 3-ball count that the batter thinks is a ball.

Penalty: umpire will issue a warning for a batter’s first offense and will call a strike on subsequent offenses. No pitch has to be thrown, the ball is dead, and no runners may advance. (Rule 6.02(c), Local League option) This rule will not be applied to Machine Pitch, AA Baseball, and Minor Softball Divisions

15. Protests:

- a. **SPRING BALL ONLY:** Protests shall be made in accordance with Little League Rule 4.19, but must be recorded in the official game scorebook at the time of the protest and reported to the GHLL Division VP or Player Agent within 24 hours or it will not be considered by the GHLL Board.
- b. **FALL BALL:** No protests allowed. Issues will be resolved before the next pitch, with the Umpire Crew Chief or UIC having the final decision.

16. All “pool players” are sourced by the GHLL Division VP or Player Agent and not by managers/coaches. Pool players must start defensively and play at least 9 consecutive outs, bat last in the lineup, and shall not pitch or catch. (Machine Pitch additionally restricts 1st base)

17. Heckling by parents, coaches, and players will NOT be tolerated. Any criticism of umpires will NOT be tolerated. Coaches are responsible for their team parents. Any issues with parents and/or coaches will result in ejection and suspension for the next game and cannot be argued against.

18. Any issues with a call from an umpire need to be addressed professionally. If needing to discuss a play with an umpire, the Head Coach must request time prior to stepping onto the

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field. Once time is granted, the Head Coach will approach the umpire who made the call professionally to discuss the play. No arguing is allowed, and the final decision will be made by the Umpires.

These rules are consistent with, or made in addition to Official Little League Rules that can found in the Little League Rule Book or Little League App. Please refer to the Official rule book and use these rules in addition to those rules as they are adopted for our League.

2025 Little League Rule Changes

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The rules listed below are quick summaries of the Little League rule Changes for 2025. Please review the Little League Rulebook or Little League Rule App for the official rule specifications.

- **One-Way Electronic Devices to the Catcher**
 - As technology on and off the field continues to evolve, Little League has adjusted its Rule 3.17 in both baseball and softball to add an exception that permits a coach or manager to use one-way communication to the catcher while the team is on defense for the purpose of calling pitches. However, a manager or coach is prohibited from using the device to communicate with any other team member while on defense or any team member (including a manager or coach) while on offense, and a manager or coach shall not use the device outside the dugout/bench area.
- **Updates to Pregame Equipment Inspections**
 - With adjustments made to both Rule 3.01 and Tournament Rule 3, the requirement for umpires to check equipment prior to the start of the game has been removed, placing responsibility for legal and proper equipment on the manager.
- **Mandatory Play Requirement Removed for Seniors Divisions**
 - The Mandatory Play requirement does not apply to the Senior League Baseball or Senior League Softball Divisions of play.
- **Bat Modifications/Alterations:** Clarifies that products, such as, but not limited to, choke-knobs, choke-up assists, or thumb protectors are considered alterations to the bat and are not permitted.
- **Pitcher's Undershirt (Softball Only):** Clarifies that any part of the pitcher's undershirt or T-Shirt exposed to view cannot be the same color of the ball being used in the game.
- **Neoprene Sleeves (Baseball Only):** Permits neoprene sleeves to be worn without being covered by an undershirt, provided the neoprene sleeve is a solid color and not white or gray.
- **Jewelry: Removes Rule 1.11(j)** to remove the requirement that jewelry, other than medical alert, should be removed, **permitting jewelry to be worn.**
- **Items Worn on Hands/Wrists:** Clarifies that a pitcher may wear items on the glove hand, wrist, or arm (non-pitching arm) of a solid single color, provided it is not the same color as the ball being used in the game.
- **Helmet Stickers:** Permits the use of helmet stickers or decals, provided that such usage is not excessive, is not offensive, and does not make inappropriate references, such as that to drugs or alcohol.
- **Approved Substances on Pitching Hand/Fingers (Softball Only):** Clarifies non-approved substances on the pitching hand or fingers versus the use of approved substances under the judgement of the umpire.