

Freeport Little League

Summary of Selective Rules (Junior Boys Baseball) 2026 Season

It is intended for this league to follow the 2026 Little League Baseball rulebook.

Refer to the rules below for important rules and any exceptions that would supersede the rulebook.

Coaching rules:

1. Each team shall have no more than 3 coaches in the dugout and on the field at a time during the game (1 manager and 2 assistant coaches). (Tournament Organization - Managers/Coaches in the Dugout)
 - a. To be a coach in the dugout and on the field, a background check must be submitted to Little League International. (free and online)
 - a. More than 3 coaches can complete background checks so that coaches can be substituted between games, but the 3 coaches who start a game are the only ones allowed during that game. (Exceptions are allowed for emergency situations with the approval of an FLL Board Member.)
 - b. The bench or dugout is the seating facility reserved for players, substitutes, 1 manager, and not more than 2 coaches when they are not actively engaged on the playing field. Bat boys and/or girls are not permitted. The bench or dugout is not for additional coaches or scorekeepers. (Rule 2.00 - Definitions of Terms)

BAT Rules:

1. All bats must have the USA baseball stamp, except in Jr. League. There are no exceptions other than if it's a wood bat. Jr. League Bats must be USA or BBCOR. USSSA Bats are not permitted. (Rule 1.10 - Objectives of The Game)
2. No bat at any level of play is permitted to be altered. Products such as but not limited to, choke-knobs and choke-up assists. (Regulation 1.10 - Objectives of The Game A.R.2)

BALL Rules:

1. All games must utilize the little league provided baseballs.

Pitching Rules:

1. Any player who throws 41 or more pitches in a game may not play the position of catcher for the remainder of the day. (Regulation VI - Pitchers Section C - Note)
2. Any player who plays the position of catcher for more than 3 innings may not pitch for the remainder of the day. (Regulation VI - Pitchers Section A)
3. Any player that pitches in a game and is removed from the mound has to stay in on defense to be eligible to return to the mound. They are still limited to the max pitch counts. If the player goes from the mound to the bench they cannot return as a pitcher. (Regulation VI - Pitchers Section B)
4. The maximum number of pitches that may be thrown in a day are summarized below. Note that if a pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until that batter reaches base, is put out, or the third out is made to complete the half inning. (Regulation VI - Pitchers Section C)

Junior Boys - 95 Pitches

5. Any player that pitches in a game must adhere to the following rest requirements before pitching again: (Regulation VI - Pitchers Section D)

1 – 20 Pitches	0 Calendar Days
21 – 35 Pitches	1 Calendar Day
36 – 50 Pitches	2 Calendar Days
51 – 65 Pitches	3 Calendar Days
66 or More Pitches	4 Calendar Days
6. Pitchers may wear neoprene sleeves however they must be one solid color that is not white or grey. Pitchers must not wear any other items on their hands, wrists, or arms that may be distracting to the batter. (Rule 1.11 - Objectives of The Game (a) (3))

Substitution Rules: (Regulation VI - The Players Section I)

1. A **Continuous Batting Order** and **Free Substitution** will be used for each game. This will reset at the

start of each new game at the coaches discretion.

2. ALL PLAYERS must play in the field for **6 Consecutive Defensive Outs**

Scoring: (Regulation VI - Pitchers Section E)

1. The official scorer of a game shall be the Home Team and they will be responsible for operating the scoreboard, if applicable.
2. The official pitch count record shall be maintained by the Visiting Team

Time Limits: (Rule 4.10 Starting and Ending a Game)

1. Time Limit is 2:00.
2. No new inning will begin after reaching the time limit.
3. A new inning begins when the 3rd out is called in the bottom of the previous inning
4. If there is a tie score and the game is past its time limit, one additional inning will be played. If the game is still tied upon completion of the additional inning, the game is over and the score will be recorded as a tie.

Mercy Rules: (Rule 4.00 Starting and Ending the Game)

1. 10 Runs after 5 Innings.

Tie-Breakers:

For purposes of the regular season standings, tie-breakers will be as follows:

1. Head-to-Head.
2. Run differential in games played between the teams that are tied.
3. Coin Toss.

Starting Games with Less Than 9 Players (Rule 6.00 - The Batter)

1. Teams will be allowed to begin a game with a minimum number of 8 players, but they will be required to list 9 spots in their batting order and that spot in the order will be recorded as an out each time it comes up during the game. If fewer than 8 players are present the game may be played as a forfeit.

Calling Up Players: (Regulation III and must follow all sections of Regulation IV for ages)

1. The Junior Division is not allowed to call up players from a younger division. Players may move to another team in the same division. Only if approved by the players agent.

Sliding Rules:

1. There is no rule that says a runner must slide at Home. The rule is that the runner must AVOID CONTACT. If the runner slides, they are deemed to have avoided contact.
 - This is a judgment call by the umpire.
2. The catcher may NOT block the pathway of a runner attempting to score unless he has possession of the ball.
 - This is a judgment call by the umpire.

On Deck Batters:

1. On deck batters are NOT allowed.

3rd Strike Not Caught:

1. Batter is out if first is occupied with less than two outs. If first is unoccupied or there are two outs, the batter becomes runner and defense must put him out.
2. If bases are loaded with 2 outs and there is a 3rd strike not caught, the catcher can simply touch home plate for the "force" out.