

2025 LITTLE LEAGUE ONTARIO DISTRICT 8 HOUSE LEAGUE RULES:

REVISED APRIL 18/2025 (DEREK LEE, SUE BREKENRIDGE, BRAD KING, AMANDA WAGORN, LEANNE MACPHERSON)

For a complete set of Little League Rules, **download the Little League Rule Book app** to have quick and easy access to all rules with a convenient search function:



Within D8, the following exceptions and/or additions to Little League Rules will apply:

ALL DIVISIONS:

1. Games are limited to 2 hrs, light permitting. No new inning shall begin after 1hrs 45 mins from the scheduled (i.e. not "actual") start time.
2. The mercy rule is in effect: 10 runs after four innings, 3 ½ if the home team is ahead. All teams must keep score and must be submitted via the score sheet.
3. There is a 5 run per inning maximum and no unlimited last inning.
4. Must have 7 players on the field to start a game. Call-ups may fill a team roster up to a maximum of 10 players total. A team with 6 players or less 10 minutes after the scheduled start time of a game shall forfeit. A score of 4-0 will be recorded for the non-forfeiting team.
 - a. Call Ups are specifically allowed only to prevent forfeits and should not be utilized for strategic advantages to the team or for the player's development.
 - b. Teams may call up players from any tier in the next lower division.
 - c. Players may only be called up if it does not interfere with their own team schedule and the team coach approves the call-up.
 - d. Called-up players must be a regular rostered INTERLOCK player.
 - e. Call-ups may only be used to bring the game day lineup to a maximum of 10 players. Any team which has 10 or more of its players present may not use a call-up.
 - f. Call-ups are not eligible to pitch.
 - g. Call-downs are prohibited.
5. If a game is forfeited due to insufficient players the teams are encouraged to play a 4 inning game with blended teams in order to justify costs associated with running a game and most importantly the trip of the visiting team.
6. Coaches may field up to 9 players defensively and must use a "continuous" batting order. Late arriving players will be added to the bottom of the batting order.
7. A pitcher must be removed from the position of pitcher for the duration of the game if he/she hits 2 batters in an inning or 3 batters in a game.

8. If there is a play at home, players must slide. Avoidable collisions at home will not be tolerated and the base runner will be called out. This call is at the umpire's discretion.
9. Double headers are permitted but teams are to be given at least ½ hr (30min) between games.
10. Under the safety code for little league, with respect to all eyeglasses:
"Parents of players who wear glasses should be encouraged to provide safety glasses."
11. Providing the OFFICIAL SCORER. Both teams should track their own scores and pitch counts, reporting them to the website (see rule 4.6 in Section 4 below). Scorekeepers should confer during the game, but in the event of an irresolvable difference, the home team's scorekeeper will prevail.
12. Under no circumstances should a team ask another team to reschedule a game because their own team cannot field a full team for any reason other than Tournament Play or Rain/Weather.

MINOR DIVISION:

1. Games are 6 innings.
2. Pitchers can only pitch two consecutive innings, but may not exceed Little League pitch counts.
3. Catchers can catch for three or more innings but then can't pitch once they have started their third inning as catcher. A pitcher can come in as a catcher only if they have pitched less than 2 innings, and not thrown more than 40 pitches ^(LL Reg VI).
4. Batters are out on the third strike. No uncaught third strike.
5. There is no stealing home unless a play is made on a runner at any base, but may advance at their own risk until they reach 3rd base.
6. There is no "leading off" and base runners may not leave the base until the ball crosses home plate.
7. Base runners may not advance on a passed ball back to the pitcher from any player. Overthrows from catcher to pitcher which pass the baseline toward the outfield qualify the runner to steal home.
8. On Deck batters are not permitted, except for the first batter between innings and the start of the game.
9. No infield fly rule.
10. Pitching mound may be moved up to 40 feet if needed, pitchers are encouraged to pitch from 46 feet. This is at the Umpires discretion.
11. Head first slides are not allowed, but diving back to a base is acceptable.

Note: Pitching rules are meant to fall within LL rules and a pitcher may not pitch more than the pitch count stated in the LL rule book.

BASEBALL PITCHERS LEAGUE AGE 14 AND UNDER

◆ 1-20 Pitches = 0 Days Rest

◆ 21-35 Pitches = 1 Day Rest

◆ 36-50 Pitches = 2 Days Rest

◆ 51-65 Pitches = 3 Days Rest

◆ 66+ Pitches = 4 Days Rest

Maximum of 75 pitches per day for league age 9-10

MAJOR DIVISION:

1. Games are 6 innings.
2. Pitchers can only pitch three consecutive innings, provided they do not exceed Little League pitch counts.
3. Catchers can catch for four or more innings but then can't pitch once they have started their fourth inning. A pitcher can come in as a catcher only if they have pitched less than 3 innings, and not thrown more than 40 pitches ^(LL Reg VI) ..

Examples

1. player pitches for 2 innings and catches the rest of the game. YES
 2. player catches for 3 innings first, and then pitches for 3 innings. YES
 3. player pitches for 2.5 innings and THEN catches for next 3 innings **NO (They are not eligible to catch if they pitch more than 2 innings.)**
 4. player catches for 4+ innings but does not pitch YES
 5. player pitches for 2.5 innings but does not catch YES
 6. player catches for 4 innings and pitches for 1 inning **NO (They are not eligible to pitch if they catch more than 3 innings first.)**
 7. player pitches for 1 inning and catches for the rest of the game. YES
4. Uncaught third strike rule is in effect.
 4. A runner can advance home on any passed ball or wild pitch.
 5. There is no "leading off" and base runners may not leave the base until the ball crosses home plate.
 6. On Deck batter is not permitted, except for the first batter between innings and the start of the game.
 7. Head first slides are not allowed, but diving back to a base is acceptable.

Note: Pitching rules are meant to fall within LL rules and a pitcher may not pitch more than the pitch count stated in the LL rule book.

BASEBALL PITCHERS LEAGUE AGE 14 AND UNDER

◆ 1-20 Pitches = 0 Days Rest

◆ 21-35 Pitches = 1 Day Rest

◆ 36-50 Pitches = 2 Days Rest

◆ 51-65 Pitches = 3 Days Rest

◆ 66+ Pitches = 4 Days Rest

Maximum of 85 pitches per day for league age 11-12

JUNIOR / SENIOR :

1. Junior pitchers can only pitch three consecutive innings. Once removed as pitcher they may not return to that position for the remainder of that game. Seniors can only pitch 2 innings.
2. Uncaught third strike rule is in effect.
3. Stealing home is permitted.
4. Leading is permitted and balks on pitchers will be called by the umpires.
5. Base runners may advance on a passed ball thrown back to the pitcher.
6. On Deck batters are permitted.

Note: Pitching rules are meant to fall within LL rules and a pitcher may not pitch more than the pitch count stated in the LL rule book.

AGES 13-16

◆ 95 pitches per day

BASEBALL PITCHERS LEAGUE AGE 15 AND 16

◆ 1-30 Pitches = 0 Days Rest

◆ 31-45 Pitches = 1 Day Rest

◆ 46-60 Pitches = 2 Days Rest

◆ 61-75 Pitches = 3 Days Rest

◆ 76+ Pitches = 4 Days Rest

Game Coordinator

The role and responsibilities of a ~~MLL~~ Game Coordinator are to follow rule 9.03 d) of the LL rule book.

When there is no umpire over the age of 18, a Game Coordinator must be supplied by the home team.

The Game Coordinator will:

- Be a responsible adult over 18 years of age
- be identified by the head coach at the plate meeting (pointed out in the stands).
- remain in the stands for the entire game (can pass responsibility to another adult to take breaks if required)
- oversee the conduct of all coaches, players and umpires
- make decisions on inclement weather conditions for safe play.
- intervene **when called over** by an umpire who needs help with difficult coach(s) or player(s)
- intervene when it is felt that an umpire requires help with a coach or player (is visibly overwhelmed) and has not yet called GC over.
 - In the above situation is encouraged to de-escalate the situation by calmly asking the coach or player to go back to their respective dugout. Under circumstances that a coach or player fails to comply with the GCs request, the GC has the power to eject. Ejected players or coaches must leave the park completely and entirely (to a car, or further).

Inclement weather includes: a 30 minute suspension or delay for thunder or lightning. In this case ALL players, coaches and umpires leave the diamond and retreat to a car or substantial building (not in the dugout).

A GC will NOT: render judgment on any ruling or call made by an umpire. It is the umpire's decision that will be supported by GC.

If there is an ejection or issues with non compliance on the part of coaches or players, please report to the UIC within 24 hours, via email or phone. Umpires are required to report as well.

Umpireinchief.mississippill@gmail.com