



## 2026 Major Divisional Rules

### ● LL Rule Updates & Additions to RCLL Bylaws

- Alterations or Modifications made to the Bat: 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.
  - **2026 - Thumb protectors are now permitted.**
- Neoprene Sleeves: 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.
  - **2026 - Removed "neoprene" sleeve distinction to now include all sleeves.**
- 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.
- Jewelry is permitted as long as it is not excessive or interfering with the batter's eye. This will be determined by the umpire or opposing manager/coach.
  - If players are asked to remove their jewelry, they must do so.
    - Players/Managers failing to do so will result in disciplinary action.
- All Rancho Cordova Little League Umpires are required to check equipment (i.e. bats, catchers gear, helmets, etc) prior to the start of the game.
- If an illegal bat (or other) is found after the game starts, a penalty will be enforced according to Little League Rule 3.01.
- There will be no use of Electronic Devices used as a one-way communication from the team to the catcher while the team is on defense.

### ● Reminder

- Managers or coaches **are permitted to** warm up a pitcher at home plate or in the bullpen or elsewhere at any time **including in-game warm-up, pre-game warm-up, and in other instances.** They may also stand by to observe a pitcher during warm-up in the bullpen.
  - **Does not apply to Tournament Play.**

### ● Continuous Batting Order (CBO) REPLACING Bat 9 with Subs

- Players will bat in a continuous batting order 1-12 throughout the game.
- **Mandatory play requires each player to play at least six consecutive defensive outs.**
  - During All-Stars, there are no defensive play requirements.
- Defensive substitutions can be rotated in at any time.
- When a player is injured, becomes ill, or must leave the game after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty.
  - If the player returns, he/she is merely inserted into their original spot in the batting order and the game continues.
- If a player arrives late to the game, he/she will be added to the end of the current lineup.
- If a player is unable to complete a plate appearance due to an injury, illness, or ejection, the next batter in the lineup shall take his/her place at the plate and assume the count of the original batter.
- If a batter becomes a runner by reaching base safely and is unable to run the bases due to injury, illness, or ejection, he/she shall be replaced by the player who recorded the last out.

- **Special Pinch Runner**

- The traditional Special Pinch Runner (rule 7.14), which allows a player not in the lineup to run, is not permitted with CBO.

- **Courtesy Runner**

- A team may permit a “courtesy runner” for the catcher and/or pitcher of record when there are two (2) outs. Utilizing continuous batting order, 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.
  - A courtesy runner must be reported to the plate Umpire.

- **Run Rules**

- 10 Run Rule

- Once a game is “official” (4 innings for Major Division) it can end by way of the run rule in any of these ways:
  - If the visiting team’s lead reaches 10 runs in the top half of the 4th inning, and the home team fails to score during its turn at-bat in the bottom of the same inning of an official game.
  - If the home team establishes a 10 run lead (in the bottom of the 4th inning) of an official game.

- 15 Run Rule

- Once a game is “official” (3 ½ innings for Major Division) it can end by way of the run rule in any of these ways:
  - If the visiting team’s lead reaches 15 runs in the top half of the 3rd inning, and the home team fails to score during its turn at-bat in the bottom of the same inning of an official game.
  - If the home team establishes a 15 run lead (in the bottom of the 3rd inning) of an official game.

- **Managers/Coaches in Dugout**

- 3 approved adults (Manager/Coaches) are allowed in the Dugout.
- Coaches may not swap in and out during the game.
- If a coach needs to leave during the game, a substitute coach MAY NOT enter the game to take over.
- Permission needs to be granted by Umpire to leave the dugout for any reason.

- **Infield Fly**

- Infield fly rule is in effect as followed in the LL rulebook.
  - Call must be made by the Umpire.

- **Pitching Guidelines**

- Any player may pitch.
- Number of pitches a pitcher can throw shall be followed by the Little League Rulebook guidelines.
  - 6-8 years old = 50 pitches per day maximum.
  - 9-10 years old = 75 pitches per day maximum.
  - 11-12 years old = 85 pitches per day maximum.

- Days of rest shall be followed by the Little League Rulebook guidelines which states, If a player pitches:
    - 1-20 pitches in a day, no (0) calendar day of rest is required.
    - 21-35 pitches in a day, one (1) calendar day of rest must be observed.
    - 36-50 pitches in a day, two (2) calendar days of rest must be observed.
    - 51-65 pitches in a day, three (3) calendar days of rest must be observed.
    - 66 or more pitches in a day, four (4) calendar days of rest must be observed.
  - A pitcher once removed from the mound cannot return as a pitcher.
  - A pitcher who delivers 40 or more pitches in a game cannot play the position of catcher for the remainder of the game.
    - The only exception is if the pitcher reaches 40 pitches while facing a batter he can finish that batter only (finish the batter threshold).
  - A catcher who has played 4 innings or more cannot play the position of pitcher for any part of the remainder of the game.
- **Thrown Bats**
    - If a bat is thrown while batting, the Umpire can call the player out.
      - Does not need to give a warning.
  - **Time Limit**
    - There is no time limit for games on the weekends.
    - Time limit on weekdays is sunset, and games will be called by the Umpire.
  - **Suspended Game**
    - Suspended games will start where they left off; runners on base, outs, score, etc.
    - The player who was pitching may re-enter the game as pitcher as long as the player is eligible to pitch (not on rest days from prior game and not over pitch count from suspended game).
    - Pitcher's pitch count re-starts at the suspended game.
    - Any pitchers who pitched in the suspended game, may not re-enter the game as pitcher unless they were the last pitcher of record.
  - **Make-Up Games**
    - Games that need to be made up will be done at the next available day/opening within 2 weeks.
      - The Commissioner will work with the Manager to reschedule.
  - **Music**
    - Music is allowed at practices given it is appropriate.
    - Music is NOT allowed during games unless it is a special approved game by the Board.
    - Music is allowed during game warm up, NOT in between innings.
  - **Umpire Judgment Calls**
    - We will not entertain complaints about an Umpire's judgment call.
  - **Parent/Guardian/Spectator Communication During Games**
    - Players/Coaching Staff are NOT permitted to talk with anyone outside of the dugout during games.
      - Only exception to this rule is a player injury when a Board Member will escort the parent to the player.

- **Baseball Return Bucket**
  - Game balls MUST be returned to the league after every game.
  - Umpires will throw out baseballs that are not playable during the game.
    - These balls should be tossed into the bucket in the home dugout.
  - Once the game is over the umpire will hand the remaining balls to the home manager and they must put all balls into the ball bucket.
  
- **Trophies**
  - 1<sup>st</sup> and 2<sup>nd</sup> place trophies will be awarded to the top 2 teams of the Major Division provided by RCLL.
  
- **Tournament of Champions (TOC)**
  - The 1st and 2nd place teams will go on to represent Rancho Cordova Little League in the TOC's for District 5.
  - **(Tournament Play) – Managers and Coaches:** Managers and coaches are required to complete the Little League Diamond Leader Training Program ([LittleLeague.org/DiamondLeader](http://LittleLeague.org/DiamondLeader)).
    - As a condition of eligibility for selection as a tournament team manager/coach, the regular season manager/coach must have also completed the Little League Diamond Leader Training Program ([LittleLeague.org/DiamondLeader](http://LittleLeague.org/DiamondLeader)).
      - This program must be completed prior to the individual being named a tournament team manager/coach and before participating in any practices or games.
        - Tournament Team managers/coaches who have completed the program should be prepared to produce the Little League Diamond Leader completion certificate if requested by the District Administrator/Tournament Director.

**THESE GUIDELINES SUPERCEDE THE 2026 LITTLE LEAGUE RULE BOOK, HOWEVER, ALL OTHER RULES LISTED BY THE GOVERNING BODY OF LITTLE LEAGUE WILL BE STRICTLY ADHERED TO.**