

Victor Little League 2026 Rules Matrix

Current Year Little League rules apply in all situations except as below. Pre-game meeting to discuss ground rules and other agreed-upon modifications

Spring 2026	League/Age	Majors	Minors	American	Nationals	Developmental
Description						
Time limit for games (only applies if followed by another game)	Single game - 2 hrs 30 min do not start inning after 2 hrs	Single game - 2 hrs 30 min do not start inning after 2 hrs	Single game - 2 hrs 30 min do not start inning after 2 hrs	Single game - 2 hrs do not start inning after 1 hrs 45 minutes	Single game - 1 hour 30 mins do not start inning after 1 hr 15 mins	Single game - 1 hr 30 min do not start inning after 1 hr 15 mins
Innings	6	5	5	5	5	5
Pitching	Player Pitch Pitcher must be removed after 3 HBP	Player Pitch Pitcher must be removed after 2 HBP in inning Coach pitch after 4 thrown balls. Progression after Memorial Day to kid pitch only with walks	Player Pitch Pitcher must be removed after 2 HBP in inning Coach pitch after 4 thrown balls. Progression after Memorial Day to kid pitch only with walks	Machine Pitch	Coach Pitch	Tee Ball
Mound visits	Once per inning (second time pitcher must be removed) Twice per game (third time pitcher must be removed)	Twice per inning (third time pitcher must be removed) Three times per game (fourth time pitcher must be removed)	Twice per inning (third time pitcher must be removed) Three times per game (fourth time pitcher must be removed)	N/A N/A 5 strikes to strikeout max 8 pitches (cannot end on foul ball)	N/A N/A 6 pitches per batter (cannot end on strikeout)	N/A
Maximum Pitches per day per Player	85	75 age 9-11 50 age 7-8	75 age 9-11 50 age 7-8	5 strikes to strikeout max 8 pitches (cannot end on foul ball)	N/A N/A 6 pitches per batter (cannot end on strikeout)	N/A
Rest	66+ pitches: 4 days 51-65 pitches: 3 days 36-50 pitches: 2 days 21-35 pitches: 1 day 1-20 pitches: 0 days *A pitcher's count for the purposes of days(s) rest threshold is determined by the first pitch thrown to a batter* MUST REPORT PITCH COUNTS TO GOOGLE SHEET Any decision that needs to be made about a travel vs house pitching availability needs to be brought to the VLL Operations Committee for a ruling	66+ pitches: 4 days 51-65 pitches: 3 days 36-50 pitches: 2 days 21-35 pitches: 1 day 1-20 pitches: 0 days *A pitcher's count for the purposes of days(s) rest threshold is determined by the first pitch thrown to a batter* MUST REPORT PITCH COUNTS TO GOOGLE SHEET Any decision that needs to be made about a travel vs house pitching availability needs to be brought to the VLL Operations Committee for a ruling	66+ pitches: 4 days 51-65 pitches: 3 days 36-50 pitches: 2 days 21-35 pitches: 1 day 1-20 pitches: 0 days *A pitcher's count for the purposes of days(s) rest threshold is determined by the first pitch thrown to a batter* MUST REPORT PITCH COUNTS TO GOOGLE SHEET Any decision that needs to be made about a travel vs house pitching availability needs to be brought to the VLL Operations Committee for a ruling	N/A	N/A	N/A
Pitching and catching in the same day	-Max 3 innings per player at catcher per game, 2 max in a row -Max combination of 3 innings of pitching and catching per game	--Max 3 innings per player at catcher per game, 2 max in a row -Max combination of 3 innings of pitching and catching per game	--Max 3 innings per player at catcher per game, 2 max in a row -Max combination of 3 innings of pitching and catching per game	- if you have 8 players, you must have a catcher. A coach may step in to catch (as a pitch retriever) if 7 players present but may not make any plays in the field (ie - tagging or forcing an out at the plate or field a short hit)	Encourage every kid to catch. Ideally 1 inning max per kid per game.	N/A
Returning as pitcher	A player cannot return as a pitcher	A player cannot return as a pitcher	A player cannot return as a pitcher	N/A	N/A	N/A
Illegal pitch with runner(s) on base/balks	No	No	No	No	No	N/A
Uncaught Third Strike	Yes	No	No	No	No	N/A
Batting Order	Continuous. Late players at bottom	Continuous. Late players at bottom	Continuous. Late players at bottom	Continuous. Late players at bottom	Continuous. Late players at bottom	Continuous. Late players at bottom
Minimum play	Minimum of 1 innings in infield and 1 in the outfield	Minimum of 1 innings in infield and 1 in the outfield	Minimum of 1 innings in infield and 1 in the outfield	Minimum of 1 innings in infield and 1 in the outfield	Minimum of 1 innings in infield and 1 in the outfield	N/A
Infield Fly	Yes	Yes	Yes	No	No	No
Leading/Stealing	No leading. Players can steal once the pitcher starts his pitching motion towards home plate	Can steal 2nd and 3rd base once the ball hits the catcher or passes the catcher on a wild pitch. Cannot go more than 1 base on a steal and no advance on an overthrow. Progression is after Memorial Day, you can steal home on a passed ball.	Can steal 2nd and 3rd base once the ball hits the catcher or passes the catcher on a wild pitch. Cannot go more than 1 base on a steal and no advance on an overthrow. Progression is after Memorial Day, you can steal home on a passed ball.	No	No	No
Overthrow (in play)	Unlimited	1 base at risk	1 base at risk	No: Progression after Memorial Day: 1 base at risk, only from 1st to 2nd	No	No
Per inning run limit	5 per half inning, other than last inning which is unlimited or max of 10 run lead	5 per half inning, other than last inning which is unlimited or max of 10 run lead	5 per half inning, other than last inning which is unlimited or max of 10 run lead	5 per half inning, other than last inning which is unlimited or max of 10 run lead	5 per half inning, other than last inning which is unlimited or max of 10 run lead	Bat through the lineup once and then switch
Hit by Pitch	Player hit by pitch gets 1st Base	Player hit by pitch gets 1st Base	Player hit by pitch gets 1st Base	N/A	N/A	N/A
Standings	Yes	Yes	Yes	Yes	Yes	No
Coaches	Base coaches only on field Must have at least one adult in the dugout	Base coaches only on field Must have at least one adult in the dugout	Base coaches only on field Must have at least one adult in the dugout	1 Defensive Coach in outfield. Progression after Memorial Day: base coaches only on field Must have at least one adult in the dugout	Unlimited	Unlimited
Pitching warmups	1 min. between innings OR 8 pitches Coach allowed to warm up pitcher	1 min. between innings OR 8 pitches Coach allowed to warm up pitcher	1 min. between innings OR 8 pitches Coach allowed to warm up pitcher	N/A	N/A	N/A
Protests - game level at time of call	Yes, Umpire has final say	Yes, Umpire has final say	Yes, Umpire has final say	Yes, Umpire has final say	No	No
On deck circle	Inside Field Cage only	Inside Field Cage only	Inside Field Cage only	No on deck	No on deck	No on deck
Bats	USA Stamps Only	USA Stamps Only	USA Stamps Only	USA Stamps Only	USA Stamps Only	USA Stamps Only
Bunting	Yes	No	No	No	No	No
Defensive positions	9	10	10	10	10	All players on field
Extra bases	Yes	Yes	Yes	Yes	Yes	1 base at risk
Official Game	3-1/2 innings if home leading, 4 if visitor. Playoffs only: Extra innings if needed and time allows. "Ghost runner" rule used in all extra innings (last batter from previous inning begins at second base).	3-1/2 innings if home leading, 4 if visitor. Playoffs only: Extra innings if needed and time allows. "Ghost runner" rule used in all extra innings (last batter from previous inning begins at second base).	3-1/2 innings if home leading, 4 if visitor. Playoffs only: Extra innings if needed and time allows. "Ghost runner" rule used in all extra innings (last batter from previous inning begins at second base).	3-1/2 innings if home leading, 4 if visitor. Ties count	3-1/2 innings if home leading, 4 if visitor. Ties count	3-1/2 innings if home leading, 4 if visitor. Ties count
Scores and pitch counts	Home team reports (please confirm pitch counts with Visitors) Must keep score in Gamechanger	Home team reports (please confirm pitch counts with Visitors) Must keep score in Gamechanger	Home team reports (please confirm pitch counts with Visitors) Must keep score in Gamechanger	Home team reports Must keep score in Gamechanger	Home team reports Must keep score in Gamechanger	N/A
Courtesy/pinch Runner	Pitcher or Catcher OF RECORD can be replaced by the last out in the order with two outs in the inning	Pitcher or Catcher can be replaced by the last out in the order with two outs in the inning	Pitcher or Catcher can be replaced by the last out in the order with two outs in the inning	Catcher OF RECORD can be replaced by the last out in the order with two outs in the inning	N/A	N/A
Field responsibility	Home Team Preps field, Away Team Cleans Up (raking)	Home Team Preps field, Away Team Cleans Up (raking)	Home Team Preps field, Away Team Cleans Up (raking)	Home Team Preps field, Away Team Cleans Up (raking)	Home Team Preps field, Away Team Cleans Up (raking)	Home Team Preps field, Away Team Cleans Up (raking)
Rain Outs	Director on Duty (Coach has discretion during the game)	Director on Duty (Coach has discretion during the game)	Director on Duty (Coach has discretion during the game)	Director on Duty (Coach has discretion during the game)	Director on Duty (Coach has discretion during the game)	Director on Duty (Coach has discretion during the game)
Game Balls	Home team provides two	Home team provides two	Home team provides two	Use 5 best balls	Use Bucket of Balls	Use Bucket of Balls
Fielder Alignment	Pitcher: engaged with rubber Catcher: both feet within catcher's box All other fielders: anywhere in fair territory	Pitcher: engaged with rubber Catcher: both feet within catcher's box Infielders: inside outfield grass and max one step on infield grass • If no infield grass, two steps inside direct line between second base and the foul line • This is completely at the umpire's discretion Outfielders: both feet in outfield grass	Pitcher: engaged with rubber Catcher: both feet within catcher's box Infielders: inside outfield grass and max one step on infield grass • If no infield grass, two steps inside direct line between second base and the foul line • This is completely at the umpire's discretion Outfielders: both feet in outfield grass	Pitcher (Machine pitch): at least one foot on mound dirt Catcher: both feet within catcher's box Infielders: inside outfield grass and max one step on infield grass • If no infield grass, two steps inside direct line between second base and the foul line • This is completely at the umpire's discretion Outfielders: both feet in outfield grass	Pitcher(s): at least one foot on mound dirt Catcher: within catcher's box Infielders: inside outfield grass and max one step on infield grass • If no infield grass, two steps inside direct line between second base and the foul line Outfielders: both feet in outfield grass	Pitcher(s): at least one foot on mound dirt Catcher: within catcher's box Infielders: inside outfield grass and max one step on infield grass • If no infield grass, two steps inside direct line between second base and the foul line Outfielders: both feet in outfield grass
Bat warm up weights	Sleeves allowed, donuts banned	Sleeves allowed, donuts banned	Sleeves allowed, donuts banned	Sleeves allowed, donuts banned	Sleeves allowed, donuts banned	Sleeves allowed, donuts banned
Play Stoppage	Ball is live at all times	Once the ball is controlled by any infielder, no delayed stealing	Once the ball is controlled by any infielder, no delayed stealing	Ball is in the infield, runners must stop at the base they are heading towards	Ball is in the infield, runners must stop at the base they are heading towards	When coach says stop