

# 2025 Naperville Little League Local Rules Summary v2.2

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		Rookies A	Rookies AA	Supreme A	Majors A	Supreme AA	Majors AA
Games		6 innings or 1:45. No new inning after 1:45 UNLESS the game is tied AND there is no following game.					
Mercy Rule		5 runs per half inning limit.		10 runs after 4 innings; 3 1/2 if home team is ahead. 10 runs after 4 innings; 3 1/2 if home team is ahead.			
Non-wood Bats		USA Baseball Certification Logo Required on Bat.					
Wood Bats		Wood Bats are Legal (must meet size and length requirements) and do not require USA Baseball Certification Logo.					
Mandatory Play		Use of Continous Batting Order is Required. Players shall play defensively every other inning.					
Use of Illegal Equipment		Remove Illegal equipment immediately.		Manager and Player ejected from the game and suspended from the next physically played game at that level. If a bat, batter is out and runners return.			
Use of Illegal Bat		Remove bat from playing field/dugout.					
Base Runners Leaving Their Bases Early		When a pitcher is in contact with the pitcher’s plate and in possession of the ball and the catcher is in the catcher’s box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter.					
No new inning after		One hour and forty-five minutes (1:45) unless there is no following game.					
PITCHERS	Max Pitches per Day	8-year-old: 50 9 or 10-year-old: 75 11 or 12 year-old: 85					
	Rest	Machine Pitch  Not Applicable	Machine Pitch 1st Half Of Season	1 - 20 pitches: no rest 21 - 35 pitches: 1 calendar day 36 - 50 pitches: 2 calendar days 51 - 65 pitches: 3 calendar days 66+ pitches: 4 calendar days			
	Mutltiple Games			May only pitch in one game per day			
	Consecutive games			Pitching in consecutive games is allowed subject to days of rest. May not pitch on 3 consecutive days regardless of circumstances.			
	Suspended Game Resumed The Next Day			If pitched 20 or fewer pitches, may continue – pitch count starts at zero. If 21-40 pitches, may continue – pitch count picks up from previous game. If 41 or more pitches, not eligible. If another game intervenes, see Rule 4(h)			
	Returning to mound			Pitchers once removed from the mound may not return as pitchers.			
	Catching			A pitcher who delivers 41 or more pitches in a game cannot play catcher for the remainder of that day. A player who has played catcher in four or more innings in a game may not then pitch on that calendar day.  Plays catcher for < 4 innings then throws 21 or more pitches cannot catch again that day.			
	Intentional Walk			Once per game a team may request an “unpitched” intentional walk. This may be before or during the at bat. Remaining pitches are added to the pitch count.			
	Infield Fly			There is no Infield Fly Rule.			
3rd Strike Not Caught	There is no dropped third strike rule.					Allowed	
Illegal Pitches (Balks)	No illegal pitches (balks) will be called. For examples of illegal pitches, see Rule 8.05.					Allowed	
Bunting	Not allowed. A bunted ball is dead and a strike recorded on the batter.				Allowed		
On-Deck Batters	Not Allowed						
Visits to the mound	A manager or coach may come out <u>twice</u> in <u>one inning</u> to visit with the pitcher, but the <u>third</u> time out, the player must be removed as a pitcher. A manager or coach may come out <u>three times</u> in one game to visit with the pitcher, but the <u>fourth time</u> out, the player must be removed as a pitcher. Rule 8.06.					Pitcher removed on 2nd visit in inning, 3rd visit in the game.	
Stealing Bases Except Home	Runners may only advance on a batted ball.				Runners may release the base once the pitch reaches the batter.		
Overthrows	May only advance one base.				Runners may advance at their own risk.		
Advancing To Home From 3B	Only on a batted ball.		On a batted ball or overthrow play at 3B.		1st half, on a play at 3B when there is an overthrow or on a batted ball; 2nd half, no limitations.	No Limitations	
Over running 1B by BR	Batter-Runner can over run 1B if they return immediately to the base. They may turn in either direction.						
Courtesy Pinch Runners	Not Allowed		For the catcher and pitcher when there are two outs.				
Batter Throwing the Bat	Player warning on 1st offense. On 2nd offense, player is removed from the game.						
Number of Players Needed to Start and Finish a Game	Start and Finish with (7) players.		Start and finish with eight (8) players.		Teams <u>must</u> start with (9) players but can finish with (8) players.		
Unsportsmanlike Conduct	The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgement of the umpire this behavior is occurring, the team manager and those responsible including any player(s) and/or coaches warned after the first offense. those responsible including any Player(s), coach(es), and/or manager shall be ejected from the game for a team's subsequent offense.						

This chart is intended as a reference summary of the various playing rules. It does not cover every possible circumstance, and is not a substitute for reading and fully understanding the Little League Rule Book and the Naperville Local Rules.

