

BHK/MKLL

2025 - MAJORS DIVISION - 50/70 RULES

We will adopt the 2024 - Little League Intermediate Division rules with the exceptions and clarifications noted below. The Little League Rules are available on the Official Little League website, or the *Little League Rulebook* App can be downloaded from the Apple App Store or Google Play Store.

Game Structure

1. No new inning shall start after 1hr-45min.
2. Regular Season Games
 - a. Six (6) inning games. Mercy Rule in effect with 12 Runs after 4 innings
 - b. Extra innings – one (1) extra inning straight up. Extra inning two (2) & three (3) use California rules (last batted out starts at 2nd base with no outs) After three (3) innings (or Time limit is reached at any point) then a tie is declared.
3. Playoff games - No time limit
 - a. Six (6) inning games. Mercy Rule in effect with 12 Runs after four (4) innings
 - b. Extra innings Play one (1) extra inning straight up. Extra inning two (2) & three (3) use California rules (last batted out starts at 2nd base with no outs) NO TIE IS DECLARED.

A. Safety

1. No Contact – Must slide or avoid contact.
2. No headfirst sliding except when returning to a base on pick-off attempts or rundown.
3. No slash bunting.
4. No “automatic” stealing of second base on a walk.
5. No straight stealing of home.
6. Stealing home on a pass ball is allowed.
7. No delayed steals to home.
8. Pitchers are limited to a maximum of nine (9) outs per game or the GHVBL Pitch Smart Rules - Daily Maximum for their age, whichever comes first. Pitch Counts must be tracked for each pitcher that is used per game. Pitch limits and “Daily Max” are NOT HARD STOPS – meaning the pitcher MAY finish the batter. There is absolutely no deviation from the required rest in between games.
9. A player who has played the position of catcher for 12 outs cannot pitch in the same game.
10. A player who throws 41 pitches or more in a game cannot play catcher in that same game.
11. 7th graders can pitch a maximum of three (3) outs. No more than two (2) - 7th graders can pitch in the same game. 7th graders who are on their school Modified team cannot pitch.
12. It is highly recommended that players wear helmets with a face guard or cage but is not required.
13. The only approved bats are the USA and BBCOR standard. The USSSA bats are prohibited.

B. Fair Play

1. Roster bating
2. No player can sit out more than two (2) innings.
3. No player can sit out consecutive innings.
4. Stealing is capped for any team that is up by eight (8) runs or more.
5. No balks should be called, in that a free base is awarded. If a runner is thrown out on a balk, the play is dead and the runner returns to the previous bag. If a runner is picked -off on a balk, the runner will be ruled safe but remain at the same base.
6. 31 Play- Pickoff attempt for 3rd base to 1st base is permitted.
7. If a player is removed from the Pitcher position, the same player cannot re-enter the same game at the pitcher position.

C. Speed of Play

1. Pinch runners for catchers. Use Last batted out.
2. No drop 3rd Strike.
3. Catchers can throw behind runners at any bag, runners may advance on a wild throw.
4. Runners can advance on wild throws from pick-off attempts.
5. Two (2) Mound trips per inning. Three (3) Max for any pitcher and the pitcher must be removed on the 3rd trip.
6. With any number of outs, running for the catcher or incoming catcher and pitcher is allowed. However, it is not mandatory. Courtesy Runner must be the last batted out.

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GHVBL PITCH SMART RULES

AGE (Division)	DAILY MAX (Hard Stop)	REQUIRED CALENDAR DAYS REST & NUMBER OF PITCHES					
		0 Days	1 Days	2 Days	3 Days	4 Days	5 Days
7U & 8U	50	1-20	21-35	36-50	N/A	N/A	N/A
9U & 10U	75	1-20	21-35	36-50	51-65	66+	N/A
11U & 12U	85	1-20	21-35	36-50	51-65	66+	N/A
13U & 14U	95	1-20	21-35	36-50	51-65	66+	N/A
15U & 16U	95	1-30	31-45	46-60	61-75	76+	N/A
VARSITY	105	1-30	31-45	46-60	61-80	81+	N/A
COLLEGE	120	1-30	31-45	46-60	61-80	81-105	106+
9U EXAMPLE	45 PITCHES WEDNESDAY	THU = 0	FRI = 1	SAT = 2	SUN = 3	MON = 4	TUE = 5
12U EXAMPLE	76 PITCHES WEDNESDAY	THU = 0	FRI = 1	SAT = 2	SUN = 3	MON = 4	TUE = 5