HLL Rules Summary
2026

(red text highlights updates for 2026)

	Majors	Minors	9u	8u	7u
Game Length	**6 innings**	**6 innings**	**6 innings**	**5 innings**	**5 innings**
Max Runs	**5 runs per at bat (excluding last inning)**	**5 runs per at bat (excluding last inning)**	**5 runs per at bat (ALL times)**	**5 runs per at bat (ALL times)**	**5 runs per at bat (ALL times)**
Base Length	70ft	65ft	60ft	60ft	60ft
Pitch distance	50ft	46ft	46ft	42ft	N/A
Pitching Limits	Maximum 2 innings or 85 pitches	Maximum 2 innings or 85 pitches	Maximum 2 innings or 75 pitches	Maximum 2 innings or 50 pitches	N/A
Infield Fly	Yes	Yes	No	No	No
Stealing 2nd/3rd	Yes, Leadoffs Allowed	Yes, No Leadoffs	Yes, No Leaoffs	No, No Leadoffs	No, No Leadoffs
Stealing Home	Yes, Leadoffs Allowed	No, No Leadoffs	No, No Leadoffs	No, No Leadoffs	No, No Leadoffs
Dropped 3rd Strikes	Yes, per LL Rules	No	No	No	No
Bunting	Allowed, no fake Bunting	Allowed, no fake Bunting	No, No fake butting	No, No fake butting	No, No fake butting
Mimum Play	All players must play 3 innings in field	All players must play 3 innings in field	All players must play 3 innings in field	All players must play 3 innings in field	All players must play 3 innings in field
Strike zone	LL Rules: Armpits to top of knees	LL Rules: Armpits to top of knees	LL Rules: Armpits to top of knees	Hittable pitch: Chin to middle of shins, 1 baseball widths in/out	Hittable pitch: Chin to middle of shins, 2 baseball widths in/out. Each players gets 6 hittable pitaches, after 6 the batter is out, unless there is a foul ball then another pitch is awarded
"Mercy" Rule	15 run lead after 4 innings 10 run lead after 5 innings	15 run lead after 4 innings 10 run lead after 5 innings	n/a	n/a	n/a
Division Specific	Balks called, not enforced untill playoffs. One warning in playoffs, then base awareded	Cannot steal home on a passed ball	Cannot steal home on a passed ball	No walks, tee after 4 balls	Batted ball hitting machine = Dead Ball
				Pitcher must have one foot on the rubber when the tee comes out	Machine Speed = 33 MPH Must have 9 players, auto out each time through the order for teams with less than 9. (8=1 out, 7=2 outs)
				No On Field Pre game batting Pracitce	2 Coaches allowed on field = Regular Season
				Hit by pitch: Player can choose tee or 1st	No coaches on field for playoffs
					One base max unless reaches OF grass, player can be tagged out advancing
				Runner may advance only ONE base on an overthrow or defensive error. They may not advance on subsequent error/throw.	*Position requirements:* All eight defensive positions should be filled. The defensive player occupying the "pitcher" position must stand to the first- or third-base side of the pitching machine no closer to home plate than the pitching machine. No Catcher
				Playoffs: No Ball bucket on Mound	Players can't play the same position more than 3 outs in a game
				Coaches should not be telling batter where to hit ball when placing tee	Player can't play outfield for two consecutive innings. No Catchers at this level
					All players must play outfield at least 1 time in a game.
					All players must play at least one inning in the outfield before any player plays in the outfield a 2nd inning.

HLL LEAGUE WIDE RULES:
- Ball dead when pitcher has ball near mound, Runners 1/2 way to next base may advance
- Pitcher removed after 3 hit batters
- NO ON DECK CIRCLE: Batters remain in the dugout
- All players must play 3 innings in the field
- NO INTENTIONAL WALKS
- TIME LIMIT: No New inning after 1hr 45 min. No Hard Stops
- Coaches not coaching a base on offense should be in the dugout (7U exception in regular season to coach defense)

Rest Days after pitching:
- 66+ four (4) calendar days of rest
- 51-65 three (3) calendar days of rest
- 36-50 two (2) calendar days of rest
- 21-35 one (1) calendar days of rest
- 1-20 no (0) calendar days of rest required
- A pitcher who deliveres 41 or more pitches in a game cannot play catcher the remainder of the game