



LITTLE LEAGUE BASEBALL 2016 Equipment Guidelines

Before purchasing equipment for your son or daughter to use in playing Little League Baseball, please review the following guidelines taken from the rule cited in the Little League rulebook.

Bats (Rule 1.10)



Little League (Majors and below) – The bat shall not be more than 33" in length nor more than 2¼" in diameter. All non-wood bats shall be printed with a BPF (bat performance factor) of 1.15 or less. **Composite barrel bats are prohibited** unless there is a waiver. View the waiver list at <http://www.littleleague.org/batlist>

Juniors and Intermediate (50/70) – The bat shall not be more than 34" in length nor more than 2⅝" in diameter. Composite barreled bats must meet BBCOR standards and be permanently labeled as such.

Note: Beginning in 2018, all Little League, Intermediate, and Juniors division bats must bear a USA Baseball logo. All BPF bats will be prohibited beginning in 2018.

Senior/Big League – The bat shall not be more than 36" in length nor more than 2⅝" in diameter. It shall not weigh numerically more than three ounces less than the length of the bat (e.g., a 33" bat cannot weigh less than 30 oz.). All non-wood bats must meet BBCOR standards and be permanently labeled as such.

Glove or Mitt

(Rule 1.13, 1.14, and 1.15)



The first baseman and every fielder other than the catcher must wear a glove or mitt of any weight and not more than 14" long from top to bottom, not more than 8" wide across the palm, and webbing not more than 5¾" wide at the top.

The pitcher's glove may not, exclusive of the piping, be white or light gray, nor in the judgment of an umpire distracting in any manner. No pitcher shall wear sweat bands on their wrist or arm.

Helmets (Rule 1.16)



All helmets must bear the NOCSAE stamp. Helmets must have a non-glare surface and cannot be mirror-like in nature. Helmets may not be re-painted and may not contain tape, re-applied decals, or decals by anyone other than the manufacturer. Label your child's helmet by using a permanent marker and writing the player's name on the foam inside as writing on the helmet surface may disqualify the helmet from play.

Catcher's Equipment

(Rule 1.12 and 1.17)



The catcher must wear a catcher's mitt. Catchers must wear a cup and a long or short model chest protector. All catchers must wear: a chest protector with a neck collar, throat guard, shin guards, and a catcher's helmet with mask. The catcher's helmet must bear the NOCSAE stamp (skull caps are not permitted). All catchers must wear a "dangling" type throat guard during infield/outfield practice, pitcher warm-ups, and games. Dangling means the throat guard will still hang down and protect the neck area when the catcher is looking straight up.

Miscellaneous (Rule 1.11)



Shoes with molded cleats are permitted at all levels.

Intermediate/Junior/Senior/Big Leagues may wear metal cleats.

Players must not wear watches, bracelets, rings, pins, and jewelry (metallic or non-metallic). Jewelry that alerts medical personnel to a specific condition is permitted.