

GAME RULES - MINORS

Any violation of these rules may result in suspension of the manager or other sanctions at the discretion of the Minor League Director and League President.

Playing Time and Positions

There is a big difference in skill level among the kids. We want to give the kids an opportunity to play the infield and outfield during the season. Each child will play a minimum of 3 innings in every game (does not apply if game is shortened by darkness or rain). This includes the playoffs. A player will not pitch, catch or play first base if we don't feel he/she has the ability to safely play the position. We want to put kids in positions where they have the best chance of being successful.

Batting order

We use a game-to-game continuous batting order. Even if a player is not in the field he will still take his/her turn at bat. The batting order may be changed after the 5th game, 10th game and each playoff game.

Pitch counts

These will be enforced per Little League Rule Book. All teams will report pitch counts to all Minor League Managers and the Minor League Director immediately following games.

Game scores

All teams will report scores to all Minor League Managers and the Minor League Director immediately following games. Every team will make the playoffs.

Pitcher/Catcher - Dual Roles

Little League Rules will apply for pitch counts and catching innings.

9 players in field

If a team does not have 9 players to field, teams are still encouraged to play if possible by sharing players.

Substitutions

Free substitutions are allowed.

Coaches Not Allowed on Field

Offensive team may have 1st and 3rd base coach.

Defensive team may not have coaches on field unless there are special circumstances approved by the Minor League Director.

Time Limits

Games will be subjected to a 2-hour time limit. No new inning may start after the 1:50 mark. At the end of a completed inning as the game approaches the 1:50 minute mark, managers will discuss and declare the final inning, then informing the umpire.

In the event of an incomplete inning by the visiting team, or the by home team when trailing in runs scored, the score will revert back to the end of the prior completed inning and the game will be considered

complete. If the home team is ahead in runs scored during an incomplete bottom ½ inning, the score will not revert back to previous inning.

Runs Per Inning

A maximum of 5 runs per inning is allowed, with the exception of the 6th (or final) inning, where the visitor may score 5 runs if ahead, or as many as needed to take a 5 run lead, and the home team can score as many runs as needed to win. There is no mercy rule.

Scoring

Runners are locked down on 3rd base. They may only score on a ball in play, forced in by walk, or hit by pitch.

Advancing While Ball in Play

Once the pitcher has returned to the rubber and a runner's forward progress is stopped he must return to the prior base occupied.

Stealing

Starting Saturday, May 20th, stealing of 2nd and 3rd bases will be allowed. There will be no stealing of home.

Passed Balls

Starting Saturday, May 20th, runners may advance to 2nd or 3rd on passed ball, 1 base only. No advancing to first on an uncaught third strike.

Overthrows of the Pitcher

Starting Saturday, May 20th, runners may advance to 2nd or 3rd base on an overthrow of the pitcher by the catcher at their peril, 1 base only.

Bunting

As of Saturday, May 20th, players may bunt. If a player indicates a bunt, the player must not swing or he/she is out.

Slide or Avoid

Runners must slide or avoid contact with a player attempting to make a tag.

Infield Fly

Infield Fly Rule is not in effect.

Field Work

Home team - line and rake the field pre-game.

Away team - rake and pick up trash post-game.

Other

Refer to Little League Rule Book.

LITTLE LEAGUE PITCH COUNT RULES

Full Days of Rest by Pitch Count

Limits are per Little League Rules book Section VI - Pitchers (pages 38-39)

Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- Pitcher to catcher: any pitcher who delivers 41 or more pitches in a game may not go behind the plate to play catcher for the remainder of the day.
- Catcher to pitcher: Any player who has played the position of catcher in more than three (3) innings in a game is not eligible to pitch on that calendar day.

Examples:

Pitcher throws 20 pitches on Tuesday - requires 0 days rest and can pitch Wednesday

Pitcher throws 21 pitches on Tuesday - requires 1 day rest and can not pitch again until Thursday

Pitcher throws 65 pitches on Tuesday - requires 3 days rest and can not pitch again until Saturday

Pitcher throws 66 pitches during on Tuesday - requires 4 days rest and can not pitch again until Sunday

Age	Max Pitches*		Pitches Thrown	Calendar Days Rest
7-8	50		1-20	0
9-10	75		21-35	1
11-12	85		36-50	2
13-16	95		51-65	3
			66+	4

EXCEPTION: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is retired; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

Refer to Little League Rule book for full listing of pitching rules.