

## 2018 Minor League Guidelines

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These guidelines are intended to promote fair gameplay throughout the league. When a situation is not covered here please refer to the current year's Little League rulebook.

**Rule #1:** Player safety is the **TOP** priority!

**Rule #2:** This is an instructional league and we are here to **INSTRUCT** the players on how to play the game better and have **FUN** so they continue to play for many years to come. Keep in mind Little League Baseball's Mission Statement:

*"Little League Baseball, Incorporated is a non-profit organization whose mission is to 'promote, develop, supervise, and voluntarily assist in all lawful ways, the interest of those who will participate in Little League Baseball and Softball.'*

*Through proper guidance and exemplary leadership, the Little League program assists children in developing the qualities of citizenship, discipline, teamwork and physical well-being. By espousing the virtues of character, courage and loyalty, the Little League Baseball and Softball program is designed to develop superior citizens rather than superior athletes."*

## Game Play

### General

1. Games are to be either 6 innings or a maximum of 2 hours, whichever comes first. Home team can finish the at bat when losing.
2. All players (male and female) are required to wear a cup.
3. Metal cleats are not allowed.
4. No smoking allowed at any fields. Coaches are requested to ask fans to extinguish cigarettes.
5. There is a maximum of 5 runs per half inning for innings 1-5. There is no scoring limit for the 6th inning.
6. When up by 10 runs or more the winning team's manager/coach must use common sense and exhibit proper sportsmanship. Examples are no stealing, no advancing on passed balls, and no taking of extra bases. The losing team's manager/coach has the right to call the game at any point after 4 innings.
7. Only players and coaches are allowed on the field and/or in the dugout (total of only 3 coaches on field).
8. Each team will submit a lineup card to the opposing team before each game and identify ineligible pitchers on the back of the line-up card.
9. Each team will supply one game ball to the umpire at the beginning of each game for use.
10. Obstruction and interference rules always apply.

### Umpiring

1. Home plate umpire calls balls and strikes.
2. Remember umpires are kids (as young as 13), treat them as you would want your child to be treated. Managers and or Coaches may NOT dispute calls.
3. Managers are permitted to properly notify umpires of an incorrect rule interpretation.
4. The bases umpire will be the fielding team's coach, unless the managers agree otherwise.

- Home team coach must notify umpire chief, Jim Marturano, of any game that is cancelled or rescheduled.

## Defense

- All players must play at least 3 innings in the field per 6 inning game.
- Only 9 players are allowed on the field for defense.
- Play stops (e.g. dead ball) when the ball is returned to the pitcher.

## Offense

- All players present must bat in a continuous batting order.
- On a base on balls, the batter must stop at first base (even on a passed ball) unless a play is made on another base.
- Base runners may not leave base (e.g. take a lead) or steal until the pitched ball crosses the plate.
- Stealing home is permitted 1 time per inning per team.
- Delayed steals are not permitted.
- If a runner leaves early all runners are moved back as far as possible without penalizing the batter. (If batter hits a triple or homerun then runners are not penalized).
- No balks.
- Strike zone is knee to chest/letters. Be sure the ump is clear as to how strikes will be called.
- Players must remain in dugout until their turn at bat or in field. On deck batters are not permitted.
- Runners may advance a base on bases on balls thrown over pitcher's head or balls not caught by pitcher.

## Pitching Rules

- Each team will designate a coach to track pitch counts and reconcile with the opposing team at the end of each half inning.
- It is the responsibility of each team to record the date, opponent, pitcher pitch count and age of pitcher into the **Pitch Log** in Concessions and the end of each game. Failure to do so results in automatic next game suspension for Manager, 2nd offense 2 game suspension, 3 or more violations could result in suspension for remainder of year.
- The following maximum pitch counts are in effect:

Age	Pitch Limit
11 or 12 years old	85 pitches
9 or 10 years old	75 pitches
8 years old	50 pitches

- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- The following mandatory rest is required for pitchers after pitching in a game:

Pitches Thrown	Required Days Rest
1-20 pitches	0 days
21-35 pitches	1 day rest

36-50 pitches	2 days rest
51-65 pitches	3 days rest
66 or more	4 days rest

6. If a pitcher reaches the limit imposed in regulation for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following occurs:
  - That batter reaches base
  - That batter is put out
  - The third out is made to complete the half-inning.
7. Once a pitcher is removed for the pitcher position, he/she cannot pitch again that day.
8. Same pitcher removal:
  - When 2 batters are hit in the same inning.
  - If 3 batters are hit in the game, removal is at his manager's discretion; however, the opposing manager may voice their concerns and shall be heard.
  - When a 4<sup>th</sup> batter is hit in the game.
9. The penalty for using an ineligible pitcher is loss of a half game in the standings and a 1 game suspension to be served by the manager for the first offense. The Board will consider removal of the manager for a second offense or for any willful and or intentional violation.
10. Coach pitcher visits are limited to once per inning. A second conference an inning must result in a pitching change. Coach can visit the pitcher's mound 3 times total per game per pitcher.

## Game Schedule Changes & Field Prep

1. Managers coordinate together to change game schedules or venues.
2. Game cancellations due to rain are to be decided mutually by the two opposing managers.
3. If during a game, thunder is heard or lightning is seen, the game is called. In all other cases of inclement weather during a game, managers decide mutually if and when to call the game.
4. When it rains overnight the teams in the first games of the day for either field are responsible for prepping the field. The managers should communicate and decide on the time to meet and work together and/or call for help if needed.
5. Inform the League Rep of all game cancellations, calls or changes to the schedule or venue.

## Concessions

1. For games played on **Garrity Field**, both teams will provide a volunteer to help run the concession stand. We suggest that at the beginning of the season you assign each game to your roster's families in alphabetical order. You should also update the NOTES field in the BLL Website with the person(s) responsible for concessions. If someone doesn't show, it is the team manager's responsibility to find a substitute. Teams on Pulcini Field do not need to provide concession volunteers.
2. After the game, the home team is responsible for ensuring the concession stand and bathrooms are clean and that money has been counted accurately, signed for and deposited in the lock box. Additionally, they should ensure that field equipment is put away, that the facility doors are locked and the alarm armed.

## First Aid & Injuries

1. At least one coach from each team must be CPR and Medical certified.
2. A First Aid Kit is located in the concession stand at Garrity/Pulcini Field.
3. **ALL** injuries must be reported to the BLL Safety Officer (Lisa DeGroff, 860-329-3460, [dltrj25@gmail.com](mailto:dltrj25@gmail.com)).  
***Head injuries must be reported immediately!*** An incident report should be filled out and submitted.