



# Stoneham Little League - **Minor League** Baseball

## Game Rules

**Foreword:** If a rule is not specifically stated here the official little league rulebook will be used.  
MINOR LEAGUE is an Instructional/Competitive league. The regular seasons primary goal is to teach the game of baseball and to develop all players.

### Rules:

1. Only Official Little League **USA stamped baseball** bats shall be used.
2. Only Official Little League baseballs shall be used.
3. All players must be in full uniform for games.
  - a. Shirts must be tucked in at all times.
  - b. **Grey Baseball Pants only, no other colors allowed.**
4. 3 outs per ½ Inning.
5. Coaches shall try to rotate each player so that they play **3 innings at an infield position and 3 innings at an outfield** position. This is for regular season only, *Playoffs excluded*.
6. Continuous Lineup. All players that are present for a game must be placed in the lineup. (Meaning you bat everyone who shows for the entire game)
7. Kid pitch only.
8. A player who is warming up the pitcher must be wearing a helmet with face guard.
9. Teams are allowed to play with 8 players, however, the 9th batter will be an automatic out in the book.
  - a. **Note: The 3<sup>rd</sup> out cannot be the automatic out. (Meaning any play except a walk)**
10. All male catchers must wear an athletic supporter and cup.
11. All batters and base runners must wear a helmet at all times.
12. There is a **NO TOLERANCE** Policy with Little League Baseball over who has a bat. Only the batter is allowed to hold a bat and only while in the batter's box or on his/her way to the batter's box. No batter is allowed on deck with a bat. **No player in the dugout is allowed to hold a bat.**
13. Base Running:
  - a. Batters/base runners can take extra bases on hits.
  - b. Base runners can lead/steal once the ball has crossed home plate.
  - c. If there is a close play at home the base runner must slide or he/she will be called out.
  - d. There is no sliding into first base allowed. (Result Warning Only)
  - e. Headfirst sliding is not allowed **unless** the player is going back to base.
  - f. A runner must slide or avoid intentional contact with the defensive players, or he/she will be called out.
14. Game Play:
  - a. Player Pitch only.
  - b. 3 outs per ½ inning of play.
  - c. **6 runs max** per inning. If the natural progression of a play results in more runners scoring, only 6 will count. The last inning will be 6 runs. (This rule subject to change in playoffs)
  - d. Slaughter rule: **10** run lead after 3.5 innings.
  - e. Minimum 4 innings play to be official game (maybe this goes into cancellation section for weather or daytime)
  - f. Stealing home on passed balls is allowed, runners on 3<sup>rd</sup> can steal home on a passed ball or a catcher's throwback to the mound.
  - g. Play ends when the pitcher is on the rubber with the ball.
  - h. No Leading: **The ball must cross the plate before a runner can leave the bag he is on.**
  - i. No New Inning shall start after 7:15pm or after 1 hour 45min of play. (Note: excludes playoffs)
  - j. In the event 6 innings cannot be played due to time, both coaches must agree which will be the last inning before the inning begins.



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### Game Rules (Continued)

- k. At the conclusion of each game, the **HOME** team will verify the away team pitch counts and score. The **Home** team will load pitch counts and score into the SLL website within 24hrs.
- l. All teams will make the playoffs.
- m. **The playoff format** will be double elimination with a winner and loser bracket. Seed by standings.
- n. Player pool players allowed in regular season only. Pool players must bat last and not pitch or catch.

#### 15. Pitching/Catching:

- a. A **pitcher** can go to **catcher** position provided they haven't thrown 41 pitches. Once they throw 41 pitches, they cannot catch. (40 pitch= **yes**, 41=**no**)
- b. Any player who has played the position of **catcher** in four (4) or more innings in a game is not eligible to pitch on that calendar day.
- c. Relief Pitchers please limit to 8 Pitch warm up only.
- d. A Manager/Coach may only visit the mound for a pitcher twice in the same inning. A 3<sup>rd</sup> trip to the mound in the same inning or the 4<sup>th</sup> trip in a game to same pitcher requires a pitching change.

#### 16. Pitch Limits and Days Rest:

- a. Manager must observe set days of rest or remove a pitcher when he/she reaches their max pitch limit. Failing to do so could result in forfeit and coach removal from team.
  - **8 yr old - 50 pitches per day**
  - **9-10 yr old – 75 pitches per day**
  - **11-12 yr old – 85 pitches per day**
- b. Pitchers can exceed their count and finish a batter without recording extra pitches.
  - Example: Pitcher John begins with batter # 3, his pitch count = 19.
  - John throws 9 pitches to batter # 3 totaling 28.
  - If the pitcher does not face another batter and he is removed Johns pitch count can be recorded as 20 because he “finished” the batter he began with when his count was below 20.
- c. **1-20** pitches in a day, no **(0) calendar day** of rest is required.
- d. **21-35** pitches in a day, one **(1) calendar days** of rest must be observed.
- e. **36-50** pitches in a day, two **(2) calendar days** of rest must be observed.
- f. **51-65** pitches in a day, three **(3) calendar days** of rest must be observed.
- g. **66 or more** pitches in a day, four **(4) calendar days** of rest must be observed.

#### 17. Weather/Fields:

- a. In event of bad weather, the **home** manager will make the decision on whether the game should be played, however it is best for both coaches to come to an agreement.
- b. Puddles in field, lightning and thunder within 1-2 miles or heavy rain are good reasons for rescheduling game(s).
- c. A makeup game will be scheduled as soon as possible.
- d. During game play the umpire's decision to play for any reason will override any manager's decision to play when it comes to weather or field conditions.
- e. The fence line along the 1<sup>st</sup> and 3<sup>rd</sup> base sides is considered **in play**.
- f. If a ball goes beyond the fence line on 1<sup>st</sup> base side or into either dugout it is considered dead.
- g. No equipment will be stored outside the dugouts (Field of play)