

## **Spring 2025 Baseball Rules by Division Minor B**

### **General Playing Rules.**

- Make up and tie games will be rescheduled according to field availability and in the order in which they were originally scheduled. They will not carry over to the end of the season. It is advisable that the make-up game be played in the same half as the originally scheduled game.
- Major and Minor A league teams are limited to 4 activities per week. Minor B and Rookies teams are limited to 3 activities per week. T-Ball teams are limited to 2 activities per week. An “activity” is defined as a game or any practice consisting of more than 3 players from the same team when the manager or a coach from that team is present.
- Continuous batting order will be used during the regular season for Minor B, Minor A, Majors, Intermediate, and Junior Divisions.
- Each team may take the field 60 minutes prior to a regularly scheduled game, for warm up purposes only.
- A pitcher who has a Hit by Pitch (HBP) call by the umpires 3 times during a game will be removed as pitcher for the remainder of the game
- Any player who is out of the lineup for more than three (3) consecutive weeks or six (6) games is subject to being removed from his/her team by action of the Board of Directors. The Board of Directors, however, reserves the right to allow such player to remain on the roster. Managers must make the Player Agent aware if any player misses more than two (2) consecutive games for any reason. Failure to do so will be cause for corrective action against the Manager.
- Managers may impose reasonable disciplinary actions on their players, including benching a player. However, a player may not be benched for more than 1 game during the season, without advance approval of the Board. The manager must notify the home plate umpire, official scorekeeper, Duty Board member, President and Player Agent when benching a player
- Due to safety, children who are not on the rostered team will not be allowed in the dugout or on the field.

### **Minor B Division Rules.**

- All games will be played in accordance with the Official Little League Rule Book subject to the following local rules.
- There is a 1 hour and 30 minute time limit on games. No new inning shall start after the forgoing time limit.

- Games will drop dead at 1 hour 45 minutes

- The umpire will ask the official scorekeeper to note the time the game started and then will notify both Managers. The official scorekeeper will also be the official timekeeper. Exception: If required to break a tie game, the field is available and the night curfew is not violated. No new inning may start later than 9:30 p.m. due to the Valley Center Parks and Rec curfew.
- The entire season will be player pitch with coach assistance.
- The child will pitch to the batter until a hit, a strikeout, hit by pitch, or 4 balls have occurred.
- Once the child pitcher has reached a 3-2 count against an opposing batter and throws a 4th ball, the coach will begin pitching to the batter (either on or in front of the mound) and pitch for a maximum of 3 pitches (unless a foul ball occurs on the 3<sup>rd</sup> pitch). The child-pitch pitch count will carry over to coach pitch. After the 3<sup>rd</sup> pitch, should the child not hit the pitch; he/she will be retired to the dugout and an out will be recorded. There will not be any walks.
- If a batter hits the coach-pitch pitcher, it is a dead ball. No player will advance unless there is a force play.
- In Minor B there will be no walks
- A maximum of five (5) runs may be scored in a single inning, throughout the entire game.
  - Prior to playoffs and tournament play, open run innings will be discussed and evaluated by division coordinators.
- If a Minor B team cannot field (9) players on the field, “extra” players from the opposing team may play at the manager’s discretion.
- Every rostered player present at the start of the game must play a minimum of 6 defensive outs and bat a minimum of 1 time.
- The scorekeeper will keep track of innings, balls, strikes, pitch counts, outs and runs.
- Pitch limits
  - League Age: 9-10 yrs. 75 pitches per day, 8-7 yrs. 50 pitches per day
  - If a pitcher reaches his or her respective pitch limit while facing a batter, then the pitcher may continue to pitch until any of the following conditions occur:
    - 1. That batter reaches base;

- 2. That batter is put out; or
  - 3. The third out is made to complete the half-inning.
- A player who plays catcher for 4 or more innings in a game will not be permitted to pitch in that same game. A player who pitches 41 pitches or more in a game cannot play catcher for the remainder of the game.
- Defensive Play
  - 10 players may take the field, with the tenth playing as a roving outfielder only
  - The infield fly rule will NOT apply
  - The pitcher will assume a fielding position on either side of the pitching rubber within a 2 foot fielding line (parallel to the pitching rubber) until the ball is struck during the time that coach pitch is utilized.
  - A manager will not carry a “set” infield. Every player must play 1 inning in the infield or the outfield; including pitchers. The purpose of this rule is to allow all players the opportunity to play different positions during a game. Exception: if the safety of the player is a concern, the manager or coach is required to talk to the parents and report the information to the Board.
- Offensive Play
  - In the event a bat is thrown the umpire will give that player a verbal warning. The second time the bat is thrown the player can be ejected from the game at the discretion of the umpire
  - Continuous batting order will be used
  - Bunting is allowed
  - A side is retired when 3 outs have been made or 5 runs have come in.
  - If after the batter hits the ball and the ball travels into the outfield, the batter becomes a base runner and can continue advancing the bases until the batted ball is returned to the **pitching mound**. If the base runner tags a base and any foot has left the base towards the next base, that runner will be allowed to make the attempt to the next base. Once the ball crosses from the outfield grass into the dirt infield, the base runner can only advance to the next base providing he/she has already crossed the previous base in an attempt to advance. (In this context, home plate is considered a base that a base runner can advance to until this rule).
  - A base runner can advance one base if the ball is overthrown at either first and/or third base and comes into contact with the “foul” fence (dead ball)

- Baserunners are not allowed to lead off any base.
- All baserunners will stop advancing when the ball is returned to the pitching mound.
- Courtesy runners may be used to pinch-run for catchers when there are 2 outs. The runner shall be the player who made the last out.
- Sliding is permitted. However, head first slides are not permitted and the runner will be called out.