

Swan Valley Little League

Minors Rules 2019

It is important to remember that baseball is for fun and learning about baseball. Everyone involved should encourage good sportsmanship. Umpires can eject a player, coach, or fan.

We will use the 2019 Little League Baseball Official Regulations, Playing Rules, and Policies plus any local rules in this document. Some of the rules in this document are local rules and some are “points of emphasis” that come directly from Little League. Local rules here supersede Little League Rules.

Field layout: 60’ to bases / 46’ to pitcher’s mound / 84’ 10” from 2nd base to home plate

Time: Game time will be 6:00 p.m. If seven players are not on the field and able to play by 6:15pm the game will be forfeited. Official time is to be kept on score sheet, umpire’s responsibility. If not agreed upon otherwise, the time limit will be according to the umpire’s timekeeping device of choice. Any new inning that starts at 7:50 pm or later, will be considered the last inning for the purpose of the inning run limitation rule. This inning will have no run limitation, and will be the last inning, regardless of time. An inning starts at the time of the last out of the prior inning or the 6th run in a run limited inning.

No new inning can begin after 8:00 p.m. (This includes “extra” innings; see below for clarification.)

Example: If the last out of the 4th inning is recorded while the official timekeeping device says 7:49, then hypothetically, you could play the 5th inning. As long as the 5th inning is concluded by 7:59, you can then start the 6th inning.

If the weather is questionable and the concession rain out number or web site does not state that games are cancelled, please show up for the games. The coaches/umpires will make the decision at game time whether to play.

All games are to be scheduled for 6 innings. 4 innings constitutes a complete game for weather and mercy rule issues. Any game that ends based on time, will constitute a complete game. (Example: only 3 innings is played in 2hrs, then game is considered complete). If game isn’t completed due to weather, it will be suspended and picked up at a later date.

FIVE runs or 3 outs constitutes one half inning. The run limitation does not apply during the 6th inning, or last inning (as deemed by the time limit), or any inning thereafter.

Games may result in a tie. There are no extra innings unless it can be played within the allotted time as described above.

The on-deck position is not permitted in Little League. Only the first batter of each half-inning will be permitted outside the dugout between half-innings. Only the batter and base coaches are allowed on the playing field during the game. The defensive coach can use their mound visits as allowed. See below. Coaches may go on field to check on an injured player.

All base runners and batters must wear regulation ball helmets. The helmets must be worn the entire time the base runner is on base. It is mandatory that protective catching equipment must be worn by the catcher, including a protective cup. Players warming up the pitcher will wear the protective facemask with helmet.

No metal cleats allowed.

All players present will be included in the batting order that will be established at the beginning of the game. Any players that arrive late will be added to the end of the batting order.

There will be NO outs for batting less than nine batters when your team is short players.

The ball is dead once it leaves the fenced in area of the field. An overthrow is one base from the base they are going to at the time of the throw. If a runner has achieved a base it is the umpire’s judgment if they were attempting the next base. (pg 103)

All players must play a minimum of two complete innings in the field during a 6-inning game.

No leading off bases allowed until the ball crosses home plate. Runners leaving the base early will be called out (local rule). This creates an immediate dead ball situation and the pitch does not count. This includes any batted balls put into play. Only the runner(s) leaving early will be called out. Everyone will go back to their base and the hitter's count will remain the same.

Base runners are allowed to advance when the ball is live and playable. Once the pitcher has the ball on the mound the base runner has three seconds to commit whether he or she is advancing to another base or returning to the previous one. Once the ball is decided dead, runners may not advance.

Stealing of bases and home plate is allowed after the pitched ball crosses home plate. Runners can advance on pass balls, wild pitches, and poor throws back to the pitcher. Delayed steals of all bases and home plate are allowed. Runners may advance to 2nd at their own risk on a Walk or Base-on-ball. They cannot advance to 2nd after being hit by a pitch.

A defensive player cannot block or impede the base path or base without possession of the ball. A runner cannot run through a defensive player attempting to tag the runner out. The runner must slide, stop, retreat or run around the defensive player without going outside the base path. **If there is no play at the base, the runner does not have to slide.** (pg 104)

- a. There is NO "Must Slide Rule".
- b. No head first slides. Result is an out.

Any player that was drafted to a Minors regular season team may pitch. Exception: 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. (pg 44) Extra players brought up from Machine Pitch cannot pitch (local).

A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

Pitch limitations is based on Age: (pg 44)

- 11-12 year olds - 85 pitches per day
- 9-10 year olds – 75 pitches per day
- 8 and under – 50 pitches per day

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 must be observed.

Find the day of the week the pitcher threw by looking at the top of the chart. Find the number of pitches the pitcher threw during that outing. The day where the column and row meets is the first day the pitcher is eligible to pitch again.

- Example #1: Pitcher throws 76 pitches on Thursday. Pitcher will be eligible to pitch again the following Tuesday.
- Example #2: Pitcher throws 35 pitches on Tuesday. Pitcher will be eligible to pitch again on Thursday.
- Example #3: Pitcher throws 15 pitches on Monday. Pitcher can throw the next day on Tuesday.

		Day of the Week Pitched						
		Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
# of Pitches Thrown	66 or more 4 days rest	Saturday	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
	51-65 3 days rest	Friday	Saturday	Sunday	Monday	Tuesday	Wednesday	Thursday
	36-50 2 days rest	Thursday	Friday	Saturday	Sunday	Monday	Tuesday	Wednesday
	21-35 1 day rest	Wednesday	Thursday	Friday	Saturday	Sunday	Monday	Tuesday
	1-20 0 day rest	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday	Monday

(Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out. Note 1. Intentional Walk: Before a pitch is delivered to the batter, the catcher must inform the umpire-in-chief that the defensive team wishes to give the batter an intentional base-on-balls. The umpire-in-chief waves the batter to first base. The ball is dead.)

The head coach or assistant coach may come out once in one inning to visit with the pitcher, but the second time out, the player must be removed as a pitcher.

- a. A manager or coach may come out 2 times in one game to visit with the pitcher, but the 3rd time out, the player must be removed as a pitcher.
- b. Any pitcher who hits three batters in any game is automatically removed from the game as a pitcher. They may continue to play in another position.
- c. Only one mound visit allowed per batter.
- d. Any coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.
- e. A conference with the pitcher or any other fielder to evaluate the player's condition after an injury shall not be considered a visit for the purposes of the mound visit rules. The coach should advise the umpire of such a conference, and the umpire should monitor the conference. No strategy should be discussed during this time out.

The batter CANNOT advance to 1st base on a 3rd strike. There is not a "Dropped 3rd Strike Rule". The batter is automatically out on a 3rd strike.

Infield Fly (pg 76)

The infield fly rule is in effect. The batter is automatically out if he or she hits an infield fly that can reasonably be caught in fair territory with less than two outs with both first and second base occupied or if bases are loaded. Base runners advance at their own risk. NOTE: The infield dirt and the outfield grass do NOT form a boundary line for infield fly purposes.

Use of Double First Base: the following rules must be observed. (pg 110-111)

- (b) Whenever a play is being made on the batter-runner, the defense must use the white section of the double first base.
NOTE 1: A play is being made on the batter-runner when he/she is attempting to reach first base while the defense is attempting to retire him/her at that base.
NOTE 2: If there is a play on the batter-runner, and the batter-runner touches only the white portion and the defense appeals prior to the batter-runner returning to first base, it is treated the same as missing the base. PENALTY: Batter-runner is out.
- (c) On extra base hits or other balls hit to the outfield when there is no chance for a play to be made at the double first base, the batter-runner may touch the white or orange section of the base. See NOTE 2 above if there is a play made at the double-first base. Penalty for not using the orange base when a play is made at the double first base is an out.

Bats must be stamped with the USA Bat Standard. It looks like this:



The Division Coordinator is responsible for rescheduling ALL rain out and unfinished games.

Mercy Rule - If one team has a lead of 10 runs or more after the game becomes a regulation game, (Regulation Game = 4 innings (3½ if home team leads)) the game is over.

Games Called Prior to Regulation - Suspended game if at least 1 inning completed, otherwise "no game"

Each Head Coach is responsible for signing the game summary sheet at the end of the game. This sheet will have the final score and pitch counts for each pitcher. The home plate umpire will submit these sheets to the Umpire Coordinator. They will enter all scores and pitch counts for each player on the appropriate websites before they leave the fields on the night of a game.