

MINOR DIVISION FALL 2018 GROUND RULES

The 2018 Little League Baseball Official Regulations and Playing Rules shall govern the “Playing Rules” for the Minor Division.

The Minor Division Ground Rules listed below are additional, modified, or detailed explanations of the “Playing Rules” for the Minor Division, only.

Allotted Game time – the earlier of 6 innings or 1 hour and 30 minutes from the SCHEDULED start time. Play must stop at this point regardless of game status. A new inning cannot be started with less than 15 minutes remaining – which is the same as 1 hour and 15 minutes after the SCHEDULED start time. If a new inning is started and not completed, the score will revert to the last completed inning

Field Dimensions – Bases should be 60 feet apart – laid out by the home team if required. Pitching distance is 46 ft.

Pitching – Player pitch for the entire game. No player can throw more than 75 pitches during a calendar week (Sunday-Saturday). Pitchers must abide by the Little League Rules for rest days between pitching. Any player that has played the catcher position for 4 innings (defined as one pitch into the 4th inning), is not eligible to pitch in that game. Pitchers that throw 41 or more pitches is not eligible to play catcher in that game. Once removed, a pitcher may not return to pitch for that day. Normal strike-out and walk rules apply.

Managers are required to keep pitch count for their team. Managers should coordinate with parents of players that participate in multiple leagues.

Batting – There are NO practice swings except by the batter standing at home plate. There is no “On-Deck” position. Teams will use a continuous batting order and bat the entire roster. If a player is injured, sick, or has left the game for any reason, their spot in the lineup will be skipped.

Fielding – Gloves are required.

The field set-up should include 9 players – 6 infielders including pitcher and catcher (all catchers must wear a protective cup) and 3 outfielders. Fielders must stay within their position (and not “crowd” the batter. An outfielder cannot be placed right behind a base for the purpose of covering the base. Coaches are not permitted to switch player positions during an inning other than for pitching changes or injuries. Each player will play at least two innings on defense when that team plays 4 defensive innings, and three innings if that team plays 5 or 6 defensive innings.

A minimum of 8 players is required to field a team. If a team has less than 8 players at the start of the game, that team should become the visiting team and bat first. If they do not have 8 players by the time they are required to take the field, they will forfeit the game. Both coaches can agree to play the game for fun and development and use players from each team as required. In this instance, players that are “borrowed” from the other team should play in the outfield and bat only for their team.

If a team plays with 8 players, it will NOT assessed an out after the 8th batter in the line-up. If a player arrives after an inning has begun, that player must not be inserted into the line-up (fielding and batting) until the top of the next inning. The player should assume that last spot in the batting order.

Recording Outs – Each half inning will last until 3 outs are recorded or the 5 run mercy rule applies. Standard rules regarding outs apply

Umpires – will make all calls on the field.

SCORE – There is a 5 run mercy rule per half-inning, except for the last inning (6th inning). If there are still base runners on a live play, the runners can advance until play is ruled dead, but only 5 runs will be counted. A team that is down by 10 runs at any time after their turn at bat in the 4th inning or later, will concede the game. In this instance, play can continue for fun and development (subject to time limits), and should be agreed by both coaches.

Base-running – Players can advance on a live ball. Once the ball is returned to the pitcher, play is considered dead and runners must stop advancing. If a base-runner is in-between bases at the time the ball is returned to the pitcher, the base-runner can continue to the next base. A courtesy runner (who shall be the player that made the last recorded out of the inning) is required to run for the catcher when there are 2 outs and the catcher is on base.

Stealing – Allowed, baserunners are not allowed to leave their base until the ball has reached the batter.

Advancing on overthrows - Allowed except for throws from catcher back to the pitcher. Baserunners may advance with the risk of being put out. Baserunners are awarded 1 base (including from 3rd base to home) on overthrows that are deemed out of play (nets, fences, dugouts, etc).

Advancing on passed balls – Allowed except from third base to home plate

Dropped third strike – Not in effect

Sliding – There is no must slide rule. A player must attempt to avoid the tag. No head-first sliding, except going back to the base. Fielders cannot block the base

Bunting – allowed. A player cannot square up to bunt to draw the infield in and then hit away. This is a safety risk and a player violating this rule will be called out.

Bat-Throwing – If a players throws his or her bat, their team will receive a warning. If any player on that team subsequently throws their bat, they will immediately be called out.

Dead-Ball - Any ball that was LIVE and becomes unplayable is considered a dead ball. This includes balls that become entangled in fences, nets, etc, as well as instances where a ball lands in fair territory in one field and rolls into an adjacent field. It will be the umpire’s discretion in awarding additional bases, determining a ground rule double, etc

Concussion – If a player sustains a head injury and there is a possibility of a concussion, the player must be removed and is not allowed to return to the field until checked out by a physician.

End of season tournament-will be discussed with all participating leagues.

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Palm Bay West Little League Rep	Date
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Palm Bay East Little League Rep	Date
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Sebastian River Area Little League Rep	Date

