



Minor B Baseball Special Rules

- Score & unofficial standings will be kept, along with a record of positions, innings played, at bats, and pitch count will be maintained.
- Games will consist of 6 innings with a time limit of 2 hours.
- No children, other than the rostered players for the teams playing are allowed on the field or in the dugout during a game or practice. Only the rostered manager, three (3) adult coaches, Team Parent and players are allowed in the dugout for Minor B.
- There will be a continuous batting order to include all players on the team roster present for the game. Players arriving late will be added to the end of the batting order.
- The inning is over when the offensive team records three (3) outs or has scored four (4) runs.
- Any runs scored during a play over the 4 runs in an inning will not count.
- Unlimited runs in the 6th inning (or last inning if designated by both team managers)
- Run limit – The game will be over once a team is ahead by 10 runs after 4 innings.
- No player is permitted to play more than two (2) innings at any position.
- The manager or coach of the team batting will call balls and strikes from behind the pitcher's mound.
- The 1st and 3rd base coaches will serve as umpires for calling plays at their bases.
- Manager appeals can only occur on the question of rules and not judgment calls.
- A pitching machine will be utilized in some form in all Minor B games starting on opening day.
- During the innings the pitching machine is being used there will be no coach or kid pitching. Managers and coaches only are permitted to operate the pitching machines. Players / Children are never permitted to operate or even touch the pitching machine at any time.
- During all games between Opening Day thru the end of the season, the pitching machine only will be utilized for the first 4 innings of each game. Kid pitching will be utilized for the final 2 innings of these games or whatever the time restraints allow. Coaches have the discretion to adjust the use of the pitching machine for more than 4 innings, based on the ability level of players on their team to live pitch. This could include the use of the pitching machine for an entire game.
- While the pitching machine is used, a batter will receive a maximum of 5 pitches. If a player fouls off the 5th pitch, the at bat will continue. The batter must swing at all pitches after the 5th pitch and is out if no contact is made



- If three swings are made and on the third one there is no contact, the batter is out. The batter is out on a swinging third strike, or if the ball is foul tipped and caught by the catcher. Runners cannot advance on a dropped 3rd strike by the catcher.
- Pitching machine Use. The primary machine to be used is the electric Jugs machine. In the event of rain / wet weather, the Jugs machine cannot be used. In this event, we have a blue flame manual machine that should be used.
- If a batted ball hits the pitching machine, equipment or coach, the play is immediately dead. The runner is awarded 1st base only. Runners on base may advance to accommodate the batter occupying first base. Runners cannot advance if the base behind them is open. For example, if 3rd & 1st are occupied, with 2nd open, the runner on 3rd returns to 3rd, the runner on 1st would advance to second with the batter taking 1st.
- Kid pitch - There will be no walks. If the pitcher hits the batter or throws four called balls before the ball is hit into play or strike out is recorded, the machine will be used to complete the at bat.
- Runner can only advance one base only on an infield hit.
- Each runner may advance unlimited bases on a ball hit to the outfield. However, once the ball is thrown back and reaches the infield (ball hits the dirt), the runners can no longer advance. A thrown ball that hits the pitching machine also will end play and runners can no longer advance. If the runner is between bases when this occurs the runner may advance at their own risk as they are not automatically awarded the next base.
- Overthrows: Runners may advance (at own risk) one time and one base only on over throws that occur at their base. I.e. Runner on first; ball is hit into play by Batter. If the attempted force out throw to 2nd base goes into centerfield, the Runner can advance (at own risk) to 3rd. If then, an additional overthrow occurs, the Runner cannot advance. The Batter must remain at first.
- Limited base stealing is permitted. Runners are limited to two (2) total base advance attempts per team, per inning. An attempt counts if a runner is thrown out trying to advance a base on a ball not caught cleanly by the catcher. It is possible to use both base advancements in one play. For example if runners are at 1st and 2nd and attempt an advance on an uncaught ball, that would count as their 2 advancements per half inning. If the defense makes an attempt to throw out a runner on an advancement and overthrows a base, the team batting is still limited to their 2 advancements per half inning on non-batted balls.



- Runners can only advance on batted baseballs or balls not caught cleanly by the catcher. Catcher to pitcher overthrows do not constitute advancement of bases. Also, if the catcher fields a ball in the dirt cleanly, advancement is not permitted.
- If the designated catcher is on base with 2 outs, a substitute runner (the player that made the previous out) is permitted for the catcher. This will give the catcher the necessary time needed to get his/her gear on.
- Five (5) minutes before game time (or earlier if teams are in dugouts), all bat swinging is to stop.
- This includes hitting stick, practice swings, etc.
- The league reserves the right to adjust these special rules to assist in player development and compensate for the talent level of the division as the season progresses. This includes the use of the pitching
- If the season schedule permits, a single elimination tournament will be held at the end of the season. Teams will be randomly seeded and tournament will have a champion.