

Minors Division Baseball Rules

These rules will govern the Minors Division for the 2026 season. They reflect mainstream practices used by successful Little League programs and align with official Little League regulations while keeping our league's developmental philosophy at the forefront.

Game Operations & Equipment

- Game Balls: Both teams supply one (1) new Little League–approved baseball at the plate meeting. The umpire will select the game ball; backups should be available.
- Umpires: If no district or assigned umpire is present, the Home team must provide an umpire.
- Catcher Safety: All catchers must wear a mask with a throat guard and cup for all warmups, innings, and bullpen activities. This includes hockey-style masks.
- No Forfeits: Borrow players when needed/able to ensure every game is played.
- Weeknight / Lighting Adjustments: Games shall not be scheduled for non-lighted fields after sunset.

Division and Game Format

- Ages: 8–10 (league age). Advanced 8-year-olds may play up with board approval.
- Field dimensions: 60-foot bases, 46-foot pitching distance.
- Games will last 6 innings or 1 hour 45 minutes. No new inning may begin after 1:45.
- Continuous batting order is required for all games.
- No on-deck batters

Pitching Rules

- Player pitchers throw from 46 feet and must follow Little League pitch-count and rest rules.
- If a pitcher hits three (3) batters in a game, regardless of the same or different innings, they must be removed from the mound for the remainder of the game.
- Breaking pitches are discouraged at this level; fastballs and changeups are emphasized for development and arm health.
- A pitcher may not pitch on three consecutive days under any circumstance.

- Once a pitcher is replaced on the mound by another player, the pitcher may not return to the mound later in the game
- A player who has pitched in a game may not catch that same day if she has delivered 21 or more pitches. A player who has caught in three (3) or more innings may not pitch that day.

Batting Rules

- Bunting is permitted; fake bunt followed by a swing is prohibited and results in a team warning, with a second occurrence resulting in the batter being called out.
- Dropped third strike is NOT in effect for Minors.
- All offensive players must wear approved helmets; face guards or C-flaps are recommended.

Base Running Rules

- No leading off. Runners may not leave the base until the pitch crosses home plate.
- Stealing of all bases is permitted, with a 10-run mercy rule in effect, once a team leads by 8 runs or more, no continued stealing is permitted by that team until the score gap is below 8 runs.
- On a catcher's overthrow during a steal attempt, runners may not advance home.
- On an overthrow that leaves the field of play, runners advance one base.
- Sliding feet-first only; head-first slides to advance a base result in an out. Players may dive back to a base to avoid a tag.
- A courtesy runner (last batted out) may be used for the catcher with two outs.

Fielding and Defense

- Standard 9-player defensive alignment is used. Coaches should rotate players through both infield and outfield when appropriate.
- Infield Fly Rule is not in effect at this level.
- Defensive coaches are not permitted on the field during live play.

Scoring and Conduct

- Each half-inning ends after three (3) outs or five (5) runs, whichever occurs first.
- A 10-run rule is in effect after four (4) complete innings. A 15-run rule may be applied after three (3) innings by mutual agreement between managers.
- The final inning (declared before it begins) may be open with no run limit, and no score gap steal limitation, if time allows. **This option may be used when appropriate; for example, to give a trailing team a competitive opportunity beyond the standard 5-run limit.**

- Umpires and coaches emphasize instruction, effort, and sportsmanship. Games are competitive but development remains the priority.
- USABat standard bats are required for this division per Little League guidelines.
- Emphasize instruction, effort, and sportsmanship alongside healthy competition. Disrespectful behavior toward umpires, opponents, or teammates will not be tolerated.

Rule Authority and Precedence

These local rules serve as operational guidance for the Parsippany Troy East Little League and are intended to complement the Official Little League Rules and Regulations. All games are governed first and foremost by the Official Little League Rulebook. If any discrepancy or conflict exists between these local rules and the Official Rulebook, the Official Little League Rules shall take precedence.