2026 Fall Ball
BCLL Minors Division Local Rule

1. Eligibility

The Minor's Division is for players ages 8 through 11. Players will be placed in divisions based on ability. The Minor's Division is a player-pitch division. Twelve-year-old players may be assigned to the Minors Division only when determined necessary for safety considerations at the Majors level.

2. Coaching Staff

Each team shall have a coaching staff consisting of one (1) manager and up to two (2) coaches. A maximum of three coaches may be present on the field during a game.

3. Dugouts and Coach Availability

The home team shall occupy the third-base dugout. If a manager or coach must leave a game due to an emergency or prior commitment, a replacement coach may participate. A manager or coach arriving late may replace one of the coaches already in the dugout.

4. Offensive Players

All offensive players must remain in the dugout behind closed gates. Only the batter and active baserunners may be on the field of play. On-deck batters are not permitted.

5. Game Length

Games shall be six (6) innings in length, time permitting.

6. Time Limit

There is no drop-dead time limit. However, no new inning may begin after 1 hour and 45 minutes from the scheduled start time. Any inning that begins before the time limit expires shall be completed.

7. Run Limits

A half-inning shall end when:

- The defensive team records three (3) outs; or
- The offensive team scores five (5) runs.

The five-run limit applies during the first four (4) innings. Run scoring is unlimited during the fifth and sixth innings.

8. Mercy Rule

The ten-run rule shall be in effect after 3½ innings of play.

9. Batting Order and Defensive Substitutions

All players present shall bat in a continuous batting order.

Any player arriving after the game begins shall be added to the end of the batting order. If that position in the batting order has already passed, the late-arriving player shall become the first batter of the team's next offensive inning.

Free defensive substitutions are permitted. However, pitchers removed from the pitching position may not re-enter as pitchers during the same game.

10. Twelve-Year-Old Pitchers

Twelve-year-old players are not permitted to pitch in the Minors Division.

11. Scorekeeping

Official scorekeeping shall be maintained using Gamechanger.

12. Official Scorekeeper

The home team's Gamechanger account shall serve as the official record of the game.

13. Umpires and Sportsmanship

Umpires shall be used in all Minors Division games.

Managers, coaches, players, and spectators shall not argue calls made by the umpire. Managers are responsible for ensuring that all coaches, players, and spectators comply with this rule.

14. Sliding and Contact

At any base other than first base, a runner must either slide feet first or make a reasonable effort to avoid contact with a defensive player. There is no mandatory slide rule in Little League; however, unnecessary contact is prohibited.

15. Headfirst Slides

Headfirst slides are not permitted when advancing to a base. Any runner who slides headfirst while advancing shall be declared out.

A headfirst slide is permitted only when returning to a previously occupied base.

16. Pace of Play

Unnecessary delays by pitchers and batters are prohibited.

With the bases unoccupied, the pitcher shall make every reasonable effort to deliver a pitch within twenty (20) seconds of receiving the ball.

- First violation: Warning
- Subsequent violations: The umpire shall call a ball.

17. Mound Visits and Conferences

Managers and coaches are limited to one (1) mound visit that does not result in a pitching change. Each team is limited to three (3) charged conferences per game, including catcher visits to the pitcher.

Conferences resulting from injuries, emergencies, or pitching changes shall not count toward this limit.

18. Pitcher and Catcher Eligibility

A. Pitcher Becoming Catcher

If a pitcher reaches forty (40) pitches while facing a batter, the pitcher may continue pitching and retain eligibility to play catcher later that day until one of the following occurs:

1. The batter reaches base.
2. The batter is retired.
3. The third out is recorded, ending the half-inning or game.

The pitcher may play catcher if removed, repositioned, or the game ends before delivering a pitch to another batter.

If a player throws forty-one (41) or more pitches and does not qualify under this exception, that player may not play catcher for the remainder of the day.

B. Catcher Becoming Pitcher

A player who catches three (3) innings or fewer and then pitches twenty-one (21) or more pitches in the same day may not return to the catcher position that day.

Exception: If the pitcher reaches the twenty (20) pitch threshold while facing a batter, the player may continue pitching and remain eligible to return to catcher until:

1. The batter reaches base.
2. The batter is retired.
3. The third out is recorded, ending the half-inning or game.

19. Pitch Counts and Required Rest

A. Maximum Pitches Per Day

Age	Maximum Pitches
7-8	55
9-10	75
11	85

A manager must remove a pitcher when the pitcher reaches the maximum pitch count for his or her age group. The player may remain in the game at another defensive position, subject to Little League pitching eligibility rules.

B. Required Rest

Pitches Thrown	Calendar Days of Rest
1-20	0
21-35	1

36-50	2
51-65	3
66+	4

20. Warm-Up Pitches

Pitchers are limited to five (5) warm-up pitches between half-innings.
There shall be a maximum of two (2) minutes between innings.
Coaches may warm up pitchers during regular season play.

21. Pitching Changes

Pitching changes are limited to two (2) minutes. The first pitch by the new pitcher must be delivered within two minutes of the pitching change being announced.

A maximum of eight (8) warm-up pitches shall be permitted.

22. Dropped Third Strike

The dropped third strike rule shall not be in effect in the Minors Division.

23. Dead Ball

Play is dead immediately when the umpire calls "Time."

24. Courtesy Runner for Catcher

Coaches may use a courtesy runner for the catcher at any time to maintain game pace.
The courtesy runner must be the player who made the last batted out.
For purposes of this rule, the catcher is defined as the player scheduled to play catcher during the next defensive inning.

25. Baserunning

A. Advancement on Misplayed Balls

Runners may advance on overthrows, wild pitches, and passed balls.

B. Stealing Bases

A runner may attempt to steal a base only after the pitched ball has crossed home plate.

C. Stealing Home

Stealing home plate is permitted.

26. Slash Bunting

Slash bunting is not permitted.