

## Minor League Rules

rev: 6-18-25

- A game is 1hr:30min drop dead or 6 innings. No new inning will start after 1hr:15min. On a drop dead: when the time expires, the game ends, and the score reverts to the last completed inning if the visitor team is ahead. If the home team is ahead, they win.
  - Weeknight games have a 1hr:15min drop-dead time until May 15. Please play the full 1:15 to allow development of players
- The entire roster is the batting order for each inning and should be changed for each game.
  - *Every player will be in the batting lineup.*
- 3 swinging strikes or 6 pitches constitutes the batter is out.
  - **Pre-Memorial day: 4 strikes are allowed for player development**
- **NO:** Hit by pitches, stealing, leading off, infield fly rule.
- Base runners may advance 1 base on an overthrow with the exception on a play to 1st base.
- A maximum of 5 runs can be scored per half inning. Any natural 3 outs will end the inning.
- If a batted or thrown ball hits the pitching machine, the play will be declared dead. All runners including the batter will advance no further than the base they were going to.
- When there is one umpire, he/she will feed the machine and call the game from the pitching mound. When there are two umpires, one will call balls and strikes from behind the plate, and the other will feed the machine and call outs. No coaches will feed the machine during league games, unless umpire needs to leave under WI State Law requirements; please see KLL Wide Rules.
- Teams will play with 10 players (max) defensively with 4 in the outfield. Pitchers must line up on the opposite side of the batter, i.e., if a right-handed batter is at the plate, the pitcher must be on the left side of the pitching machine.
- 3 coaches maximum on the field defensively: 2 in the outfield and 1 behind the catcher to get past balls to keep the game moving along. The fielding team must have a coach behind catcher, batting team may also have an extra coach assist batters if desired.
- No player shall sit for a second inning defensively until all other players have sat out an inning unless it is for disciplinary reasons. Through the first four innings, no player may play more than two innings in the infield (defined as third, shortstop, second, first or pitcher) or two in the outfield/at catcher. If a player sits out defensively in one of the first four innings, they must meet the requirement of two innings in the infield and two in the outfield/at catcher by the conclusion of the fifth inning.
- Base runners can continue to advance from base to base if the batted ball is in the outfield. Once the ball is returned to the infield boundary, the base runner shall not advance further. Any runner less than half-way should return to the previous base.
- Pitching machine shall be the primary source of pitching. In the event inclement weather or malfunction of the machine, pitching will revert to coaches pitch. **No players are allowed at anytime to pitch.**
- **Scan for League Rules:**

