2027 Barnegat Waretown Little League
Junior Minors Division General Playing Rules

Barnegat Waretown Little League will follow Little League mandated rules unless otherwise noted in the below document for the 'Junior Minors' division (player ages between 6-7). Please note that several of the items outlined in this document are not different from Little League rules but are included to further reinforce the league's interpretation of said rules.

It is highly recommended that all coaches, participants, volunteers, and visitors download and read the Little League rulebook app. LL Rulebook

Teams & Schedule:

- Teams will play a twelve (12) game schedule at minimum.
- The league will do its best to communicate changes to the schedule in the event of inclement weather. Players, coaches, volunteers, and visitors shall not assume a game has been cancelled or rescheduled unless they have been informed directly by their Team Manager.

Complex:

- No food, smoking or alcoholic beverages are permitted in the dugouts or the playing field at any time by anyone including Team Managers, coaches, scorekeepers, and players. Further, there are no alcoholic beverages or smoking on the complex premises.

Team Managers & Coaches:

- A Team Manager is permitted three (3) assistant coaches during games. Additional practice coaches may be utilized during practices however, all coaches must complete a background check prior to participating in any activity.
    - When a team is on defense (in the field) – one (1) coach is permitted to stand in the field with the defense but behind the plate.
        - Coaches are allowed to help position players before play starts but must move off the field
    - At least one (1) coach is required to be in the dugout **<u>at all times</u>** to monitor and manage players on the bench.
    - When a team is on offense (at bat) – three (3) coaches are permitted to stand on the field to support in the moment player coaching.

        - One (1) at pitchers mound
        - One (1) at first base
        - One (1) at third base
- Coaches will serve as umpires during the game.
    - Coaches closest to the play shall hold the ruling on the play. Examples:
        - The 3rd base coach shall rule on plays at 3rd base,
        - The 1st base coach shall rule on plays at 1st base,
        - The infield / outfield coach shall rule on plays at 2nd base.
- Team Managers have the right to eject any player, parent, or visitor.
    - In the event a player, parent or other visitor is ejected from the game, they will also be subject to a suspension for the following game.
    - Any coach, player or other participant throwing equipment of any kind will result in an ejection.

Getting Ready:

- Players should plan to arrive at the field up to one (1) hour prior to the game's scheduled start time.
- Both teams, home and away, shall perform the 'Hey Coach' checklist review of the complex prior to the game.
- Prior to the start of each game, the Team Managers shall meet to confirm understanding of playing and field rules. Stated rules are to be followed as closely as possible.
- All warmups will be conducted in the outfield only. No team is permitted to use the infield to warm up.
- No one other than roster players, the Team Manager and coaches are permitted in the dugout at any time.
- At the conclusion of the game coaches, players and parents are responsible for leaving the field in an acceptable manner. This includes, but is not limited to:
    - Raking the field (coaches)
    - Cleaning the dugout
    - Check the garbage cans and empty into the dumpster – after every game. If you are the final game of the day, please empty into the dumpster, regardless of how full the cans are.

Playing Time:

- Teams will bat in a continuous batting order.
- Only 10 players will play in the field while on defense.
- Coaches will make every attempt to ensure playing position time is as equitable as possible. The following guidelines are highly recommended, but not required:
    - Players should not play more than 3 innings in a row at the same position.
    - Players should play at least one inning in the infield and the outfield throughout the game.

- Position recommendations: (only 10 in the field)
    - One (1) pitcher

- Four (4) infielders
- Four (4) outfielders
- One (1) catcher
    - Catcher must wear full catchers equipment at all times – NO EXCEPTIONS!
        - Catchers are NOT permitted to use other fielding glove types.
        - A dangling throat guard is required.
        - A protective cup with athletic supporter (males) is required.

Base-running Rules:

- Runners may only advance on a ball put into play.
    - Runners may advance bases until ball is returned to the pitcher in the mound area.
- It is recommended that all runners are to slide if there is any chance of a play at that base.
- Runners are also expected to do their best to avoid contact with the defensive player.

Batting Rules:

- This is a 'coach pitch' division. A coach from the batting team will pitch to the batters.
    - Coaches are permitted to adjust their pitching position, distance, and approach to help the batters make contact. It is recommended however, that coaches stand at a minimum of 30 feet from the batter and are standing while pitching.
    - Starting the 5th week of the season, one (1) inning will become player pitch if coaches agree prior to game. The pitching coach is allowed to be on the field to assist with the kid pitcher
- All players will be included in the game lineup, a continuous batting order will be used.
- Any player who arrives after the game has started will go to the bottom of the lineup. If any player is to leave the game early, the team will NOT be penalized.
- Each batter will get a maximum of six (6) pitches.
    - Batters will not be granted a walk.
    - Batters can get additional pitches in the event they foul the sixth (6th) pitch.
    - It is highly recommended batters can be called out after three (3) strikes. Team Managers shall agree on the approach prior to the game starting.
- Bunting and / or slashing is NOT permitted.
- Offensive teams will get 3 outs in an inning, however, are limited to scoring a maximum of five (5) runs per inning except for the sixth (6th) inning, or whatever inning is deemed the last due to time limit or sunlight constraints, which are limitless.
- If the team reaches more than five runs during a hit, only five runs will count.
- A team winning by 10 or more runs after 3 ½ innings (home team) or 4 innings (visiting team), the game is over.
    - If time allows, the managers may choose to continue the game but the game winner will be the team winning at the 10 run rule.
- A batter cannot be intentionally walked.
- Batters are out as a result of a strike out, even if the ball is dropped or not caught by the catcher. Players do NOT become a runner if the 3rd strike is out (dropped 3rd strike rule).
- Infield Fly Rule WILL NOT be observed.
- Batters will be called out for touching live balls.

Game Times:

- No new inning shall start after 1 hour and 45 minutes have passed since the game started.
    - A new inning begins when the third out is made in the bottom of the previous inning, not when the next pitch is thrown in top of the inning
    - Example: If at 1hr, 50 minutes the bottom of 4th inning is over, then the game is over.
    - Playoff games will have the opportunity to continue beyond the time limit, but may require the continuation to take place at a later date if daylight is not available.

- The end of the game is determined by the Team Managers.
    - In the event the teams agree the current or upcoming inning is the final inning, that inning shall have "limitless" runs.
    - The teams may determine last inning while the away team is still batting. In that case, the inning will become limitless.
    - Example: if an inning begins at 1 hr and 40 mins, the teams determine that inning shall be treated as final inning and each team will have limitless runs until the third outs are made.
- Teams are to take the field as quickly as possible to ensure as much baseball can be played in the allotted time.
    - It is highly recommended that breaks between innings take no longer than 90 seconds.
        - Teams are encouraged to leverage the pinch runner rule for catchers.
- Unless the game is impacted by time limit rules, all games must complete 4 innings to be considered a complete game. If the home team is ahead, then a game needs to progress through the top of the 4th to be considered a complete game.
- If the game is terminated due to weather and has reached 4 innings, the game will be considered complete.
- A game terminated by time limit, will be complete regardless of the number of innings that have been played. The game will conclude the full current inning (the home team will bat) and the score will refer to the last completed inning.

Most important mandatory rule – **HAVE FUN!!**