



## **2026 Minors A Division Rules**

*This document is a division-specific, quick-reference supplement to the WVLL Bylaws and the official 2026 Little League Baseball Rulebook. It does not replace or override either document. In the event of a conflict, the WVLL Bylaws and Rulebook govern.*

### **General Rules**

- The team designated on the schedule as the home team shall occupy the third base dugout, unless both managers agree differently.
- Each team shall provide one new ball and one slightly used ball at the beginning of the game.
- The home team shall provide the official scorekeeper and provide the home plate Umpire.
- Home team is responsible for setting up the field (drag and chalk field) before each game.
- Home team will drag the field at the end of the game.
- Visiting team will pull and plug bases and ensure all spectator areas and dugouts are free of trash.
- Line-up cards and scorebooks will use the players first initial and last name or full name.
- Each team is responsible for providing 1 umpire. Home team will provide the home plate umpire, and the visiting team will provide the field umpire.
- Bats must have the "USA" logo. Players must be in official WVLL jerseys, baseball pants with belt loops, and closed toe shoes. All Little League rules apply to equipment.
- Field preparation and team warm-up should start 30 minutes prior to the game start time and be performed by both team field volunteers.

### **Gameplay:**

- All scheduled games shall be played at the scheduled location.
- Games at the Minors A level shall be played for six innings or a hard stop of 1 hour and 30 minutes, whichever comes first. Games that hit the hard stop will automatically revert to the score of the last full inning completed.
- No new innings shall start after 1 hour and 15 minutes.
- The home plate and base umpire have the responsibility for calling the game in the event of darkness or weather.
- Prior to Game: Teams can hit grounders off to the side of their respective dugouts. Managers will play nine (9) players defensively.
- Offensive managers and coaches are not allowed to be in fair territory during game play.

- **Playing Time:**

1. A player shall play no less than 6 defensive outs per game, per Little League International rules.
2. All players in attendance for the game shall bat in continuous batting order.
3. Each player is required to bat in his/her respective spot in the batting order.
4. Players that leave the game are skipped with no penalty assessed.
5. A player may be entered and/or re-entered defensively without changing the batting order.

- **Scoring:**

1. Only (5) runs may score per half inning until the last inning.
2. No maximum runs scored limit rule applies to the last full inning.
3. Mercy rules apply to all games in this division.
  - Winning team up by 15 runs after 3 innings
  - Winning team up by 10 runs after 4 innings

- **Pitching:**

1. All pitches shall be thrown from 46' distance.
2. Pitchers once removed from the mound are not allowed to return to the pitching position.
3. LLI pitch count guidelines apply to ALL players and ALL games.

- **Consecutive Walk/HBP Rule for Pitchers**

1. If a pitcher walks or hits two batters consecutively, and the third consecutive batter is walked by the pitcher:
2. The batter remains at the plate.
3. The batter's coach comes in to pitch from the designated pitcher's mound, assuming the batter's strike count.
4. The coach continues pitching until the batter puts the ball into play or strikes out.
5. The batter cannot be walked by the coach.
6. After the coach finishes pitching, the original pitcher returns, and the consecutive walk/HBP count resets.

**Note:** If the third consecutive batter is hit by a pitch, he takes first base, and the coach will pitch to the next batter from the designated pitcher's mound.

- **Stealing:**

1. Runner(s) may advance one (1) base per at bat. Ex: 1st pitch thrown is wild. Player on 1st advances to Second. Second pitch thrown is also wild, player whom just advanced to Second must stay on second until a new batter comes to the plate and resets the situation.
2. Runner(s) may not leave the base until the ball has crossed the front of home plate. In the event of a wild pitch, the runner must not leave the base until the catcher is hovering over the ball. Runners on third base may not steal home at any time.