

West Deptford Little League Spring 2026

Minors Baseball Rules



Games will begin at scheduled start time unless agreed to otherwise by both coaches prior to the game and confirmed with the league director. The goal is to play six (6) innings, but a game may be called after an hour and a half by agreement of both coaches providing that both teams have batted the same number of innings.

COACHES:

- Home team shall be responsible for field set-up and the away team shall handle cleanup. At a minimum, batter's box and base paths shall be raked clean of potential hazards.
- Home team is responsible for providing umpire fees and scorekeeping/announcer if being used.
- Each coach shall supply at least one (1) new and one (1) used game ball for the start of the game. Four (4) balls shall be used in each game. League supplied game balls should be used at all times.
- No inning shall start more than an hour and forty-five minutes (1.75) after scheduled game start if the second game is scheduled on the same field that day.
- One coach or parent must be in the dugout at all times.

LINEUP:

- All players are put in the batting lineup
- Nine (9) traditional positions in the field
- Each Player is required to play two (2) innings in the field and bat at least once per game.

OFFENSE:

- All player bats must meet USA Baseball standards set by Little League.
- Walks & Hit Batsmen are awarded first base.
- Balks are not introduced at the Minors level
- The side will be retired and the half inning over when one of the following conditions has been met:
 - Three (3) outs have been recorded
 - The offense has scored four (4) runs
 - If a team has three (3) runs already in an inning and the batter drives in more than one run with a ball put in play, the additional runs shall also count.
- Ten (10) run rule is in effect after four (4) complete innings. Teams may continue to play beyond the run rule at the coaches and umpire's discretion
- The infield fly rule is in effect

- Slide or Avoid Rule: Base runners are required to slide directly into a base, when a play is being made on them (except to avoid contact or when advancing from home to first) or if they choose not to slide then they must make an effort to avoid contact with the player making the play on them or leave the base path. If the base runner does not slide and contact with the defensive player results, the base runner will be declared OUT. If in the view of the umpire, this contact hindered the fielder from completing a second play, the umpire can call the second play an automatic OUT. If the contact with the defensive player is made with force, ruled by the umpire to be dangerous or un-sportsman-like, the umpire can remove the offensive player for the remainder of the game.

BASERUNNING:

- Runners may advance at their own risk until time is called. Taking of extra bases while the ball is possessed by an infielder is at the coach's discretion but should be limited. Try to enforce fundamentals without getting overly aggressive and taking advantage of players struggling in the field.
- Five (5) total steal attempts per inning, including only one (1) attempt of home.
 - No straight steals; runners can advance only if the ball gets by the umpire's feet (wild pitches, passed balls).
 - Two (2) runners advancing on one play (double steal) counts as two (2) steals.
- No leads. Ball must cross the plate or be put in play before the runner can come off the base. First team violation is a warning, after that, the runner is called out.
- Runners can attempt to advance one (1) base on an overthrow of first base.
- Runners can attempt to advance one (1) base on an overthrow on a pick-off play.
- Runners cannot advance on an overthrow of a steal attempt.
- Runners cannot advance on an overthrow back to the pitcher.
- Managers should use discretion in all cases. Manager of leading team must be conscious of score when stealing
- Coach shall substitute another runner for a pitcher or a catcher with two outs in order to speed up the gameplay.

NOTE: If a runner tries to advance when not permitted and is tagged out, the out is recorded and the runner returns to the dugout. If the runner safely advances, he will return to the appropriate base after the play is over.

PITCHING:

Pitching rules are clearly defined by Little League International and are not modified by WDLL.

- Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.) EXCEPTION: Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.

- A pitcher once removed from the mound cannot return as a pitcher.
- A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur:
 - that batter reaches base
 - that batter is retired
 - the third out is made to complete the half-inning or the game.
- The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age	Number of Pitches
7 - 8	50 pitches per day
9 - 10	75 pitches per day
11 - 12	85 pitches per day
13 - 16	95 pitches per day

EXCEPTION: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game

NOTE: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

- Pitchers league age 14 and under must adhere to the following rest requirements:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.

- If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

EXCEPTION: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.”

- Each manager must designate the scorekeeper or another game official as their official pitch count recorder.
- The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
- The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher’s manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in- chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
- Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.
- A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League. (See Regulation V – Selection of Players)
- A player may not pitch in more than one game in a day.
- Under no circumstances shall a player pitch in three consecutive days.

NOTES:

- The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warmup pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
- Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” shall be charged against pitcher’s eligibility.
- In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

SAFETY:

- Only players, managers, and approved coaches are permitted on the playing field during game play and practice sessions.
- Batters and base runners are required to wear a helmet at all times.
- Catchers must wear a catcher's helmet (with face mask and throat guard), chest protector, shin guards, and a cup.
- A coach or bench player wearing a catcher's mask may warm up their pitcher between innings on the playing field.
- Regulations prohibit on-deck batters. No player should handle a bat until it is his/her time to bat with the exception of an on-deck batter on the field during the opposing team's warmup pitches.
- All bats should be kept on the outside of the dugout area during game play.
- Players may not wear watches, rings, pins, jewelry or other metallic items.
- A player is not allowed to wear metal spikes.
- If a player is injured, no matter how minor, an incident report must be completed and turned in by the manager (forms will be located at the concession stand and can be turned in there).

All other rules are by the Little League Rulebook.