

2026 Inter-League Minors Baseball

General Guidelines

Any deviations from these guidelines must fall within the Little League rule book for 8-10 Baseball and be agreed upon in the coaches and umpire meeting before the start of play.

Prohibited: Jewelry, pine tar, batting donuts, wristbands on pitchers, on deck batters.

Six innings

TIME LIMIT OF 1 HOUR AND 50 MINUTES: No inning may start after one hour and fifty minutes have passed. Coaches are to record the start time on their scorebook and have the umpire record on his time sheet. The start of an inning is defined as “the instant the 3rd defensive out occurs or the 5th run crosses the plate.”

LIMIT OF 4 RUNS PER INNING: This will be the rule for the entire season. The only exception to this rule is in the last inning (as determined by the Head Umpire and BOTH Coaches prior to the start of that inning). In the last inning, both teams may score unlimited runs. If the game results in a tie, no extra innings will be played.

Mercy Rule A 12-run lead by the home team after 3 1/2 innings of play or a 10-run lead by the visiting team after 4 innings of play. If game is determined by mercy rule game is over but per coach's agreement can to continue to play remaining time limit/innings as scrimmage.

BATTING IS ROUND ROBIN: All batters are in the lineup at all times. Players arriving late must be added to the bottom of the lineup.

FREE SUBSTITUTION: All players may move to different positions on/in the field. However they must remain in the same batting order as when the lineup is submitted to the opposing coach.

PLAYING TIME: All players must play 6 defensive outs. They do not have to be consecutive. Players that have not fulfilled this obligation **MUST** play any remaining outs as well as their next 6 outs in the next scheduled game.

Teams will be permitted to play with 8 players. Please do not call other coaches to re-schedule if you will have 8 players to begin a game. We will not have time to re-schedule. Coaches must field all 9 positions if players are available.

Two adult base coaches will be permitted provided that there is (1) one adult coach in the dugout at all times. If you allow a player to be first/third base coach they must have on a helmet.

BUNTING: Bunting will be allowed for the whole season. A BUNT is a batted ball not swung at but intentionally met with the bat and tapped slowly. Holding the bat in the strike zone is considered an attempted bunt. In order to take a pitch, the batter must withdraw the bat backwards away from the ball.

SLIDING: A runner is out when (a) the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag or (b) when the runner slides headfirst while advancing. Likewise a catcher/fielder, without the ball in his/her possession has no right to block the pathway of the runner. Catcher/Fielder interference shall be called and the runner will be given the base they were attempting to gain.

Pitchers will receive 10 warm up pitches for the first inning pitched. Thereafter, they will receive 7 warm ups per inning. Coaches MAY warm up Pitchers.

-No dropped 3rd strike rule

-May NOT lead off.

-Stealing permitted but the ball must cross home plate prior to coming off the bag.

-May visit pitcher twice per inning. Removal on third visit.

Pitchers and Catchers: (may finish batter without penalty)

Catcher must wear protective cup

Catcher that catch three complete innings and throw 21 pitches or more (may finish batter without penalty) may not return to catching that day.

Maximum pitches per day Minors 75.

Must provide pitch count sheet to umpire and opposing coach upon request before game. (Available in scorebook)

Pitches per day	Calendar days of rest
>66	4
51-65	3
36-50	2
21-35	1
<20	0

Pitchers may complete an at bat w/o penalty.

Coaches are responsible for the actions of their players and fans. Abusive language towards another team, its members, fans or the umpires must not be tolerated.

Coaches should approach umpires only between innings. If there is a questionable call, ask the umpires to consult with each other before making a final judgment. If you still do not agree, you may either protest the game or ask to have the field director to become involved. Please remember that no one but the umpire in chief may overrule an umpire's decision.

All other rules are in accordance with the Little League Baseball Rule Book.

Please download the Little League Rule Book App.