



LITTLE LEAGUE

MINORS DIVISION:

REGULATION GAME

Games will be considered final after six (6) innings of play or after time has expired. There will be no new inning of play after 1 hour and 45 minutes of play has occurred, unless there is a tie. Games will revert to the previous full and completed inning for the final score, if suspended due to a weather or curfew issue that causes the game to end. Games CANNOT end in a tie for the regular season. Teams will be allowed to start and play a game with 8 Players. See Batting for additional information.

SCORING

Scores and standings will be kept for this division. Five runs per team each inning may be scored (Maximum). Once the fifth run has crossed the plate, the half inning will end (unless a Home Run has been hit). Teams must keep a scorebook to assist in keeping track of playing time and the batting order. Game Changer is HIGHLY encouraged. The home team will have the Official Book for each game. The (15) run rule will exist after 2.5 innings if the HOME team is ahead, and 3 innings if the AWAY team is ahead. A ten (10) run rule will exist after 3.5 innings if the HOME team is ahead and 4 innings if the AWAY team is ahead. The eight (8) run rule will exist after 4.5 innings if the HOME team is ahead and after 5 innings if the AWAY team is ahead.

There will be unlimited runs in the last inning of play only as determined by the UIC but limited to batting through the Order. Teams are encouraged to continue to play through the time duration for player development.

COACHES

This division can consist of up to one (1) manager and two (2) coaches per game. One (1) Adult coach must always be in the dugout to oversee the players. When batting, two (2) offensive coaches shall coach bases during play. Only players and coaches will occupy the dugout.

MANDATORY PLAY

Players shall not sit on the bench for more than one (1) consecutive inning. Any manager failing to meet the minimum playing time for each player may be subject to disciplinary action by the Board of Directors.



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BATTING

All players shall be in the batting order for the entire game. Each team shall bat until three (3) batters have been put out or five (5) runs have scored, or the entire lineup has batted, whichever happens first. Each team will bat the same number of players each inning ie: if one team has 12 players and the other 8, the team with 8 will bat 12 players to be considered as batted through the order; Rule 5.07 shall apply. Any player arriving late to a game must be placed at the bottom of the lineup and any player that leaves during a game will simply be skipped over when their time at bat comes up (skipped, not called as an out). Teams may start the game with 8 players, with no penalty assessed when the 9th spot is up to bat. Batting out of order see Rule 6.07b. The batter must always keep one foot in the batter's box during his or her at bat with exceptions. Please read Rule 6.02c. USA bats are to be used for Minors and Majors provided they bear the USA Baseball logo signifying that the bat meets the USA Baseball Performance Standard. Solid one-piece wood barrel bats may be used and do not require a USA Baseball logo. Additionally, the bat diameter should not exceed 33 inches in length, and 2 5/8 inches in diameter for this division of play. Courtesy runners may be used for the Pitcher and/or Catcher when there are two outs.

PINCH RUNNER

Rule 7.14 will not apply due to continuous batting order. If a player becomes injured and cannot be a runner, the last recorded out may run for the injured player. If the injured player cannot return, he is skipped over (NO OUT) if he returns, he is reinstated into the lineup where he was.

INTENTIONAL WALK

Defensive teams may elect to intentionally walk a batter (once per game) by announcing the decision to the plate umpire at any time before or during the at-bat. After appropriate notification is made by the defensive manager, the ball is ruled dead, and no other runners may advance unless forced by the batter's award of first base. Once the award is granted, the appropriate number of balls will be added to the defensive pitcher's official pitch count.

BASE RUNNING

No steals or leadoffs are permitted until the ball has reached the batter. Stealing of home will be allowed in this division. Rule 7.13. A runner must try to avoid contact with a fielder for the safety of all involved. Rule 7.08 A3.



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DEFENSE

Each defense will consist of nine (9) players, a pitcher, catcher, first, second, third, shortstop and three outfielders. The infield fly rule WILL apply in this division.

PITCHING

Refer to Regulation VI-Pitchers in the Official Regulations and Playing Rules booklet for the current year. Violations of the pitching rules will result in a one (1) game Manager suspension for the first offense, three (3) game suspension for the second offense, and suspension for the remainder of the season for the third offense.

PITCHING REPORTS

Pitching logs MUST be available from both teams at the conclusion of each game verifying accurate pitch counts, ages and names of all players who pitched. Game Changer is HIGHLY encouraged, as this will then be done automatically. Each team's pitching logs MUST always be available for review by a member of the Board of Directors or an opposing manager. These records may be viewed electronically on Game Changer, Slack, or other email communication. The home team's pitch count will be the official count for the game. It is strongly suggested that the visiting team verifies the pitch count of each pitcher after each half inning. The winning team is responsible for submitting game pitch counts to the league directly after the game or the following morning to ensure reports are up to date for all managers (use of the league's Game Changer system will allow this to be done automatically).

CHATTER

Chatter will only be allowed as positive cheering for the team. There will be no chatter that includes using derogatory words or raising the level of chatter as the pitcher is pitching a ball. See Rule 4.06 for more information.