



## Bridgewater Little League Minor League Rules

2025

Revisions approved by BoD on 2/10/2025

Below are Bridgewater Minor League local rules which supersede the official Little League rules. Should there be any discrepancy between the "Minor League Rules" and the "Local Rules" the Bridgewater Little League Local Rules will take precedence.

**1) Bridgewater Little League Local Rules apply for the Minors.**

**2) Draft**

- a) The Minor League Draft will be held at the earliest date following the Major League Draft.
- b) Rules for the Minor League Draft will be established prior to the draft and sent out to all managers two (2) weeks prior to the draft.

**3) In this League:** Infield fly rule will apply.

**4) Base runners' rules per League below**

- a. **AAA** Base runners can advance as far as possible on wild pitches, passed balls and/or steal attempts, with the exception of being able to advance from third base to home. The base runner has to stop and remain at third base on wild pitches, passed balls and steal attempts, regardless if the ball is overthrown. This is known as the anchor rule.
  - i. Runner on first base (no other runners on base) and attempts to steal second base and ball is overthrown at second they can advance to third base and then are "anchored" there. The runner will remain at third. If steal attempts of home have not been used on the next official play in the game and it is a passed ball at home they can steal home.
  - ii. Runner on first base and second base and they attempt to steal the base in front of them and there is an overthrow, the lead runner must stop at third base / anchored there. If they have not exhausted their steal attempts on the next official play and is a passed ball they can steal home.
  - iii. Bases loaded. If a passed ball is on a pitch, a runner on third can steal home if the team has steal attempts remaining and the runners on first and second can advance one base.
  - iv. Runner on second base and overthrow to third on steal attempt, must stay anchored at third base due to anchor rule. Can steal home on next official play if a passed ball and steal attempts of home remain.
  - v. Runner on first and third base. If the runner on first goes to steal second base and a throw is made to second or an overthrow, the runner on third can steal home if the team has steal attempts remaining. The runner on third did not advance a bag in the situation and that is their starting point.
  - vi. Ball 4 walk no one on base - not encouraged but a runner can advance as far as third base if the runner was sent by coach to second base and then third base based on overthrows. Runner must remain at third base anchored in that play as the stole both second and third base.
- a. **b. AAA** Stealing Home Teams are allowed (2) attempts to steal home per inning on a PITCHED ball
  - i. The Runner's starting point must be third base during the play. Cannot steal home from second base or first base starting points on overthrows.
  - ii. An attempt is any result at home plate OUT or SAFE
  - iii. An attempt can be made on a pass ball, flat out steal of home plate, on a throw for double steal, a bad throw to pick runner off, a bad throw back to the pitcher



## Bridgewater Little League Minor League Rules

2025

- iv. IF both attempts have been used in the inning and a runner proceeds for a 3<sup>rd</sup> attempt , the runner MUST make it back to the bag safely . The runner will NOT be sent back automatically . EX: Both attempts have been used in the inning and a 3<sup>rd</sup> attempt is made and that runner is tagged then they are out , if they crossed the plate and headed to the dugout they are out of baseline so they are OUT. Managers & Players need to pay attention and should communicate to opposing on the attempts
- a) **AA.** Base runners can advance 1 base per play based on the following actions:
- i) Passed ball defined as:
    - (1) A pitch not handled by the catcher that goes behind the catcher or outside of the batter's box.
    - (2) A dropped ball contained within the batter's box, between the catchers, legs etc. is not defined as a passed ball for AA.
    - (3) Overthrows: Runners can advance 1 base only on an overthrow. Play resets after one overthrow regardless of additional overthrows in an effort to get the advancing runner out.
- 5) **Bunting:**
- a) No bunting will be allowed.
  - b) Fake bunting (slash bunts) is also not allowed.
  - c) Any form of bunting will be an automatic out.
- 6) **4th Outfielder:**
- a) The 4<sup>th</sup> outfielder must be used if you have 10 or more players
    - i) This 10<sup>th</sup> fielder may not be brought in to create a 5th infielder.
    - ii) The 4<sup>th</sup> outfielder must be used in a four across alignment; No short fielders may be used.
- 7) **Player fielding rotation:**
- a) No player may be benched for more than two innings defensively in any game.
  - b) Each player must sit at least one defensive inning before another player sits again, except for the starting pitcher. If pitching rules allow, the starting pitcher may complete the game.
    - i) Rule also applies during playoffs, if more than one infraction is reported by a team BOD will determine next steps including suspension or other disciplinary action.
  - c) Unlimited free defensive substitutions throughout the game (with the exception of pitchers re-entering the game).
  - d) All players should be given an opportunity to play at least one inning in the infield per game during the regular season.
- 8) **Replacement Players throughout the season**
- a) All AAA teams will have equal roster sizes.
  - b) Once the annual draft has been completed and all teams' rosters have been filled, and there is a need for a replacement player, because a player is called up, a player decides to withdraw from the league, has a change of address, is sick or other medical reason (injury/illness) that he/she will miss 50% if of the scheduled games.
  - c) A call up will be made within **5 days** of being informed that a player will miss 50% of the season.



## Bridgewater Little League Minor League Rules

2025

**\*\*EXCEPTION:** If the season for the affected team has less than or equal to 5 games in the season, a call up is not required.

### 9) Permanent call ups

- a) Will not be made until 7 days prior to opening day to first allow late signups to back fill open rosters before disrupting rosters of a lower level.
- b) AAA will not make a permanent call up until roster size drops more than one below the max players on a roster which is 10 players.
- c) The first replacement players to AAA would be any 10–12-year-old who signed up after registration and is on a league waitlist.
- d) If no one is on the waitlist a 9-year-old from an AA roster will be selected. If roster sizes in AA are uneven the 9-year-old will be selected from the team(s) with the biggest roster size to try to ensure roster sizes in AA do not become unfairly balanced as AA does not have players to be permanently called up.
- e) No minor league player is eligible for PERMANENT call up IF they had refused to be called up by another team previously this season (i.e. in the draft or by another team seeking a permanent call up). This is only for the current season.

### 10) ONE GAME CALL UP-

- a) AA and AAA- A complete team is 10 players. Temporary call ups are to be used when a team is in danger of forfeiture by having less than 9 players at the start of the game. You may call a 10th player up to field a full team, if less than 10 players.
- b) If a AAA League team needs a player(s) to field a complete team for a single game, all AA Minor League players ages 8-9 can be used for that game as long as it does not conflict with their Minor League game (AA Division). **The called-up player is not eligible to pitch.**
- c) Minor League VP and Player Agent need to be made aware of the call up.
- d) If an AA League team needs a player(s) to field a complete team for a single game, all Instructional 7 League players can be used for that game as long as it does not conflict with their Instructional 7 game. A one game call up for AA will only be used if a team cannot field a team of 9 players for said game. The called up player is not eligible to pitch. Minor League VP and Player Agent need to be made aware of the call up.

### 11) Pitching

- a) A pitcher may only pitch their allowed number of pitches for their age group. See Regulation VI (c) in the Official Little League Rule Book. All pitch counts and scores must be entered on the BLL website upon completion of the game.
- b) If a pitcher pitches 66 or more pitches in a day, four (4) calendar days rest must be observed.
- c) If a pitcher pitches 51-65 pitches in a day, three (3) calendar days rest must be observed.
- d) If a pitcher pitches 36-50 pitches in a day, two (2) calendar days rest must be observed.
- e) If a pitcher pitches 21-35 pitches in a day, one (1) calendar day rest is required.
- f) If a pitcher pitches 1-20 pitches in a day, no (0) calendar days rest is required.
- g) A pitcher must be removed after issuing 6 walks in an inning or 4 consecutive walks in an inning.
- h) A pitcher who hits 3 batters in a game must be removed.
  - i) Any sequence of 4 batters being walked or hit by pitch in a row in the same inning the pitcher must be removed
- i) No intentional walks are allowed.



## **Bridgewater Little League Minor League Rules**

**2025**

- j) A pitcher may only pitch their allowed number of pitches for their age group per the pitch count regulation. See Regulation VI (c) in the Official Little League Rule Book.
- k) No player who is League age of 12 will be allowed to pitch.
- l) Any player removed as a pitcher will not be able to return as pitcher in the same game.
- m) New pitchers entering the game will have 10 warm up pitches while returning pitchers will have 5.

### **12) Overthrows as defined by League**

#### **a) AAA:**

- i) A runner may advance as far as possible on an overthrow after a batted ball that stays in the field of play, except on a stolen base attempt (no batted ball) in which the runner must stop at third base.
- ii) A player advancing to third base on a ball hit into fair play can advance to home if the attempt at third is overthrown.
- iii) On an overthrow that goes out of the field of play (out of bounds), the runners will advance 1 base. In the example of a player going to third base on a batted ball and defense overthrows the ball to third on the play the runner can advance to home or if the ball is overthrown out of play will be awarded home. Neither example count as a steal attempt

#### **b) AA:**

- i) A runner may advance one base only on an overthrow. The play stops after the one base advancement whether the advancing runner is safe, tagged out or another overthrow occurs during the play.
- ii) A player may only advance home on an overthrow resulting from a batted ball.

### **13) Game Management**

- a) If a team is going to have less than 9 players, the team will reach out to the Minor League VP and the Instructional VP as soon as possible so players can be borrowed from the 8 YO league.
- b) Each Minor League Manager or Coach will (before each game) supply a batting order to the opposing Manager or Coach listing all players present for that game. All players must bat once before a player may bat twice (i.e. continuous batting order will be enforced).
- c) All players will bat and the batting order remains fixed for the duration of the game. If a player is removed from the game with the exception of ejection when that player comes to bat in the line-up, it is not an out. You simply go to the next player.
- d) All Managers are responsible for reporting game scores and pitch counts online within 24 hours of game completion.
- e) All players in this League MUST wear a protective face mask on the batting helmet while at bat and/or on the base path.
- f) If a player shows up after the game has started, that player goes to the end of the line-up (i.e. if there are 10 players in the batting order, the late player becomes the 11<sup>th</sup> player to bat in the order).
- g) Each Minor League Team will be allowed to use a manager and 3 coaches in a game. All adults on the field MUST have a CORI for that playing year on file with BLL.
- h) Only the Manager will be allowed to address the umpires as it pertains to the flow of the game. If a Manager has a question about a call made by an umpire, the manager must call the opposing manager and all umpires to home plate for a conference. The umpire's ruling is final.
- i) All Managers and coaches are to remain in the dugout during the game with the following exceptions:



## **Bridgewater Little League Minor League Rules**

**2025**

- i) A manager and/or coach is allowed to stand behind first base and third base while their team is at bat.
- ii) The Manager only is allowed to stand in the door of the dugout or along the fence line while his/her team is in the field.

### **14) Scoring by League**

- a) **AAA:** There will be a maximum of 6 runs allowed to score for a team in any one inning. If a team scores 6 runs before 3 outs are registered, the 1/2 inning will end. As an example, if a team has the bases loaded, and the batter hits a triple, only the runner that registers the 6th run will count. The play will continue in its entirety, and the inning will end, with the team at bat registering 6 runs. This also applies to the last inning.
- b) **AA:** There will be a maximum of 4 runs allowed to score for a team in any one inning. If a team scores 4 runs before 3 outs are registered, the 1/2 inning will end. As an example, if a team has the bases loaded, and the batter hits a triple, only the runner that registers the 4th run will count. The play will continue in its entirety, and the inning will end, with the team at bat registering 4 runs. This also applies to the last inning.

### **15) Game Length**

- a) All games will continue for 6 innings, unless field conditions prevail, or time limit has been reached.
- b) Teams are encouraged to play the full game, but it is at the discretion of both Managers.
- c) No new inning will begin after 1hr 45min.

### **16) Team Rules and Conduct:**

- a) Unsportsmanlike conduct (defined in the BLL code of conduct) will not be tolerated. All Managers, Coaches and players are subject to review by the Board of Directors in any case of unethical behavior, including, but not limited to profanity, gestures, or abusive language toward anyone associated with the game. Any infraction of this rule must be submitted to the Board of Directors. Anyone ejected from the game will be suspended for at least the succeeding game.
- b) Coaches are encouraged to explain the conduct he/she expects from the player, as well as explain the rules of the Little League. Sportsmanship and good conduct are important parts of being a team member. It may also become a safety factor. Players must learn to win and lose with good sportsmanship.
- c) The purpose of this league, as in the Instructional League, is to teach the kids how to play ball safely and to have fun. Coaches must remember to always keep a sense of humor.
- d) Parent participation should be encouraged. However, it is important that the rules are explained clearly. Parents should be reminded that their example of sportsmanship is as important as the Managers and Coaches.

### **17) Hurry up rule:**

- a) If the catcher is on base with two outs, the coach may use a substitute base runner for this player so that the catcher can get ready for the next half inning. The substitute runner will be the player who made the last out.

### **18) Field Maintenance**

- a) The Home Team is responsible for the field equipment, getting and returning the bases and supplying the game ball.
- b) Upon completion of the game each manager is responsible for the cleanliness of their bench areas.

### **19) Field Use**

	<b>Bridgewater Little League Minor League Rules</b>	<b>2025</b>
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- a) Evening games during the week will continue until completion or field conditions dictate. Light levels will indicate end of play for fields without lighting. The score will revert to the previous completed inning.