

Tracy Little League SB Minor B Division Local Rules

Equipment Regulations

Managers are responsible for ensuring that all players follow Little League equipment guidelines. Failure to meet the requirements could range from a player being called out to a manager being ejected.

Catchers

- Catchers are required to wear a face mask, dangling throat protector, chest protector, and shin guards while in the catcher's box.

Pitchers:

- Pitchers must wear defensive protective facemasks

Other Requirements:

- All bats used in the Minor Softball Division must display a Bat Performance Factor (BPF) of 1.20.
- The official game ball will be a 11-inch softball.
- Batters and base runners must wear batting helmets equipped with protective face cages, which must not be altered in any way, including with paint, artwork, or non-manufacturer stickers.
- If a player removes their helmet and refuses to put it back on, they will be called out.
- Metal cleats are not permitted in the Majors Division.
- All defensive players must wear protective facemasks.

Conduct and Sportsmanship

- Swearing, foul language, or derogatory/inflammatory statements by managers, coaches, players, or fans will result in immediate ejection and suspension from the league.
- Use of any noisemakers is prohibited.
- Harassment of umpires in any form is strictly prohibited and will be dealt with swiftly and severely.

Game Format

- Regular season games will consist of a maximum of six innings.
- No new inning may begin after 1 hour and 30 minutes from the game's start.
- There is no hard stop; games may continue until the inning in progress is complete.
- If the umpire calls a game due to time limit, darkness, or weather, the game will be deemed complete if four innings (or three and a half innings if the home team is ahead) have been played.
- Games may end in a tie, and in such cases, each team will receive a tie game credit.
- Any incomplete games may be rescheduled for the next available day, as determined by the board of directors.

Dugout Policy

- Sugary drinks and foods such as gum, candy, seeds, and soda are not allowed in the dugout or on the field.
- Only water and sports drinks, such as Gatorade, are permitted during games.
- Please refrain from having any snacks with nuts in the dugout as well.

Lineup Card Procedure

- Each team manager must provide an official lineup card to the opposing manager, head umpire, and official scorekeeper during the plate meeting.

- The lineup card must include each player's first initial, last name, uniform number, and fielding position if the player is in the starting lineup.
- The lineup must consist of the entire roster, using a continuous batting order.
- All players must be present at the start of the game. Late arrivals must have enough time left in the game to play six consecutive outs, or they cannot play.
- Once submitted, the lineup is official.

Scoring and Mercy Rule

- For the first five innings, each team may score up to five runs per inning.
- The sixth inning has no run limit.
- The mercy rule will be enforced: a team ahead by 15 runs after three innings, or by 10 runs after four innings, will be declared the winner.

Pitching Regulations

- The pitching distance for Minor B games is set at 32 feet, measured from the back point of home plate to the front of the pitching rubber.
- Player pitching begins at the start of the season, with Coach pitching as follows:
 - If a pitcher throws three strikes, the batter is out.
 - There are no walks in this division. Instead, coach pitch will be used to complete the batter's strike count.:
 - 3-0 count: Three coach pitches
 - 3-1 count: Two coach pitches
 - 3-2 count: One coach pitch
 - The batter must swing by the final pitch or will be called out.
 - Foul balls are permitted until a fair ball is hit or the batter strikes out.
 - If a batter is hit by a pitch, coach pitch is immediately used to finish the count.
- A pitcher may pitch up to 12 innings per day, and there is no specific pitch count limit.
- If a pitcher throws seven or more innings in a day, they must observe one calendar day of rest.
- Delivering a single pitch in an inning counts as pitching that inning.
- Each team is limited to five pitchers per game, unless illness or injury affects the fifth pitcher, in which case a sixth pitcher may be used.
- There is no pitching affidavit requirement for regular season play.

Pitching Mechanics

- The pitcher must have their front foot planted on the rubber, with the back foot behind the rubber.
- Stepping back is not allowed. The foot on the rubber must remain in contact until the pitcher pushes off to lunge forward; the back foot may not move until the lunge.
- The pitching motion must be executed in an underhand windmill format.
- [Softball] Rules 2.00, 8.01(s), 8.05(a) – Leaping The act of leaping while delivering a pitch in softball is a legal delivery. The pitcher may have both feet off the ground at the same time as long as both feet remain in the 24-inch width of the pitching plate and the pitcher does not replant the pivot foot. The replant of a pivot foot occurs when the pitcher pushes off the playing surface from anywhere other than the pitcher's plate in the act of delivering a pitch.

Offensive Play

- On deck batters are not allowed.
- Batters will receive one warning for throwing a bat; further violations may result in the player being called out regardless of which team commits the infraction. The umpire will declare the ball dead in such situations.
- The dropped third strike rule is NOT in effect.
- An infield hit allows the batter to advance one base if not put out.
- If a hit reaches the grass untouched, the batter may be awarded up to two bases at their own risk.
- On overthrows to an infield player, runners may attempt to advance to the next base at their own risk.
- There is no leading off or stealing bases in this division.

Sliding and Bunting

- Feet-first sliding is allowed.
- Intentional headfirst sliding results in an out unless the runner is returning to a base.
- Both slapping and bunting techniques are allowed.

Hurry-up Rule

- If the next inning's catcher is on base with two outs, a substitute runner (the player who made the second out) may be used.

Defensive Play

- Teams may agree to use four outfielders, allowing for a total of 10 defensive players on the field.
- All defensive substitutes must play six consecutive defensive outs and remain in the same batting order position.
- Players must be present at the start of the game to be eligible to play; late arrivals must have sufficient time to play six consecutive outs, or they will not be permitted to participate in that game.
- If a player fails to play six consecutive defensive outs, they must start the next game, complete their required play time from the previous game, and remain in for at least six consecutive outs.
- The manager will receive a warning for the first offense, be suspended for the second offense, and may be removed after subsequent offenses, subject to board discretion.
- The dropped third strike rule is in effect for this division.
- The infield fly rule applies during play.

Coaching Staff

- At least one adult coach must remain in the dugout at all times.
- Players are allowed to serve as first base coaches if they are wearing a helmet.
- No more than four adults are allowed in the dugout simultaneously.

Make-Up Games and Pool Players

- Make-up games will only be scheduled due to rainouts, and only if field availability allows.
- Failure to field a team will result in a forfeit, unless the board of directors approves an exception at least one week prior to the scheduled game.
- A list of pool players will be maintained by the player agent to fill roster spots when necessary; pool players are not permitted to pitch or play catcher.

Post-Game Procedures

- Teams must clean up the field and dugout area promptly after the game.
- Post-game meetings must be held off the field.