



Twin City Little League Jr. Minor Baseball Rules

Coaches will meet prior to game to discuss Ground Rules

Pregame: Home team will chalk line the field (baselines, batters box, pitching circle & safety arc) and set up the pitching machine. The visiting team will put away equipment after the game.

Game will be 6 innings or a “hard stop” at 75 minutes. If a Hard Stop occurs before an inning is completed, the score will revert back to the previous completed full inning.

Batting: Bat through the whole roster until three (3) “Outs” or the offense has scored (5) five runs. Mercy run rules will be in effect for a 10-run lead at the end of the 4th inning. **all players on each roster must have at least 1 at bat before mercy rule can take effect. There is no on deck circle. All batters must remain in the dugout until their at bat.

The Batter will be allowed up to 6 pitches during the at-bat. The batter will be considered out after 3 swinging strikes or they miss or fail to swing at the 6th pitch. Additional pitches will be allowed if the ball is fouled off on the 6th pitch.

No Stealing, no bunting, no infield fly rules, no base on balls, no intentional walks, or hit by pitch. Batters are encouraged to swing the bat.

Safety Arc: There will be a fifteen-foot arc in front of home plate. The ball must be on or past this line to be a fair ball (otherwise it is considered foul).

Pitching Machine: The pitching machine will be set at a distance of 40ft. A coach from the hitting team will feed the pitching machine. Machine pitch speed will be set at 37mph.

An 8-foot diameter circle will be drawn around the pitching machine. For safety reasons, no player is allowed to enter that area except to return a fielded ball.

The defensive player pitcher will stand outside of the pitcher’s circle and even with the pitching machine and may not move forward until the ball is in play.

A batted ball is “dead” if it strikes the machine, generator, or the coach on the field, or if it comes to rest inside of the pitcher’s circle. In the event of a dead batted ball, the batter is awarded first base and all other base runners advance one base. If a thrown ball hits the machine, runners shall advance to the next base or return to the previous base, based upon if the runner is more/less than half way between bases.

The coach pitcher should walk outside the baselines after a ball is put in play to avoid obstruction. If any obstruction occurs the batter will be declared “Out” and all base runners must return to their occupied base prior to the obstructed play.

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Bat requirement: Bat must be USA Bat no larger than 33 inches and 2-5/8 barrel. No USSSA, BBCOR or Tee Ball bats allowed.

Defense: Defense will field up to (10) players consisting of a catcher, pitcher, (4) four infielders, and (4) four outfielders. The fourth outfield position is a “rover” and can be placed anywhere in the outfield grass. A coach may be the catcher if there are only 8 players.

No “Outs” will be recorded by a player running the ball to the base unless it is a legitimate baseball play. Players must throw the ball when required. Coaches do your best to judge this play.

Base runners: Runners should remain at current base if there is an overthrow. If a batted ball reaches the outfield, the batter or runner(s) may take up to three bases total, unless the ball returns to the infield and is in defensive control. Once a ball has reached the infield and is in defensive control, it is considered “dead.” Once a play has been declared “dead,” the base runner may proceed to the next base if they are more than halfway to the next base. Otherwise they should be returned to the previous base.

Catcher can be substituted with a special pinch runner with (2) outs. The pinch runner must be the player who recorded the last “out.”

Post game:

- Players will line up and shake hands.
- Please throw away any trash left in dugouts. Bring lost equipment to the concession stand.
- (After completion of the last game) The visiting team should put away any equipment in the proper storage area. Do not leave the pitching machine or generator on the field. This must be put away in the right-hand storage container. Please make sure to lock up.