

# WEST HARTFORD LITTLE LEAGUE

## LOCAL RULES BASEBALL - MINOR LEAGUE DIVISION

Last updated: April 2026. Revised text is in red.

All coaches must discuss these rules with the players and parents prior to the start of the regular season.

1. Please make sure to check the West Hartford Little League General Rules which appear on the West Hartford Little League Website [www.westhartfordlittleleague.com](http://www.westhartfordlittleleague.com).
2. The Rules contained in the Official little Rulebook supersede these local Rules if they are more restrictive.
3. Umpires are needed for the game to start. If umpires do not show, the home plate umpire cannot be a coach, manager or parent from one of the teams playing unless both team's managers agree. Field umpire can be a coach, manager or parent from one of the teams playing or a child age 13 or over.
4. Leading off the base is not allowed.
5. A team is permitted three successful steals (steals include straight steals, delayed steals and advancing on a ball that gets past the catcher), per inning. However, a team is not permitted to steal home base more than one time per inning. Stealing is not allowed until after the ball crosses the plate. A player who steals a base cannot advance on an overthrow. A player who reaches first base on a walk or by a hit pitch cannot advance to second base, at their risk, until the next pitch. An advance on the catcher/pitcher exchange (i.e. ball thrown back to the pitcher) is considered a delayed steal, and is subject to the steal limitations noted above. A double steal is considered two steals towards the maximum of three per half inning.
6. Over-throws: No baserunner shall advance on an overthrown ball to any base, and regardless of base occupied. This rule shall apply to balls overthrown after a ball is put in play (no advances on overthrows).
7. Games are six innings; however an inning cannot start more than 15 minutes prior to the next scheduled game. (Except in playoffs) This paragraph applies only to games played where there is a scheduled game following the game. For evening games, innings must start before 7:31.
8. No head first slides, except when returning to a base. If violated, player will be called out.
9. All players are in the batting order the entire game, even if they are not playing on the field. A constant and consecutive batting order must be established by the coach at the beginning of the regular season. That batting order must be maintained throughout the regular season. In each game the batting order must pick up where it left off the previous game. The batting order may change throughout the playoffs.
10. Not more than ten players on the field which must include not greater than six infielders. All

outfielders must stand at least 20 feet behind the infielder's position. The term "infielder" includes pitchers and catchers.

11. Coaches may be first and third base coaches. However, at least one coach must be in the dugout at all times while their team is at bat. If a team has only two coaches at a game a parent or player is permitted to coach a base.
12. Players must wear batting helmets to be worn when batting, running the bases, and coaching a base.
13. Practice swings are not permitted until batter is at the plate. No on-deck swings. All bats must be kept inside the backstop when not in use.
14. All Players must be given the opportunity to play every position for at least one inning at some point during the season. If a coach feels that it would be dangerous for a particular player to play a particular position, he or she must discuss it with the player's parents. No player shall play less than 4 innings in the field in any game, except in exceptional circumstances where the game is shortened because of weather or darkness, or because a player does not show up at the beginning of the game. No player will play more than 3 innings at the same position in any game, with the exception of pitcher and catcher. Every player must play at least 2 innings per game at an infield position, including pitcher and catcher. Every player must play at least one inning at an outfield position during each game. No player can start consecutive games at the bench. Note: If a game ends after 5 1/2 innings because the home team is ahead, the away team meets these playing requirements if, in theory, they could have completely fulfilled the requirements in the last of the 6th inning.
15. An inning may not start after dusk.
16. All pitchers will pitch from a distance of 42 feet from the plate. No pitcher can throw more than 50 pitches in a game. Please refer to Little League International pitch count rules for days of rest for an individual pitcher.
17. The Minor's Division uses a modified kid pitch during the regular season.

A pitcher is allowed one walk/hit batter during an inning, before the modified kid pitch rule comes into effect. Any subsequent 4-ball count or hit batter by that same pitcher will result in a coach taking over the at-bat. If there were one or two strikes, the count will reset to one strike (balls no longer matter while the coach is pitching, as the player cannot reach first base as a result of a walk or hit-by-pitch during coach pitch). If there were no strikes, the count will reset to no strikes. Called strikes and swinging strikes will count during coach pitch.

The pitcher will stay on the field, in their defensive position, and will return to the mound to pitch following the coach pitch at-bat. The rule will stay in effect until the end of the 1/2 inning, or until a new pitcher enters the game.

**With mutual agreement between coaches, coaches have the flexibility to finish innings or pitch entire innings in order to enhance pace of play while keeping in mind the league's "Fair Ball" principles.**

NOTE: The above pitching exception WILL NOT APPLY to the year-end playoffs. All playoff games will be player pitch.
18. A pitcher's league age must be reported to the umpire and to the opposing team's coach

prior to the first pitch being thrown by any starting pitcher or replacement pitcher.

19. No intentional walks.
20. A minimum of 8 players are need to start and finish a game. If a team does not have enough players within 15 minutes after the scheduled start time, the team with insufficient players will forfeit the game. However, the teams are encouraged to divide up extra players and play a practice game anyway.
21. Sponsor banners must be prominently displayed at all games and practices.
22. In the event of bad weather, the plate umpire is responsible for deciding whether to postpone or cancel the game. In the event of thunder or lightning, players must be called off of the field.
23. If a team is winning a game by 12 or more runs after the end of the 4th inning, (or if the home team is ahead by 12 or more runs after the end of 3 ½ innings) or at the end of any full inning thereafter, a mercy Rule will be invoked and the team which is ahead by 12 runs or more will be declared the winner, but game will continue without keeping score, if both managers agree, and coaches are encouraged to experiment with players in different positions.
24. Any half inning will be considered over when the team at bat scores 5 runs or 3 outs in that half inning. This rule includes the sixth inning of play for both teams.
25. There will be no regular season standings. By eliminating the standings, it is the hope and desire of the West Hartford Little League that Minor League Division coaches will experiment with the positioning of their players and give all children an opportunity to play every position on the field, subject to Rule 13 above.
26. There will be a post season random draw single elimination tournament. The random draw will be conducted at the June League meeting.
27. All field boxes must be locked after all practices and games.

**Please remember to keep this all in perspective and have fun!!!**