



2026 RULES FOR A-MINOR CLASSIC

ARTICLE I. TEAMS

SECTION 1.01 DUGOUTS

- (a) FOR POOL PLAY, THE HOME AND AWAY TEAM WILL BE PREDETERMINED AT THE RELEASE OF THE SCHEDULE. THE COIN FLIP HAS BEEN REMOVED FROM THE RULES FOR THE 2026 TOURNAMENT. THE HOME TEAM WILL OCCUPY THE 3RD BASE DUGOUT AND THE AWAY TEAM WILL BE IN THE 1ST BASE DUGOUT.
- (b) FOR BRACKET PLAY THE HIGHER SEED HAS HOME FIELD ADVANTAGE AND WILL SIT IN THE 3RD BASE DUGOUT. THE AWAY TEAM WILL SIT IN THE FIRST BASE DUGOUT.

SECTION 1.02 PLAYER CALL-UPS

- (a) IF A TEAM WILL BE SHORT OF **9 PLAYERS** TO START AND COMPLETE A GAME, THEY MAY CALL-UP A PLAYER FROM ANOTHER A-MINOR (OR B-MINOR IF APPLICABLE) TEAM FROM THEIR ASSOCIATION. THE PRIMARY TEAM OF THE CALL UP MAY HAVE A GAME ON THE SAME DAY BUT SHOULD BE AVOIDED IF POSSIBLE.
- (b) ANY CALL-UP PLAYER MUST PLAY IN THE OUTFIELD AND BAT LAST. A TEAM MAY CALL-UP NO MORE THAN 3 PLAYERS AND SHOULD TRY TO NOT EXCEED 10 TOTAL PLAYERS WITH CALL-UPS. THIS PREVENTS FORMING A PSEUDO ALL-STAR TEAM. SPECIAL CONSIDERATION WILL BE GIVEN TO TEAMS IN THE EVENT OF SCHEDULE CONFLICTS, WITH THE OPPOSING TEAM COACHES CONSENT.
- (c) A TEAM MAY HAVE A CALL-UP TO BEGIN A GAME WHEN A NORMAL ROSTERED PLAYER WILL ARRIVE LATE. THE CALL-UP PLAYER MUST REMAIN AS AN OUTFIELDER WHEN IN THE FIELD AND WILL BAT AHEAD OF THE PLAYER ARRIVING LATE. CONFER WITH THE UMPIRE FOR RULES ON PLAYERS ARRIVING LATE, AFTER THEIR DESIGNATED POSITION WITHIN THE BATTING ORDER.

ARTICLE II. GAME DAY PREPARATION

SECTION 2.01 BATTING CAGES

- (a) ASSUMED ARRIVAL IS 1 HOUR PRIOR TO GAME TIME.
 - (i) CAGE BASED ON FIELD OF PLAY LOCATION:
(AWAY TEAM = FIRST IN CAGE)
CRYSTAL FIELDS:
CLL A-MINOR FIELD: EAST CAGE
CLL MAJOR FIELD (WEST METRO FIELD): WEST CAGE
ROBBINSDALE FIELDS:
SOUTH FIELD – SOUTH CAGE
NORTH FIELD – NORTH CAGE
LEE PARK:
NO BATTING CAGES
 - (ii) CAGE TIMES (ALLOWS 10 MINUTES FOR GETTING FROM CAGE TO FIELD):
AWAY TEAM FROM 60 – 35 MINUTES PRIOR TO SCHEDULED GAME TIME
HOME TEAM FROM 35 – 10 MINUTES PRIOR TO SCHEDULED GAME TIME

SECTION 2.02 FIELD PREPARATION

- (a) FIELD PREPARATION WILL TAKE PLACE PRIOR TO YOUR GAME. ROBBINSDALE CRYSTAL LITTLE LEAGUE EMPLOYS A STAFF MEMBER FOR THIS TASK.
- (b) PLEASE STAY OFF FIELD DURING FIELD PREPARATION. WARMUPS MAY TAKE PLACE IN THE OUTFIELD OR OUTSIDE OF THE FIELD FENCE LINE.
- (c) DO NOT ALTER THE MOUND IN ANYWAY.
 - (i) OUR MOUNDS AND BATTERS' BOXES ARE CLAY CONSTRUCTION. IF YOU REQUIRE REPAIR FOR SAFETY, PLEASE ASK THE UMPIRE DURING GAME PLAY, THE TOURNAMENT DIRECTOR OR OTHER PRESENT ROBBINSDALE CRYSTAL LITTLE LEAGUE OFFICIAL. WE WILL CONTACT FIELD CREWS TO ASSIST WHERE POSSIBLE.

ARTICLE III. GENERAL RULES

SECTION 3.01 BATTING

- (a) THE CONTINUOUS BATTING ORDER RULE IS IN EFFECT.
 - (i) ALL PLAYERS MUST BAT.
 - (1) IF A PLAYER ARRIVES LATE, THEY MAY BE PLACED AT THE BOTTOM OF THE BATTING ORDER.
 - (2) IF A PLAYER IS UNABLE TO BAT BECAUSE OF INJURY, ILLNESS, OR BECAUSE THEY HAVE TO LEAVE, THAT TEAM WILL NOT BE PENALIZED AN OUT WHEN THAT PLAYER IS DUE UP. THAT TEAM WILL SKIP OVER THAT PLAYERS SPOT AND MOVE ON TO THE NEXT HITTER. IF THIS SITUATION OCCURS, PLEASE INFORM THE OTHER COACH AND THE UMPIRE SO THERE IS NO ARGUMENT.
 - (3) YOU CAN SCORE A MAXIMUM OF 5 RUNS PER INNING. ALL GAMES MUST BE PLAYED TO 6 INNINGS, 5 ½ IF THE HOME TEAM IS WINNING, OR 1 HOUR 40 MINUTES IF THE HOME TEAM IS WINNING DURING POOL PLAY **UNLESS ENDED BY THE 15 RUN MERCY RULE**. THESE POOL PLAY GAMES ARE RUN TO COMPLETION FOR TIE BRAKER PURPOSES.
 - (4) **IF A TEAM IS WINNING BY 15 OR MORE RUNS AFTER 4 FULL INNINGS, THE MANAGER OF THE TRAILING TEAM MAY CONCEDE THE VICTORY**
 - (5) FOR BRACKET PLAY, IF THE GAME IS MATHEMATICALLY DECIDED THE GAME MAY BE ENDED AT THAT POINT.
 - (6) **RUNNERS MAY STEAL A BASE ONCE THE PITCHED BALL HAS CROSSED HOME PLATE, BUT LEADING OFF IS STRICTLY PROHIBITED. RUNNERS MUST STAY ON THE BAG UNTIL THE BALL REACHES THE BATTER. STEALING HOME IS ALLOWED.**
 - (7) **ONCE THE PITCHER HAS THE BALL AND IS IN THE VICINITY OF THE MOUND, ALL RUNNERS MUST RETURN TO THE LAST OCCUPIED BASE.**

SECTION 3.03 PITCHING

- (a) A PITCHER ELIGIBILITY TRACKING FORM AND OFFICIAL ROSTER MUST BE TURNED INTO THE OFFICIAL SCORER PRIOR TO EACH GAME. FAILURE TO DO SO COULD RESULT IN A FORFEIT.

- (b) PITCH COUNT RULES
 - (i) LEAGUE AGE 12 CANNOT PITCH IN THE A-MINOR LEAGUE.
 - (ii) LEAGUE AGE 11 CAN PITCH A MAXIMUM OF 85 PITCHES PER DAY.
 - (iii) LEAGUE AGE 9 AND 10 CAN PITCH A MAXIMUM OF 75 PITCHES PER DAY.
 - (iv) LEAGUE AGE 8 CAN PITCH A MAXIMUM OF 50 PITCHES PER DAY.

- (c) PITCHING REST RULES
 - (i) IF A PLAYER PITCHES 66 OR MORE PITCHES IN A DAY, FOUR (4) CALENDAR DAYS OF REST MUST BE OBSERVED.
 - (ii) IF A PLAYER PITCHES 51-65 PITCHES IN A DAY, THREE (3) CALENDAR DAYS OF REST MUST BE OBSERVED
 - (iii) IF A PLAYER PITCHES 36-50 PITCHES IN A DAY, TWO (2) CALENDAR DAYS OF REST MUST BE OBSERVED.
 - (iv) IF A PLAYER PITCHES 21-35 PITCHES IN A DAY, ONE (1) CALENDAR DAY OF REST MUST BE OBSERVED.
 - (v) IF A PLAYER PITCHES 1-20 PITCHES IN A DAY, ZERO (0) CALENDAR DAY OF REST MUST BE OBSERVED.
 - (1) A PLAYER MAY ONLY PITCH ON TWO CONSECUTIVE DAYS, IF DAY ONE IS UNDER 20 PITCHES.
 - (2) A PLAYER MAY NOT PITCH 3 CONSECUTIVE DAYS.

- (d) PITCHING AND POSITION PLAY
 - (i) A PITCHER WHO DELIVERS 41 OR MORE PITCHES IN A GAME CANNOT PLAY THE POSITION OF CATCHER FOR THE REMAINDER OF THAT DAY.
 - (ii) ANY PLAYER, WHO HAS PLAYED THE POSITION OF CATCHER IN 4 OR MORE INNINGS IN A GAME, IS NOT ELIGIBLE TO PITCH ON THAT CALENDAR DAY.
 - (iii) ANY PLAYER THAT CATCHES LESS THAN 4 INNINGS, THEN PITCHES LESS THAN 21 PITCHES, MAY RETURN TO THE CATCHER POSITION. IF THAT PLAYER THROWS MORE THAN 20 PITCHES, THEY CANNOT RETURN TO THE CATCHER POSITION FOR THE REMAINDER OF THE GAME.

- (e) AS TO YEARS PRIOR, THE SCORE SHEET AND PITCH COUNT TRACKER FORM WILL NOT BE UTILIZED DURING THE 2026 TOURNAMENT. THERE WILL BE A VOLUNTEER UTILIZING THE SCOREBOARD, BUT THERE MAY NOT BE ONE TRACKING PITCH COUNTS

(f) OFFICIAL SCORES AND PITCH COUNTS WILL BE LOGGED AND TRACKED USING GAMECHANGER. IT IS THE EXPECTATION OF EACH TEAM IN THE TOURNAMENT TO UTILIZE GAMECHANGER FOR THE DURATION OF GAMEPLAY.

SECTION 3.04 FIELDING

- (a) ALL TEAMS SHOULD START AND FINISH WITH 9 PLAYERS IN THE FIELD, HOWEVER, TEAMS CAN START AND FINISH A GAME WITH A MINIMUM OF 8 PLAYERS. ALL PLAYERS MUST PLAY 2 INNINGS IN THE FIELD. IT IS RECOMMENDED THAT ALL PLAYERS PLAY THEIR 2 INNINGS IN THE FIELD PRIOR TO THE 5TH INNING TO AVOID NON-COMPLIANCE OF THIS RULE DUE TO GAMES SHORTENED BY WEATHER OR TIME RESTRICTIONS.
- (b) THERE IS NO INFIELD FLY RULE APPLIED IN THE A-MINOR CLASSIC.

SECTION 3.05 GAME DURATION

- (a) EVERY EFFORT SHOULD BE MADE TO START GAMES ON TIME. NO NEW INNING MAY BEGIN 1:40 AFTER THE OFFICIAL START OF PLAY. IF A GAME IS TIED AFTER 6 INNINGS OR TIED AFTER SHORTENED GAME IT WILL REMAIN A TIE DURING POOL PLAY.
- (b) FOR BRACKET PLAY, GAMES WILL NOT HAVE AN INNING BEGIN AFTER 1:40 WHERE THE HOME TEAM IS WINNING. IF A GAME IS TIED, THE GAME WILL CONTINUE UNTIL THERE IS A WINNER WITH A COMPLETE INNING (OR HALF INNING WHERE THE HOME TEAM IS WINNING).

ARTICLE IV. POOL PLAY

SECTION 4.01 FORMAT

- (a) 2026 FORMAT WILL FEATURE POOL PLAY WITH 3-4 TEAMS PER POOL. NUMBER OF POOLS ARE DEPENDENT ON THE NUMBER OF TEAMS REGISTERING TO PLAY. POOLS WITH 3 TEAMS WILL PLAY A 3RD POOL PLAY GAME AGAINST ANOTHER TEAM FROM A POOL OF 3. THIS GAME WILL COUNT TOWARDS THEIR RECORD AND ALL TIE BREAKERS.
- (b) THE FIRST PLACE TEAMS FROM EACH POOL WILL ADVANCE AS TOP SEEDS. RATINGS WILL BE BY TOTAL POINTS BASED ON WINS AND TIES, FOLLOWED BY RUNS TO DEFENSIVE INNINGS RATIO.

(c) DURING POOL PLAY, POINTS WILL BE GIVEN AS FOLLOWS:

- (1) WIN = 2 POINTS
- (2) TIE = 1 POINT
- (3) LOSS = 0 POINTS

(d) UPDATES TO SCHEDULES AND ADVANCEMENT PROCEDURES WILL BE SENT TO ALL PARTICIPANTS AND POSTED ON THE ROBBINSDALE CRYSTAL LITTLE LEAGUE WEB PAGE.

SECTION 4.02 ADVANCEMENT

(a) 16 TEAMS WILL ADVANCE TO THE GOLD BRACKET AND THE REMAINING TEAMS TO THE SILVER BRACKET.

- (i) TEAMS NOT WINNING THEIR POOL WILL ADVANCE, BASED ON THE MAKE-UP OF POOL PLAY.
- (ii) PREFERENCE WILL BE GIVEN TO SECOND PLACE TEAMS WITH THE BEST RUNS AGAINST RATIO PER DEFENSIVE INNINGS.
- (iii) IF A THIRD PLACE TEAM FROM ONE BRACKET HAS A HIGHER POINT TOTAL AND RATIO THAN A SECOND PLACE TEAM FROM ANOTHER BRACKET, THEY WILL NOT BE AUTOMATICALLY ELEVATED TO THE GOLD BRACKET.
- (iv) ELEVATION TO THE GOLD BRACKET WILL BE AT THE SOLE DISCRETION OF THE TOURNAMENT DIRECTOR.

SECTION 4.03 POOL PLAY TIE BREAKERS

1) IF 2 TEAMS ARE TIED WITH THE SAME RECORD, THE TIE BREAKER IS THE WINNER OF THE HEAD TO HEAD GAME. IF THE HEAD TO HEAD GAME ENDED IN A TIE, IT WILL GO TO THE NEXT TIE BREAKER.

2) IF 3 TEAMS ARE TIED AND THERE IS NO CLEAR WINNER, THE FIRST TIE BREAKER IS THE "LOWEST DEFENSIVE RUN AVERAGE PER INNINGS OF DEFENSE PLAYED".

- a) THAT CALCULATION IS THE TOTAL OF DEFENSIVE ALLOWED RUNS DIVIDED BY THE NUMBER OF DEFENSIVE INNINGS PLAYED. EXAMPLE:
 $24/18 = 1.333$, $30/18 = 1.667$

3) ONCE THE WINNER OF THE POOL IS DECIDED BY THIS PROCEDURE, THE OTHER TWO TEAMS WILL GO BACK TO HEAD TO HEAD TO DETERMINE 2ND PLACE.

4) FORFEITS: THE SCORE OF A FORFEITED GAME IS ONE RUN PER INNING FOR THE WINNER AND NO SCORE FOR THE LOSER. THE FINAL SCORE WILL BE 6-0.

THE 6 INNINGS OF A FORFEITED GAME WILL COUNT TOWARDS TIE BREAKER PROCEDURES.

ARTICLE V. TOURNAMENT NOTES FOR MANAGERS

SECTION 5.01 REGISTRATION IS AN ACKNOWLEDGEMENT OF THESE RULES AND PROCEDURES

- (a) KNOW THE RULES BEFORE THE TOURNAMENT STARTS.
- (b) IF YOU HAVE QUESTIONS ASK ONE OF THE TOURNAMENT DIRECTORS OR YOUR LEAGUE PRESIDENT BEFORE THE GAME STARTS.

SECTION 5.02 TOURNAMENT OFFICIAL

- (a) ROBBINSDALE CRYSTAL LITTLE LEAGUE TOURNAMENT DIRECTOR:
- (b) TRENT BINIEK, 952 412 6763 (CELL) OR EMAIL AT SCHEDULER@RCLITTLELEAGUE.ORG

SECTION 5.03 SUBMISSIONS TO DIRECTOR

- (a) EACH TEAM SHALL SUBMIT THEIR TEAMS SCORE AND PITCHING RECORD, REGARDLESS OF WIN OR LOSS.
- (b) SUBMISSIONS SHALL BE MADE IN THE FOLLOWING MANNER:
 - (i) TEXT OR EMAIL A PHOTO OF THE **A-MINOR CLASSIC SCORE SHEET AND PITCHING FORM TO 952-412-6763 OR EMAIL SCHEDULER@RCLITTLELEAGUE.ORG**, CLEARLY FILLED OUT AND LEGIBLE. TEXT IS PREFERED BUT EMAIL WORKS TOO.

SECTION 5.04 TEAM RESPONSIBILITIES

- (a) EACH TEAM WILL SUPPLY ONE NEW GAME BALL FOR EACH GAME.
- (b) PROVIDE YOUR LINEUP TO THE OFFICIAL SCORER AND THE OTHER COACH PRIOR TO THE GAME. PLEASE USE FIRST AND LAST NAMES AND THE NUMBERS OF ALL YOUR PLAYERS. ALSO INCLUDE THE PLAYER'S LEAGUE AGE.
- (c) THE HOME TEAM IS DETERMINED BY A COIN FLIP PRIOR TO EACH GAME. FIND THE OPPOSING COACH AND DO THE COIN FLIP IN ADVANCE BEFORE YOUR SCHEDULED GAME.
- (d) ARRIVE EARLY AND BE PREPARED TO TAKE THE FIELD AT THE SCHEDULED TIME.
- (e) MAKE SURE THE PITCHING RECORD IS CORRECT WITH THE OFFICIAL SCORER AFTER EVERY GAME.

- (i) IF A PITCHER STARTS A NEW BATTER BEFORE THE PITCH COUNT DAYS REST INTERVAL AND GOES OVER DURING THAT AT BAT, THE PITCH COUNT GOES DOWN TO THE INTERVAL NUMBER (20, 35, 50, AND 75).
 - (ii) COACHES SHALL VERIFY WITH OFFICIAL SCORER WHEN REMOVING A PITCHER. A SIGNED OFFICIAL PITCH COUNT FILED TO TOURNAMENT DIRECTOR WILL BE RECORDED ON THE WEBSITE FOR DAYS REST.
- (f) EACH COACH IS RESPONSIBLE FOR SUBMITTING SCORES AND PITCHING DATA TO THE TOURNAMENT DIRECTOR.
- (i) SUBMITTALS SHALL BE VIA TEXT OR EMAIL.

SECTION 5.05 WEATHER

- (a) ALWAYS ASSUME THE GAMES WILL BE PLAYED AND SHOW UP AT THE FIELD UNLESS YOU RECEIVE OTHER NOTIFICATION. CANCELLATIONS CAN HAPPEN UP TO GAME TIME.
- (b) COMMUNICATION ON DELAYS OR CANCELLATION
- (i) **COMMUNICATION WILL BE EXECUTED VIA MESSAGING APPLICATION, TEXT OR EMAIL.**
 - (ii) **COMMUNICATION IS AT THE DISCRETION OF THE TOURNAMENT DIRECTOR.**
 - (iii) **FAILURE TO PROVIDE THE TOURNAMENT DIRECTOR WITH APPROPRIATE CONTACT INFORMATION COULD RESULT IN CONFUSION AS A RESULT OF INACCURATE COMMUNICATION.**
- (c) CANCELLATIONS
- (i) *THE TOURNAMENT DIRECTOR, IN COMMUNICATION WITH UMPIRES AND COACHES WILL MAKE A DECISION TO POSTPONE OR DELAY A GAME. IF THE GAME IS CALLED, IT WILL BE RESCHEDULED OR RESUMED PER LITTLE LEAGUE RULES TO THE BEST OF THE ABILITY OF THE TOURNAMENT DIRECTOR WITHIN THE SCHEDULE AND AS FIELDS ARE AVAILABLE.*
 - (ii) *THE TOURNAMENT DIRECTOR IS NOT RESPONSIBLE FOR RESCHEDULED GAMES THAT CAN NOT BE ATTENDED BY ONE TEAM. THE RESULT WOULD BE A FORFEIT, REVERTING TO FORFEIT RULES, UNLESS THE GAME REACHED OFFICIAL STATUS PRIOR TO THE POSTPONEMENT.*
 - (iii) *LOCATION OF RESCHEDULED GAMES MAY TAKE PLACE OUTSIDE THE SCOPE OF THE TYPICAL CRYSTAL FIELDS AND ROBBINSDALE LVT LOCATION. ALL EFFORTS ARE MADE TO MAKEUP GAMES IF POSSIBLE.*

SECTION 5.06 MISCELLANEOUS

- (a) PLEASE ASK YOUR PLAYERS AND THEIR PARENTS TO PATRONIZE THE HOST CONCESSION STAND!
 - (i) BOTH FIELDS WILL HAVE CONCESSIONS OPEN AS ALLOWED BASED ON CONDITIONS. SANBORN FIELD DOES NOT HAVE CONCESSIONS.
- (b) COOLERS ARE NOT ALLOWED.
- (c) THE UMPIRES FOR EACH CITY ARE VOLUNTEERS, SO PLEASE DO NOT ARGUE OR HARASS ANY OF THE UMPIRES OVER DISPUTED CALLS.
- (d) UMPIRE INTERACTION IS ONLY ALLOWED BETWEEN COACHES AND UMPIRE. SPECTATORS WITH POOR INTERACTIONS WITH ANY UMPIRE OR GAME OFFICIAL, WILL BE WARNED AND THEN ASKED TO LEAVE THE FIELDS IMMEDIATELY.
- (e) TALK WITH UMPIRES BETWEEN INNINGS IF THERE IS A QUESTION.
- (f) INTIMIDATION OF UMPIRES OR OTHER TEAMS WILL NOT BE TOLERATED.

ARTICLE VI. HAVE FUN!

MAKE SURE YOU, YOUR COACHES, PLAYERS, AND THE PARENTS CONDUCT YOURSELVES IN A POSITIVE MANNER. REMEMBER THIS SHOULD BE FUN FOR EVERYONE INVOLVED. GOOD LUCK!

