



2026 DISTRICT ONE MINOR B BASEBALL INTERLEAGUE RULES (Commonly referred to as Denim, Coach Pitch, Machine Pitch, Instructional Division)

- NO Supplemental League Rules Apply. All play not provided for in District One Interleague Rules is governed solely by the 2026 Little League Baseball Official Regulations, Playing Rules and Polices Book.
- Home Team provides two NEW regulation baseballs (**NOT** softie or cushioned safety balls) and Umpires; visiting team to arrive ready to play at game time. ONLY Little League approved bats may be used.
- There is no minimum or maximum roster limitation; a game may start and continue with less than nine players (recommend no less than seven players). Continuous batting order is utilized, lists every team player in attendance for the game. The offensive half inning ends when three outs have been made or five runs have scored, whichever comes first. If a player is removed from the batting order for injury or departure the spot is "skipped over". **There is no automatic out for any reason, at any time.**
- District-wide player pool - ten player roster MAXIMUM utilizing borrowed players. Pool players must start, play nine consecutive defensive outs, and bat once. **Pool players are not eligible to pitch.**
- The Minor B Division will consist of machine/coach pitch and player pitch for the entirety of the game – **no tees are to be used.** Prior to the game, BOTH managers will meet at the pitching plate (rubber) and set the machine settings. A pitching plate (rubber) should be in place front edge set at 35'; machine in place with back legs/support against the FRONT of the plate (rubber). This 35' distance is to be maintained for the duration of the game, for adult pitchers as well. Adult coaches will adjust machine height and angle settings as required during the game; there are to be no long delays due to machine adjustments. There will be two (2) innings of machine/coach pitch, remainder of game player pitch, (moved to ALL player pitch AFTER Memorial Day).
- **Machine/Coach** - After four balls (non-strikes) to a batter, offensive Manager/Coach comes in to finish THAT batter. Batter's count remains the same. The Manager/Coach shall pitch **overhand** to all players; EVERY pitch from the Manager/Coach is recorded as a strike until the at-bat is complete. Eventual result is a hit (fair struck ball in play), a strikeout, or a base award (hit by pitch); Once the at-bat is complete, machine/Coach returns to face the next batter. Every batter should face a MAXIMUM of seven (7) pitches. Leagues utilizing a pitching machine will provide visiting leagues a **PRINTED** copy of the makeup/structure of pitching machine governing rules PRIOR to game events.
- **Player Pitch** – The batter will be pitched to by an opposing pitcher throwing from 35 feet. The pitching availability and rest guides are regulated by the Pitch Count rules found in the Official Little League Baseball Rule Book. Maximum 50 pitches per pitcher per game. Pitching records must be documented and carried by team. No Walks: After four balls (non-strikes), offensive Manager/Coach comes in to pitch to THAT batter; until the at-bat is complete, batter's count remains the same. The Manager/Coach shall pitch **overhand** to all players; EVERY pitch from the Manager/Coach is recorded as a strike until the at-bat is complete. Eventual result is a hit (fair struck ball in play), a strikeout, or a base award (hit by pitch). Every batter should face a MAXIMUM of seven (7) pitches. The adult pitcher will not participate physically when the ball is in play. If the batter happens to get hit by the pitch, the player will take his/her free base. **Example: If the batter has a 3-1 count and the player pitcher pitches "ball four", the Manager/Coach will enter the game and the count continues forward BEGINNING with one strike/only two strikes remaining in the at bat until a hit, strikeout or base award occurs. If the Manager/Coach pitcher makes a "bad" pitch, call it a strike; do NOT keep pitching until the player gets a hit. The Manager/Coach must be prepared to enter field of play when there is a three ball count, and immediately vacate field of play upon contact. If ball strikes the Manager/Coach, the ball is in play same as if it would have hit an umpire. AT NO TIME must the Manager/Coach interfere with the play physically or verbally.**
- Rule 6.02 "Batters foot in the Box" rule is NOT applicable for District One Minor B Interleague play.
- Only two defensive adult coaches are allowed on the field, and they must remain in the outfield. No other coaches, except for the two offensive base coaches are allowed on the playing field while the game is in progress.
- Only one base awarded on an overthrow. Only one overthrow per at bat. EX- if a player hits the ball to the 2nd baseman, the throw to first is overthrown, runner gets only one base and the play is dead. If a subsequent throw to 2nd is made and overthrown, the runner must remain on 2nd.
- Defensive team consists of maximum eleven (11) players; six infielders (to include the pitcher and catcher), and up to five outfielders, who must remain in the outfield grass. If a team fields less than (11) eleven due to a shortage of players, the opposing team is not penalized, and will field up to eleven (11) defensive players, contingent upon their game time roster. Competitive Minor leagues and above may use no more than nine players on defense.
- Each player plays at least two consecutive defensive innings (six outs). Each player may only play a maximum two (2) innings at any single infield position per game. :Little League minimum play rule applies.
- Courtesy Runner is **NOT** in use during District Interleague Play. Intentional Walk is **NOT** in use During District Interleague play.
- Once play is completed on a batted ball, the ball is returned to the pitcher's mound. At this time, all play ceases, and the next batter takes position in the batter's box.
- No inning may start after one hour and 45 minutes into the game; finish the inning if exceeding time.
- A maximum of 4 adults per team can be within the confines of the field / dugout.
- This is Minor B Interleague, **INSTRUCTIONAL PLAY**; no last inning with unlimited runs, no scores kept (**except to maintain the integrity of the 10/15 run mercy rule and 5 runs per inning rule**), no winning or losing teams, no standings kept, and **NO PROTESTS ALLOWED.** Use **COMMON SENSE** and **FAIR PLAY** – this is Instructional Baseball!!!