

These rules are in effect for the 2025 season and beyond until updated.

The Little League Rulebook will apply with the following house modifications.

<https://www.littleleague.org/playing-rules/rules-regulations-policies/>

Kids play baseball to have fun, and it should be our primary goal to make that happen. Our main job as coaches, managers and parents is to provide a safe and fun environment for players to learn the game and develop their skills as well as to foster an atmosphere of teamwork, cooperation and sportsmanship.

Minor B is a transitional division to introduce competitive baseball to our younger players. Equal opportunities should be given at all fielding and batting order positions.

Weeks	Mindset	Pitching Machine	Player Pitch	Baseballs
1-2	Pre-Season	Speed 3	-	Level 1
3-4	Regular Season	Speed 4	-	Level 1
5-7	Regular Season Stretch	Speed 5	1 st inning	Level 5
8-9	Play-offs	Speed 6	1 st & 2 nd innings	Level 5
10	Championship Week	Speed 6	1 st & 2 nd innings	Level 5

The goals at this level are more about Having Fun and Developing Skills. The Final Score should not override these goals!

A. Games:

1. Set-up:
 - a. Dugouts - Home team takes the third base line dugout while the visiting team takes the first base line dugout.
 - b. Home team is responsible for field set up (to be completed not less than 30 minutes before game time) and take down post-game.
 - c. **Game Coordinator** – Beginning Week 5, if the umpires are not 19 years old or older, an Adult Game Coordinator MUST attend the plate meeting and be present at the diamond for the entire duration of the game.
 - d. **Team Safety Person** – There must be an Adult Team Safety Person present from at least one of the teams during the duration of the game.
2. Game Start:
 - a. Game start times are as according to the official schedule in TeamSnap.
 - b. Warm-up to begin 30 minutes prior to game start time.
 - c. Visitors shall have the infield for warm up from 20 minutes prior to the game start time for 10 minutes and the Home team shall have the infield for warm up 10 minutes prior to the game start time.
 - d. Teams must start the game with seven (7) players. A team must finish a game with seven (7) or more players, inability to do so will result in the game being recorded as 3-0

against the team unable to complete the game. It is at the coaches option to play a mixed team exhibition game at such point, which is encouraged for player development, such game will not count in any standings.

- e. No automatic outs for fielding less than nine (9) players.
3. Limits – Runs / Time / Weather:
 - a. Games are scheduled for four (4) innings.
 - b. Run limits for the innings are as follows: 3, 3, 3, once through the order.
 - i. "the order" is the number of players on the largest team's batting order, the team with less players on the batting order will cycle through their batting order until the number of players in "the order" has been reached.
 - c. Regular season and Play-off games can end in a tie (except in the Championship week).
 - d. Once a game begins, the head coaches of both teams (along with the umpire) will determine to end a game early due to weather or darkness, however a minimum of two (2) innings must have been completed to constitute a complete game.
 - e. No new innings to start 90 minutes after the game begins.
4. Recording the Score: Following each game the Manager or Coach from the Home team is required to report the outcome of the game to the Division Coordinator (or online as may be applicable) within 24 hours of game completion.
5. Playoff seeding will be based on a random draw conducted by the Division Coordinator.

B. Pitching Machine:

1. Follow the table on page 1 for speed and baseball levels.
2. The pitching machine is to be placed at 40', measured from the back of home plate (approximately in line between 1st and 3rd bases).
3. The hitting team's coach will operate the pitching machine. Under no circumstances should a child touch the pitching machine at any time.
4. A circle measuring approximately 6 feet in diameter is to be marked with line paint around the pitching machine. This is referred to as the "dead ball circle". A ball hit cleanly through the circle is a fair ball and in play. Any ball that comes to rest within the dead ball circle, or that hits either the pitching machine or the pitching coach, is a dead ball. The pitch is replayed and runners return to the base before the dead ball pitch was made.
5. If a player fields the ball from inside the dead ball circle and makes an out, the hitter and all runners will be deemed safe. There is no replay of the play.
6. Kids to be encouraged by coaches to swing at each pitch that is delivered to home plate at a reasonable height at or around the strike zone. Each batter is entitled to FOUR GOOD pitches, unless they have a hit first. If, in the umpire's discretion (or pitching Coach during games without an Umpire), a pitch is determined to be unhittable, the pitch shall not be counted in the pitch count. A pitch that is outside of the strike zone is not automatically considered to be "unhittable". The goal is to encourage the players to swing and keep the game moving along while at the same time not encouraging bad habits such as swinging at

wild pitches. If a batter does not swing at a pitch that is in your opinion, hittable, please call the pitch a strike and count it as one of the 4 pitches.

7. No walks or Strike outs until May 15th, if no hit after 4 Good Pitches, put in the Tee and have the batter hit away. If a hit is foul, then the batter hits again until a "live" ball is hit. A batter is to be called out if they throw the bat if they do so after one warning.
8. After May 15th, a strike out occurs if the batter is unsuccessful in hitting the ball after FOUR Good Pitches. If the 4th pitch is hit as a foul ball, the batter shall remain "alive" and will continue to receive additional pitches until the batter either makes a hit or does not make contact with the ball on a pitch. Upon striking out, the batter is considered to be "out" and shall return to the dugout. A batter is to be called out if they throw the bat.

C. Player Pitching:

1. This is the first level where Player Pitch is introduced. For most players, this will also be the first time that they have pitched in a live game. For this reason, it is important that all players be encouraged to pitch. The introduction of Player Pitch in week 5 is to provide time to train our young players how to pitch in practices.
2. Players pitch from a nailed-in pitching rubber or painted line at 37', measured from the back point of home plate. The pitching machine is not to be on the field while players are pitching and the dead ball circle is not in effect.
3. No walks. If four (4) 'balls' pitched and no hit or strike-out, put in the Tee and have the batter hit away.
4. Pitch Limit – No pitcher is allowed to throw more than 20 pitches in a game. And no pitcher may pitch more than one game per day.
5. Pitch Count - The scorekeeper must provide the current pitch count for any pitcher when requested by any coach. However, the coaches are ultimately responsible for knowing when the pitcher must be removed.
6. When a new pitcher is put in mid-inning, they are allowed two (2) warm-up pitches only, so as to keep the pace of the game moving along.
7. Dropped third strike rule not in effect.

D. Batting:

1. Strikes: There are called strikes and umpires have been instructed to be liberal with the strike zone.
2. Bunting is not permitted.
3. No walks. After a batter has been 'walked' with 4 good pitches from the pitching machine or 4 balls pitched from a player pitcher, a Tee will be brought in for the batter to hit off of. The defensive team is to play the ball as any other live hit ball and will have to attempt to get the batter out, despite technically being 'walked'. If during a situation where a Tee is being

used, if a player is to run home, the home plate umpire (or coach) should attempt to move the Tee.

4. Teams hit through their lineup in order, and all players hit in the batting order. Beginning Week 5, the batting order is to be submitted at the pre-game coach-umpire conference.
5. All batters and base runners must wear helmets until they have completely left the playing field and have returned to their dugout.
6. All bats used in games must have the USA Baseball logo on them.
7. Thrown bats: after a hit, batters must drop their bat in a safe manner. Any thrown bats will require a warning, a second infraction during the same game will result in that player being declared out. Beginning week 5, any batter that throws their bat (umpire's discretion) will be declared out. (It is encouraged that the Catchers are set further away from the batters during the first 5 weeks for safety reasons)
8. On Deck - There is NO "On Deck" circle in Little League due to safety reasons. No players other than the batter should be swinging bats during the game. The player "on deck" must remain in the dugout waiting for their turn to hit.
9. All players are to remain in the dugout when their team is batting.
10. Adult base coaches are permitted at 1st and 3rd bases (one per base), provided there is an adult coach/manager in the dugout.

E. Base Runners:

1. No Stealing.
2. No Lead Offs.
3. Sliding - For safety reasons, if there is the possibility of a play at second, third and especially at home plate, runners SHOULD SLIDE or AVOID, otherwise they MAY be called out if it is deemed by the Umpire (or Pitching Coach) that there was an unsafe potential impact between the Runner and the defending player. There is no headfirst sliding at any base. This is a judgment call by the umpire (or Pitching Coach) on how to enforce the unsafe potential of the play.
 - a. Players should not slide into first base, but it is not an out.
4. On hits to the outfield, a runner may continue to advance until the ball has been returned to the infield (by crossing the plane into the area inside the proper baselines and backstop. The goal is to encourage outfielders to throw and not run the ball back into the infield. As such, it is not necessary for an infielder to catch or control a ball that has been thrown into the infield in order to stop the runners. However, a ball that is run into the infield by an outfielder will not be considered "returned to the infield" until such time as control of the ball has been passed to an infielder. If a runner is not more than halfway between bases at the time the ball is returned to the infield, the runner must return to the previous base. If the umpire determines that a runner was not halfway to the next base when the ball was returned to the infield, the runner shall be sent safely back to their previous base.

- a. If there is at least one runner on base when a ball is hit to the outfield and the runner is on adjacent base, then it is the lead runner's position when the ball is returned to the infield which will determine whether runners may or may not advance to the next base. For example, if the batter hits the ball to the outfield and is more than halfway between 1st and 2nd when the ball is thrown back into the infield, BUT the lead runner who is directly ahead (between 2nd & 3rd) is NOT more than halfway between the bases, then both runners must return to the previous base.
5. No advancing on Overthrows.
6. Tagged Outs – A runner that is tagged out between bases while the ball is live is out.
7. Overruns – Unless the umpire has called a dead ball, a runner may be tagged out on overrunning a base (including on a return of the ball to the infield or on an overthrow). Runners turning left at first base may be tagged out (runners turning right after first are safe until they return to the field of play).
8. Fly Balls - Where a batter hits a fly ball that is caught, the batter is out. Tagging up on fly balls is not permitted. Base runners advancing off their base on a fly ball that is caught may be tagged or thrown out at the base they left. Infield fly rule does not apply.
9. Unless they have the ball, fielders are not to block the runner's progress by standing on the base or base paths. If the umpire determines that obstruction has occurred, the runner will be awarded the base they are advancing to.

F. Fielding:

1. Equal defensive playing time for all players.
 - a. No player may play the same position more than two (2) innings in every game.
 - b. Every player must play at least two (2) innings in the infield and one (1) in the outfield per game.
 - c. No player is to sit out two (2) innings until every other player has sat at least one (1) inning and no player can sit out two (2) defensive innings in a row.
 - d. Defensive substitutions are unlimited, and substituted players can re-enter the game, although pitchers who have been relieved cannot return to the mound.
2. A maximum of 10 players may play in the field at one time. Infield positions are pitcher, catcher, 1st base, 2nd base, shortstop and 3rd base. Outfield positions are left, centre and right field and if 10 players, centre left and centre right field. Catchers must wear all catcher equipment as provided.
3. The fielding team is allowed to have only one player playing the position of pitcher either to the left or right of the pitching machine. The pitcher is not permitted to be positioned closer to home plate than the side of the pitching machine. A small line should be painted on either side of the dead ball circle indicating where the pitcher can be positioned.

4. Players in the position of 2nd base and shortstop are allowed to be positioned no closer than 3 feet inside the base path towards home plate when a pitch is being delivered. Players at 1st and 3rd may be positioned no closer than 6 feet in front of their bases.
5. Catchers must wear a cup or jill, and it is recommended that all players wear cups/jills for every game and practice.
6. Outfielders are allowed to be positioned no closer than 15 feet behind the base path when a pitch is being delivered.
7. For player development purposes, each player should be given the opportunity to play each fielding position on a rotating basis unless there is a concern for the player's safety in playing that position. Coaches should use their reasonable efforts to ensure that no player plays the same position twice in the same game, and favouritism should not be given to better players when allocating infield positions. Pitcher and 1st base are key positions and a player should not play either of those positions twice in the same game if possible.

G. Umpires:

1. Once the game begins, the umpire is the ultimate authority over all aspects of the game.
2. Arguing with Umpires will not be tolerated. Coaches, parents, and/or players who do so may be ejected and/or asked to leave the park.
3. **There is no appealing of Umpire calls at this level whatsoever.** This is to support our youngest umpires in developing their confidence in making calls.
4. No Balks are to be called.
5. During weeks 1-4 before youth umpires, the hitting team coach operating the pitching machine will act as umpire during that half-inning. It is this coach-umpire's responsibility to be fair for both teams.
6. At the conclusion of each game, the umpires will stand at home plate. Please have your team line-up and shake their hands with a "thank you".
7. Any positive or negative feedback about an umpire and/or coach interaction with an umpire should be provided to our Umpire in Chief at umpireinchief@kerrisdalebaseball.com

H. General:

1. All equipment must be kept in the dugout area away from the field of play.
2. Coaches must stay in their dugouts throughout the game except for the following situations:
 - a. Base Coach for the hitting team
 - b. Umpire Conference as permitted to by the Plate Umpire
 - c. Warming up a pitcher before the half-inning starts
 - d. Providing pre-inning instruction to their team in between half-inning starts

- e. Weeks 1-4, when the Pitching Machine is in use, a hitting team coach may be beside the backstop fence (not in line with the pitches) to assist with placing/removing the Tee.
 - f. The defensive team is allowed one or two coaches at position out of play at least 15 feet past 1st or 3rd bases to provide instruction. There are no defensive coaches allowed in the infield.
3. Call ups - If a team is short players it may call up players from the directly lower division
- a. Must be from players on the call up list.
 - b. Called up players cannot miss their own game or practice to play as a call up.
 - c. Call ups cannot pitch or play catcher.
 - d. Call overs are not allowed.
4. **Injury during a Play** - Should there be an injury whereby a player appears to require assessment for injury (especially for any impacts involving the player's head), the Umpire (if 13 years old or older) or Adult Team Safety Person (if no Umpire in weeks 1-4, or if the Umpire is younger than 13 years old) should call the play 'dead' and all runners returned to their most recent base achieved safely, and any 'out' made before that point also to be counted. If the batter is returned to bat having not achieved first base safely, the balls-strikes count prior to the play will be in effect for the next pitch. The injured player(s) will be substituted immediately, at no penalty to the substituting team(s), and the injured player(s) must stay out of the game for at least five (5) minutes to be assessed by the Team Safety Person. The injured player(s) may only return to the game if the Team Safety Person deems them capable of returning to play immediately (suspected concussions to be strongly encouraged to stay out of the rest of the game).

Play-off Rules – Minor B:

All regular season rules apply unless modified below:

- 1. Run limits for the innings are as follows: 4, 4, 4, unlimited for the last inning (3 outs).
- 2. Three strikes for an out at bat, no longer five good pitches from the pitching machine.
- 3. Games suspended before reaching a complete game will be resumed at a later date from the exact moment of suspension, unless the game is suspended before completion of the first inning in which case the entire game will be re-played.
- 4. In the event a game is rained out or otherwise postponed, the teams involved will be responsible to reschedule and complete the game at a later date. Until such games are made up and the outcome is reported to the Division Coordinator, the game will be treated as a 0-run loss for both of the teams involved.
- 5. Ties – Only in the Championship Week, if the score is tied after 4 innings, extra innings must be played. The offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base. Tie Breaker rules in the Little League Rulebook will be followed for final standings during the Play-offs leading into the Championship Week.