

Boys Minor League Rules - 2022

Little League Rules will be followed with these exceptions or clarifications:

1. The game will be 6 innings—minimum of 3 innings. A time limit of 1 hour and 30 min. for the game, with no new inning starting after 1 hour and 20 min. 10 run rule will be in effect after 3 and a half innings. *Maximum of 5 runs per inning or three outs unless last inning which runs are unlimited up to time limit.*
2. **For the first two weeks of the season (May 16 – 25)** pitchers may pitch no more than 3 consecutive innings, may not pitch more than 3 innings in a game. No player shall walk on 4 pitched balls: they can walk only if a pitch hits them. Once the pitcher has pitched 4 balls, the batter coach then pitches 3 balls, and the batter must hit or strike out. The athlete / pitcher must stand next to coach / pitcher in circle while he/she pitches to the batter. **The coach/pitcher, while pitching, will have to start with BOTH feet on the pitching rubber while pitching to start each pitch.** The coach may not make a play on the ball, unless it is an act of self-defense, and needs to drop the ball immediately for the athlete/pitcher to make to play. The batters coach must wear a glove when pitching. There is no dropped third strike rule. ***If pitcher hits 4 batters (not ground first) by a direct hit that pitcher will not be allowed to pitch the rest of that game.**
3. *Pitching distance is 46 feet* and there is 3 innings limit per pitcher each game. One pitch in an inning constitutes an inning pitched. No balks. Distance between bases is 60 feet. ***If pitcher hits 4 batters (not ground first) by a direct hit that pitcher will not be allowed to pitch the rest of that particular game.**
4. 10 defensive players and must play four outfielders. Every player will be at least 2 defensive innings and bat 1 time per game unless shortened by the run rule. If a coach has a discipline problem with one of his players and doesn't feel the player has a right to play; the coach should discuss this problem with the opposing coach BEFORE the game. Also, if by mistake a player does not get to play in a regular 6-inning game (coach's error) that player will start and not be substituted for that game.
5. Substitutions—Unlimited.
6. Bats – Sanctioned bats with a barrel size of 2 ¼, 2 5/8 or 2 ¾ inches.
7. All players will bat in the original batting order at all times (every player to be placed in the batting order)
8. **Bunting is allowed starting the week of May 30.**
9. All overthrows (or ball is uncatchable)-only one base per overthrow or even if out of play. Runner can advance to the next base at his or own risk. Exception during stealing – see rule #11.
10. No infield fly rule. No metal spikes.
11. **During the first two weeks of the season (May 16 – 25) stealing is NOT allowed. Starting the week of May 30 for the remainder of the season stealing is allowed on wild pitches and home is closed.** Base runner can lead off when the pitch is released from the pitchers' hand. Each base runner can only advance one base on each steal attempt until the next pitch is thrown.
12. There will be NO “drop 3rd strike, batter advance”. Any batter receiving a strike 3 call will be automatically called out.

13. Batters and base runners must wear their helmets at all times while on the playing field. The player will be warned in the first game and then after the first game; the player will be call out and if already out, the next batter will be call out. If it is the last out of the inning, the out will be assessed to the first batter in the next inning.
14. If a player throws the bat. Warning first at bat, from that point, the batter will be called out.
15. Sliding—all slides will be feet first except on a pick off play when trying to return to the base on a caught fly ball (line drive). If there is a possible play, the player must attempt to slide or the base runner will called out. If there is no play, no slide is required and the fielder must not fake tags or block the base if there is no play. **During the first week of the season, if there is a possible play at 2nd, 3rd or home base a player must slide. If a slide doesn't occur there will be a warning, then will be called out at the second occurrence.**
16. Base running—if a runner rounds a base but stops with the pitcher in possession of the ball in the vicinity of the pitchers' mound or a fielder attempting to throw the ball to the pitcher, the player must return to that base unless the pitcher fails to field the ball. Any hesitation constitutes stopping. The pitcher is not required to look the runner back.
17. Each team can have two coaches on the field and one coach/adult scorekeeper on the bench at all times. Coaches must remain inside the dugout while their team is on defense.
18. A team can start a game with no less than 8 players. Less than 8 players is a forfeit. The team with 8 players must place a designated OUT in their batting order. Any player that arrives late can enter the ball game as soon as the player can. If the arriving player is the 9th player then he is placed in the batting order at the designated OUT spot.
19. Warm-up before the game will be 7 minutes on the field for each team—home going first. The pitchers will get 8 pitches before the game and 5 pitches between innings.
20. Both teams must keep a scorebook and please check with the opposing team after each inning; but the home scorebook will be the official book in all disputes.
21. A throw from the catcher to the pitcher is not a live ball. Any runner cannot advance if the throw is an overthrow.
22. No handshakes after game. Each team will come out of their dugouts and wave.
23. Home team will supply games balls as well as umpires throughout the season.

Minor League Tournament – TBD
Each team is required to pay \$50 & 2 NEW GAME BALLS.