

**2016 Playing Rules for  
Hopkins Area Little League  
Minors B Development Division**

**Little League rules and regulations will govern all Minors B Division play,  
including the following local rules:**

**GAME INFO:**

1. Home Team: Home team will occupy the 3rd base dugout.
2. Pre-Game Meeting: Coaches of both teams should meet before the game and ensure they agree to game time ending, number of missed pitches for a strikeout, and share any other pertinent information.
3. Umpire: The coach that is running the pitching machine is the umpire for that half of the inning.
4. 5 Run Rule: A maximum of five (5) runs may be scored in one inning. If five (5) runs are scored in an inning, that inning is over regardless of the number of outs. The inning is over as soon as the 5<sup>th</sup> run crosses home plate, except in the case of an extra base hit in which case all runners and the batter will be allowed to advance and score.
5. 10 Run Rule: The 10 run rule (Rule 4.10(e)) will not be waived (see 4.10(e)(2)), but modified to the following: If after five (5) innings, four (4) and one-half innings if the home team is ahead, one (1) team has a lead of 10 runs or more the manager of the team with the least runs shall concede victory to the opponent. This rule also applies for inter league games at Hopkins fields.
6. End of Game: For games that end prior to six (6) innings due to time constraints, the two coaches must agree and announce that the last inning is about to begin. Both managers must acknowledge their understanding. Any inning that begins after 75 minutes of play is deemed to be the last inning. The games will end no later than 15 minutes prior to time the next game is scheduled to begin. There is a 1 1/2 hour time limit on the game regardless if there is another game scheduled after the game. Because no Minors B standings are kept, a game may end during the course of an inning (rather than at the end of an inning) due to the need to start the next game. The final score reverts to the last complete inning.

**AT BAT:**

7. Batting: Batting is round robin.
8. Strike Outs: Each batter will receive five (5) good pitches until Memorial Day. After Memorial Day players will receive three (3) good pitches. Foul balls will be counted towards the pitch count except as the last strike. However, batters should not be penalized for swinging at pitches that are out of the strike zone. Use this sparingly and only for those batters that need the extra opportunity. There will be no walks. In order to strike out, a batter must either: not swing at a pitch in the strike zone as defined by the umpire (5<sup>th</sup> good pitch) or swing at and miss a pitch in the strike zone as defined by the umpire. A batter either hits a pitch or strikes out.
9. Bunting: Bunting is not allowed.

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10. Sliding: Sliding feet first only is required at second, third and home base if a player is stationed at the base and has the ball or is prepared to catch the ball. Under no circumstance may a runner intentionally collide with a fielder. (Modification to Rule 7.08(a)(3).) If a player does not abide by these rules, he/she will be called out. Coaches should teach their fielders not to occupy a base or stand in the base paths unless a throw is coming to that fielder. Umpires (coaching staff) may impose appropriate penalties, including awarding runners extra bases, when fielders obstruct or hinder runners. Rule 7.06 b(Note 2) If the defensive player blocks the base (plate) or base line clearly without possession of the ball, obstruction shall be called. The runner is safe and a delayed dead ball shall be called.
11. Stealing: Base stealing or advancing on a passed ball is not allowed. No advancing on a throw back to the pitcher after a pitch.
12. Pitching Machine: When a ball is hit into the pitching machine it is a dead ball. The batter/runner is awarded first base and all runners advance one (1) base. When a ball in play is thrown into the pitching machine, the ball is dead and the batter-runner and other runners are awarded the base to which they were advancing when the ball hit the machine. Determination of whether a runner was attempting to advance at the time the ball is thrown into the machine is a judgment call for the umpire under Rule 9.02.
13. Over-Throws: When a ball is thrown out of bounds (outside the fence or dugout), all runners advance a maximum of one (1) base. After the runner(s) has advanced the play is over.
14. Base Running: Advancing on hits to the outfield: Runners can advance as far as possible as long as the ball remains in the outfield. Once the ball is returned to the infield (as judged by the umpire) runners cannot advance. The base to which the runner is advancing when the ball reaches the infield is the farthest that runner can advance on that play. The ball is considered in the infield once it reaches the base paths (dirt area) regardless of whether in the possession of a player.  
  
Advancing on hits to the infield: If the ball does not leave the infield, all runners can only advance one (1) base. No extra base is allowed on a misplayed or overthrown ball in the infield. For example, on an infield hit, the batter can only reach first base, and a runner on first base can only reach second base, even if the play to first is overthrown. If the overthrow goes out of bounds, then runners can advance one (1) base.
15. Infield Fly: The infield fly rule is not used. Play should continue according to the rules listed.
16. Base Breakaway: If the breakaway base breaks away from the original spot, the player uses the place where the magnetic peg is as the base. Do not chase the base that has broken away.

**IN THE FIELD:**

17. Minimum Play: Every player of a team roster will play a minimum of two (2) innings (six (6) outs) in the infield, a minimum of one (1) inning (three (3) outs) in the outfield and bat at least one (1) time for each six (6) innings game. No player will play more than two (2) innings at any one position during a game.

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Coaches must prepare a roster with positions for each player for all six (6) innings and provide a copy to the opposing team. No player will play in the outfield two innings in a row. Players will rotate through positions evenly throughout the season.

18. Field Positions: Only six (6) infielders are allowed including the catcher. An outfielder will not be placed on the infield dirt.
19. Number of Fielders: A team may place up to 10 fielders in the field during a game. A minimum of six (6) players is required to play a game. In any case where a team has less than 9 players, the manager may select one (1) or more substitute Minors B players from any other Minors B teams to make a roster of 8 players for that game. Each such substitute will wear his/her regular team jersey. A substitute may not play in the infield. A substitute will be placed at the end of the batting order for that particular game. The coach will notify the opposing coach and division coordinator of this substitution if they have found a substitute.
20. Substitutions: Free substitution of defensive players is allowed. (Modification to Rule 3.03.)
21. Sitting Out: **No player may sit out a second inning until all players have sat out once in the game.**  
Exception: A player may be removed or held out of a game for disciplinary or health reasons. The manager should discuss the situation with the umpire and opposing manager and there must be an agreement reached. The manager should also discuss the situation with the player's guardian after the game.
22. Catchers: Catchers must wear a cup and be outfitted with full catchers equipment and place themselves behind home plate in position to receive the pitch. The function of this position will be no different than at the higher divisions.
23. Coaching on the Field: Managers and coaches are not allowed in the infield. Two (2) defensive managers or coaches may station themselves in the outfield to provide direction to the fielders. A team may use managers and coaches for both base coach positions.

### **Safety:**

- Use helmets equipped with face masks and chin straps that fit.
- No players shall hold any bats while in the dugout.
- It is strongly suggested that all players wear a cup.
- Parents and coaches should take caution with jewelry worn by players to prevent injury.
- Catchers must always wear a cup and a mask with a throat guard and full catcher's gear.
- Make sure kids use necessary equipment. Check to make sure equipment is operational and safe.
- No sliding head first.
- No on-deck batter is permitted. Players must remain in the dugouts at all times.
- Only the player batting can hold a bat. No players in dugouts can hold bats.
- Use leather hard balls only, no vinyl hard balls can be used.
- No parents are allowed in the dugouts or on the field unless approved by the Manager/Coaches and have completed HALL Volunteer forms.

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**General:**

- Learn baseball. Keep the game fun. Keep it organized. Good sportsmanship is important! Players respond better when the coach imposes control over the game's process. **Emphasize defense as well as offense.**
- Have a team meeting out on the field after each game to discuss went well during the game.
- Play according to the league and division rules. Don't change things because you don't agree with them.
- Pitching machine speed measurements vary. Pitching machines should be set to approximately 40 mph and will be periodically calibrated by Player Development. Coaches should attempt to keep the amount of arc to a minimum and the speed at a hittable rate.
- Pitcher should stand slightly to one side, and behind the machine.
- Rotate batting order each game so each player has the chance to bat first and there is a different lead off batter for each game.
- Rotate positions every inning. One inning in the infield, the next in the outfield.
- Coaches and parents will be called upon to help set up and take down the fields. Coaches are responsible for training parents how to set up and take down the fields. HALL does not have staff for field preparation and clean up.
- Composite bats, if used, must be Little League approved. An illegal bat must be removed. Any bat that has been altered shall be removed from play