

# Beachside Little League Minor B Division Spring Supplemental Rules

(Revised September 29, 2011)

The current version of the official rules of Little League, as modified herein, will be the basic set of rules for the Beachside Little League Minor B Division baseball season. The Official Little League Rules and Regulations will govern situations not covered by these modifications.

1. **THE LEAGUE**: This is a minor “machine pitch” league that is an intermediate level of play between that of T-Ball and Kid Pitch minors. The league shall be instructional in nature with no official scores and standings kept.
2. **THE TEAMS**: Each team shall consist primarily of 7 and 8 year old players – placement by the board with the objective of balancing the player talent among the teams. 6 year old players may be placed on a team if agreed to by the above noted divisions.
3. **THE GAME**: Skill development shall be the primary objective at the Minor “B” level of play.
  - A) **Length of Game**: Games shall have a time limit of 1 ½ hours from the scheduled start time. All play will cease 2 hours from the scheduled start time. The last inning will be determined based on game time remaining and will be agreed to by both managers at the top of the last inning. **The last inning is a bat-around inning. This should be taken into consideration.**
  - B) **Length of Innings**: Each inning will last for 3 outs or 4 runs (which ever comes first) except for the last inning, which will be a bat-around (all players batting, starting with the next batter up in the order). **Note**: The 4 runs or 3 out rule doesn’t apply to the last inning.
  - C) **Continuous Batting Order**: All players in uniform will bat regardless if they are playing defense at the time or not. The batting order shall remain the same for the entire game and after the first inning, the batting order will start with the next batter up in the order as carried over from the previous inning.
  - D) **Maximum Pitches**: Each batter will be allowed 5 pitches unless fouled off. If the batter fouls on the 5<sup>th</sup> pitch, pitches will continue until the batter either misses the pitch or puts the ball in play). Un-hittable pitches due to pitching machine issues shall not count as strikes or against the 5 pitch maximum. Unhittable pitches should be agreed on by the acting manager of both teams.
  - E) **The Pitcher**: An Adult coach from the batting team will feed the pitching machine. **No player will play the position of pitcher.** Any ball that strikes the machine, the adult coach or any gear associated with the pitching machine (power cord, electrical outlet cover, etc) or lands within the pitching mound area will be declared a dead ball. **In this case, the batter will be allowed to proceed to first base and all other runners will be allowed to advance 1 base.** Balls hit through the pitching mound area without making contact with the pitching machine, the adult coach or any gear associated with the pitching machine (power cord, electrical outlet cover, etc) will be declared live and playable. **No fielder may make a play on the ball within the pitching mound area.** The adult coach shall remain on the pitching mound during play and may not interfere with play.
  - F) **Defensive Positions**: The defensive team will generally have 9 players on the field with 4 players in the infield, 4 players in the outfield, 1 catcher and no pitcher. Defensive

players must be positioned in normal baseball positions. All outfielders must be positioned outside of the infield to begin play. There will be no major shifting of players to include positioning players close to the batter or to one side of the field. The catcher position is optional, but if used the catcher will stand behind the plate in gear but does not need to squat down in regulation catching position. Male catchers must wear a protective cup. If there are still players on the bench after fielding your team, the coach can add additional players to the outfield at his discretion. Player safety should be taken into consideration when adding these players.

- G) Mandatory Play: Each player must be given a position on the field for at least 3 complete innings in a 4 or more inning game. In addition, no player may sit for 2 consecutive innings unless the player is injured or refuses to play. ALL players MUST play 2 INNINGS in the INFIELD per game. Six year-old players can be exempted from the two innings in the infield requirement at the discretion of the Manager/Coach.
- H) Leadoffs and Stealing: There will be no leadoffs or stealing by the base runners. This includes passed balls by the catcher.
- I) Infield Fly Rule: There will be no infield fly rule called.
- J) Defensive Coach: Each team may have 2 adult coaches positioned in the outfield to provide instruction however they must not interfere with play. A coach from either team may be positioned along the backstop behind the catcher to retrieve passed balls to prevent excessive loss of playing time. In the event that no catcher is played in a particular inning, a coach may act as the catcher. However, the wearing of the appropriate protective gear is the sole responsibility of the coach. Injury to the coach caused by the failure to use the appropriate protective gear is not the responsibility of Beachside Little League.
- K) Base Running: Runners must stay in contact with the base until the ball enters the strike zone. Once the ball is hit, runners may advance until the DEFENSIVE player GETS the ball. Runners may not advance on overthrown balls. On balls hit to the outfield, all coaches should encourage their players to throw the ball in quickly. The objective is to encourage players to attempt to make the throw to achieve an out.
- L) Base Coaches: Two adults will be permitted to coach the bases as long as there is another adult in the dugout during their offensive part of the inning. If there are two adult coaches on the bases then the coach feeding the pitching machine may not coach any base runners. If there is only one adult coach on the bases, then the coach feeding the machine may coach base runners from the pitching mound.
- M) Pitching Machine: A pitching machine will be used for all scheduled games. The pitching machine speed will be set to 38 MPH. The machine will be placed on top of the pitching rubber, approximately 46 feet from home plate and set up to deliver a relatively flat, hittable pitched ball to the batters. Play may be briefly halted to make minor adjustments to the pitching machine as required to ensure proper operation of the machine. Although strikeouts are an inevitable part of the game, the objective should always be to set the pitching machine up to allow the batters to hit so that the fielders have the opportunity to make the defensive play.
- N) Umpires: Coaches will call outs during the game. The coach on the field (offensive or defensive) that is closest to the play will have final say on any close calls.
- O) Game Balls: The Home team will supply two (2) new game balls. Visiting teams will supply two (2) serviceable game balls.

#### 4. RAINOUTS AND CANCELLATIONS

- A) Regular season game RAIN OUTS are NOT rescheduled by the league, they are just considered missed games. If the managers involved want to work something out on their practice day or another day in which space is available, that is up to them. Please notify the individual in charge of the master calendar so they can update the calendar.
- B) Safety is our number one priority. A field is not playable if:
  - There is lightning, tornados, or other dangerous weather conditions
  - There is standing water on the field that causes a safety issue
  - There is mud that presents a safety issue
- C) Ultimately it is the umpire or chief umpire's decision to call a game however, if both managers agree to cancel a game it will be cancelled. If the weather is bad prior to a game, the following is the normal procedure:
  1. A manager (or coach) should go to the field and determine if there are field issues due to weather that cannot be easily corrected prior to the arrival of players
  2. The managers (or coaches) should then talk with each other and agree whether or not the game should be called or held
  3. If the coaches agree to cancel a game, an email should be sent by one of the managers (or coaches) to both team managers, the chief umpire (Chris Wolfe), and Neil Kent (baseball) or Rob Sinclair (softball) specifically stating that the game has been cancelled due to weather
  4. If the coaches cannot agree that a game should be cancelled then the cancellation is up to the head umpire
  5. Under NO circumstance should a players safety be compromised. If there are tornado warnings, lightning, or other dangerous weather or field conditions your players are not expected to be at the field.

3. PROTESTS: There are no protests in this league.