

2008 Minor B Rules

1. 2 hour game limit. If the fifth inning is not completed at the 1 hour and 45 minute mark then the next inning will be completed and be the last inning. Each game needs to have a winner so it is okay to play passed the 2 hour time limit. If a game is tied at the end of the 6th or final inning, you need to continue the game until a winner is declared.
2. 5-run limit per inning except the last or 6th inning. The 6th inning is the last inning, unless the coaches designate an earlier inning to be the last. They must do so before the inning begins. The 6th inning or the last inning (if designated by the coaches) will have a 10 run limit. All extra innings if needed will have a 10 run limit as well.
3. Pitching:
 - o Limit pitchers to 50 pitches
 - o 1-20 pitches---no rest need by your pitch
 - o 21-40 pitches----1 days rest is needed
 - o 41-50 pitches----2 days rest and a game must be played
 - o If a pitcher reaches the 50 pitch limit while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1) The batter reaches base; 2) the batter is put out; 3) the third out is made to complete the half-inning.
 - o A pitcher who delivers one or more pitches in a game cannot play catcher for the remainder of that day.
 - o Hit Batter: Limit your pitcher to 2 hit batters. After 2 hit batters, you must take your pitcher out. (Keep in mind; you should dedicate some time on training your hitters on what to do when the ball is thrown at them, getting out the way if possible.)
4. No pass balls and no stealing or advancing bases on a pitched ball or a throw back to the pitcher from the catcher after a pitched ball.
5. No advance from 3rd to home on passed balls or wild pitches.
6. No stealing.
7. Play 10 players in the field.
8. All players should be inserted into the batting lineup. In other words, if you have 13 players, bat 1 through 13.
9. You can freely substitute one player for another at any time. Little League rules state that each player must play a minimum of 3 defensive innings.
10. Umpiring. A home plate umpire will be provided by the league. Two umpires will be provided for the Championship game only.
11. It is advisable to have the 2 ADULT base coaches. However, there must always be a coach in the dugout.
12. Home team is responsible for preparing the field. This entails dragging the field, prepping the mound and home plate areas (fill and tamp down holes), watering the field, chalking the first and third base lines, and chalking the batter's boxes. It is strongly suggested that both teams help prepare the field for play.
13. Overthrows and balls hit to the outfield. On an overthrow or a ball hit to the outfield, the runners can advance until the ball is controlled in the infield by a player of the defensive team. If a runner is between bases when the ball is controlled by a defensive player, the umpire will call time and place on runner on the base that he is closest too. Example: if the ball is controlled by a defensive player and the base runner is 2/3 of way to 3rd base, then the runner will be placed on 3rd. If the same base runner is 1/3 of the way to third then he will go back to 2nd. Were the runner is placed is at the sole discretion of the umpire.

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