

# Little Mountain Baseball Minors A Division House Rules

*NOTE: Gameplay in the Minors A Division is primarily governed by the Official Regulations and Playing Rules of the Instructional Divisions of Little League Canada will apply with the few following modifications*

## Fair Play Rules:

- Every player must play at least 2 innings in the infield and one in the outfield per game.
- No player may play in the same position more than 3 innings in a game other than pitcher.
- No player is to sit out 2 innings until every other player has sat at least one inning.

Try and be competitive but also look at developing all your players and not a select few. Try to get your players to play as many positions as possible. Outfield is an important position as well, so work on their footwork and tracking of fly balls.

## Pitching

- Players that are Little League aged 12 are not eligible to pitch in the Minors A Division.
- A player may not pitch in more than one game in a day.
- A pitcher must be removed if he/she hits 3 batters in the same inning or 4 batters in one game.
- Once a pitcher is removed, that pitcher may not return to pitch during the same game.
- Pitching limits in the Minors A Division follow the pitch count limits set forth in the Official Little League Rules, which can be viewed at <https://www.littleleague.org/playing-rules/pitch-count/> and are reproduced below for your reference.

## Regular Season Pitching Rules – Baseball VI – PITCHERS

(a) Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.) **Exception:** Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.

(b) A pitcher once removed from the mound cannot return as a pitcher.

A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. **EXCEPTION:** If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.

(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:

**11-12 – 85 pitches per day**

9-10 – 75 pitches per day

7-8 – 50 pitches per day

**Exception:** If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

**NOTE: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter.**

If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

**(d)** Pitchers league age 14 and under must adhere to the following rest requirements:

If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.

If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

**Exception:** If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.”

**NOTE:** If a pitcher reaches 30 pitches while facing a batter in the first game, the pitcher may continue to pitch, and maintain their eligibility to pitch in the second game on that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to pitch in a second game provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 31 or more pitches in the first game, and is not covered under the threshold exception, the player may not pitch in the second game that day);

### **Batting:**

- Bunting is permitted in the Minors A Division.
- Teams will bat through their entire lineup, even if a player has not played in the field that inning.
- **All bats used in games must have the USA Baseball logo on them (see below image). Each team will be provided with approved bats in their equipment bag.**



### **Base Running:**

- Stealing 2nd, 3rd or home, or taking home on a wild pitch, passed ball or errant throw back to the pitcher is allowed.
- Lead offs are not permitted in Little League. When a pitcher is in possession of the ball and contact with the rubber, and the catcher is in the catcher's box ready to receive delivery of the ball, runners may not leave the base until the ball reaches the batter.

### **Courtesy Runner:**

- A courtesy runner for the catcher and/or pitcher when there are two outs is permitted. This courtesy runner rule only applies to House League.

### **Game duration/Run Limits:**

- The game is 6 innings.
- Run limits are 5, 5, 5, 5, 5, & open.
- A new inning cannot be started after 2 hours and 15 minutes from the scheduled start time (unless you are the last game of the day, no game is starting after yours, and daylight permits safe play – to be determined by the umpires).
- Coaches, in consultation with the umpire, should discuss calling the open inning if you are getting close to the time limit.
- Subject to the above time limits, 1 extra inning is permitted during the regular season. Games may end in a tie during the regular season. During the playoffs, extra innings will be played as needed.
- There is no mandatory mercy rule. The coach of the losing team may concede the game if behind by 10 or more runs after 4 innings.

### **Other Rules:**

- The infield fly rule is in effect.
- There are no dropped 3rd strikes.
- A team must have a minimum of 8 players to start a game. If a team starts a game with 8 players, the 9th spot in the batting order will be an automatic out. If a game has started and a player leaves or is injured leaving a team with 8 or less players, the umpire and scorekeeper must be notified, and the missing player's spot in the batting order becomes an automatic out. If the player returns, the umpire and scorekeeper must be notified, and the player is to be re-inserted in his/her original spot in the batting order and is no longer an automatic out. If a new player arrives after the start of the game, the umpire and scorekeeper must be notified, and the player will be inserted at the bottom of the batting order. If the new player brings the team back up to 9 players, there will no longer be an automatic out. If the team still has less than 9 players after the new player arrives, the spot in the batting order where the first player left or was injured will no longer be an automatic out.
- If a player is injured or leaves and the team still has 9 or more players, there is no automatic out and the player will be skipped in the batting order. If the player returns, the player is to be re-inserted in his/her original spot in the batting order.

### **Umpires**

- They are youths (they could be your kid one day) so please treat them with respect. This includes teaching your players and parents appropriate behaviour towards umpires. Please have a team discussion about this with your parents and players. 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". If you have positive or negative feedback feel free to pass it along to our Umpire in Chief (uic@littlemountainbaseball.com). An additional email will follow regarding umpires.

### **Adult Game Coordinators (AGC)**

- When both the Plate and Base umpires are youths (as it almost always is in Minors A/Minors and it sometimes is in Majors A), the home team is to provide an Adult Game Coordinator. This is a non-coaching parent who will be in the stands for the duration of the game.
- **The role of the AGC is to protect the youth umpires from intimidation by spectators and/or coaches. The AGC is not to advocate for one team or one coach over another.**
- **The AGC needs to be identified at the pre-game home plate meeting where the lineup cards are exchanged and may participate in that meeting. Team Managers have been asked to assign a parent as AGC if they are the home team.**

### **Game Balls**

- The home team is to supply the home plate umpire with 2 new game balls every game. In the event you need extra game balls near the end of the season, please contact your Division Coordinator.

### **Reporting Scores & Pitch Counts**

- The home team is responsible for entering the score on SportsEngine. Each team is responsible for entering their own team's pitch counts on SportsEngine by 12 o'clock (noon) of the day after their game.

### **Field Prep**

- The home team is responsible for this before and after every game. There is significantly less field maintenance at Challenger. If on other diamonds, if the previous home team's parents or the next game's home teams parents are raking etc, please have your field prep crew jump in to help as this only speeds up the time in between games.

Good luck with your season, have fun, and remember it's about the kids.

Let's Play Ball!!!