

MINOR A BASEBALL

In addition to the Little League rules the following also apply. *All the Great Falls Leagues have adopted these rules.

*****There MUST be 1 adult in the dugout at all times!! No exceptions.**

PITCHING

- This is “kid-pitch” for the entire season.
- Refer to Regulation VI – Pitchers and Rule 8.00 – The pitcher in your Little League rulebook.
- Pitches thrown by each pitcher must be closely monitored and counted during each game. Refer to Regulation VI
- The Pitch-Count Program is in effect, per Little League Rule Book. At the bottom of each inning played, the two opposing team managers (or scorekeepers) will meet to verify the pitch count on each player used for both teams. At the end of the game, **the opposing managers must sign the final pitch count record in the scorebook** for the completed game. If a signature is not obtained, ALL pitchers used in the game must have the maximum period of rest which is 4 calendar days.
- Pitchers who deliver 41 or more pitches cannot play the position of catcher. Rule VI.
- A player who plays catcher in 4 or more innings in a game is not eligible to pitch on that calendar day. Rule VI.
- No adult can “warm up” a pitcher. A player must be wearing at least a catcher’s mask to warm up pitcher.
- Pitchers cannot “warm up” outside of the field. They are only allowed to warm up when they enter the game.

BATTING

- All players present at the game are put in the batting order. Innings 1 thru 5 will end when there have been 5 runs scored, 3 outs, or after 9 batters, whichever comes first. 2.00 Definition of Terms states the 5 run rule will be imposed. The exception to this rule is as follows. The final inning of the game (must be declared before the start of the game) will NOT be bound by the 5 run rule. There will be no run limit or 9 batter limit for the final inning.
- Bunting is allowed.
- **No on-deck batters.**

BASE RUNNING

- Stealing is allowed. The runner must stay in contact with the base until the pitched ball reaches the batter. Rule 7.13
- Runners are only allowed to advance one base on an overthrown ball.
- Runners are NOT allowed to advance on an overthrow from catcher to pitcher. Balls thrown from catcher to pitcher between batters and between pitches to a single batter are not considered live balls.
- Any runner is **OUT** when sliding headfirst while moving forward regardless if a play is being made on that runner or not. Rule 7.08.

OTHER

- **PLAYING TIME:** Every player must participate in each game for a minimum of 6 consecutive defensive outs and bat at least 1 time for regular season (unless deemed otherwise due to board approved disciplinary reason). Players are required to play a minimum of 3 consecutive defensive outs and 1 at bat for Tournament. Tournament Rule 9.
- **DEFENSE**
 - A team may play with 8 players. Playing with fewer than 8 players counts as a forfeit.
 - **Must be one adult in the dugout at all times.**
- **OFFENSE**
 - Offensive team may have 2 adult base coaches. If there is only 1 adult base coach, the other base coach must be a player in uniform and wearing a helmet.
 - Base coaches may not physically assist base runners.
 - **Must be one adult in the dugout at all times**
- **UMPIRES**

Every League will try to provide umpires, if none are available:

 - The hosting team is responsible for umpiring games.
 - Only 1 umpire (plate umpire) will be required for regular season games. Occasionally a novice umpire will work with a seasoned umpire to gain experience.
 - Two umpires will be scheduled for city tournament games.
 - When both a plate umpire and a field umpire are scheduled, the field umpire shall be positioned behind first base in foul territory if there are no runners on the base. If there are runners on any of the bases they shall position themselves behind second base. They are responsible for making calls on bases.
- The Infield Fly rule is in effect.

- No new inning can begin after 8:00pm on school nights
- There may be an end-of-season city tournament with local leagues depending on the weather.