

Golden Valley Little League Minor B League Rules

The Minor B League is designed to be an instructional division for 7-9 year olds. Our emphasis is for every player to develop correct mechanics, increase their understanding the role of each position, learn the rules and strategy of the game, and grow their sense of sportsmanship and teamwork.

We play by the Little League Official Regulations and Playing Rules Book along with our GVLL Minor B League Rules. Our goal is to use these rules to keep our games safe and fun, and allow each player to participate in as many ways as possible.

General Rules

- Male players must wear protective cups.
- We encourage every player to wear a mouth guard.
- Be early (10-15 minutes) for games. This one should be with the game day section.
- No food, seeds, or candy in dugout. Drinks only.
- Little League approved bats are required.
- There are no umpires for weekday games. The coaches of the defensive team will make all decisions. Umpires will be present for weekend games.
- Some interleague play with neighboring communities may occur.

Game Days

- The home team is responsible for preparing the field by securing bases, chalking the baselines and batter box. They should also provide two official Little League balls (new or used).
- In effort to save on time, it is only necessary to chalk the field for the first game of the day, if time allots some effort should be made to rake or drag the infield before every game.
- Each player shall tuck in their uniform shirt and wear a baseball cap while on the field during a game.
- Bats and loose equipment shall be kept off the playing field during the game. The manager and coaches are responsible for making sure the playing field is clear of all equipment before each half-inning starts.
- Games are five innings long or a 90 minute time limit.

Weather Rules

- Up to a ½ hour prior to the start of a game the Minor B League Director may call the game off due to weather conditions. The Minor B League Director will notify the Managers, Umpire and the GVLL President. It is the responsibility of the Managers to notify their players.
- In the ½ hour prior to game time, it is the decision of the home team Manager.
- If lightning is seen, the game will be suspended for 10 minutes. If the weather deteriorates or lightning persists within those 10 minutes, the game will be called. The Managers make this decision together.

Fielding

- Every player shall rotate through every position, infield and outfield. The manager will establish a position rotation and continue it from game to game. A player may play a position for up to two innings, but must then be moved to the next position in the rotation. Exceptions can be made for a player uncomfortable playing first base or catcher. A player shall not play the same position for more than two innings of any game.
- Players will be rotated from infield to outfield and outfield to infield and cannot play any infield or outfield position for more than two consecutive innings.
- The manager and/or multiple coaches may coach the defensive team from anywhere in the outfield.
- Four outfielders, three basemen, shortstop, catcher, and a pitcher/fielder comprise the 10-player defense. GVLL will also allow five outfielders, for interleague games this should be discussed prior to the start of the game.
- The pitcher/fielder will play the pitcher position on either the left or right side rear of the pitching machine when in use.
- Only the pitcher is allowed in the grass portion of the infield. All other defensive players must remain on the dirt portion of the infield until the ball is hit by the batter (no bunting is allowed in the Minor B League).

Pitching

- The Minor B League will incorporate a combination of machine pitch and kid pitch. The first half of the season will be machine pitch only. The second half of the season will have machine pitch for the first 2 innings and kid pitch for the remaining innings. The mid-season date will be determined by the Minor B League director during the season.
- The pitching machine should be placed at the Little League standard distance of 46 feet to home plate. Pitching players will stand at 40 feet from home plate.
- The pitching machine operator will have a bucket of balls to use for each half inning.
- When the pitching machine is in use, the catcher is not required to return the ball after every pitch. The catcher will give balls to the coach behind home plate and they will place the balls in a bucket. Between innings, pitching coach and home plate coach will exchange buckets to keep the game flow moving. The operator should quickly reload and deliver a pitch as soon as the players are ready.
- During the second half of the season, catchers will attempt to catch every ball and return it to the pitcher after every pitch.
- When a ball hits the pitching machine it is a dead ball. The batter is awarded first base and all other runners advance one base. 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.

Pitching Machine Safety

- Safety of all players and coaches is the top priority all times. Any manager or coach that is operating the pitching machine must receive training prior to using.
- At no time is player permitted to touch a pitching machine. A pitching machine that is in the ready position shall be directly supervised by the pitching coach.

Base Running

- Runners are allowed to take one base for hits in the infield. Runners are allowed to continue to the base they are nearest but can't advance further once a ball hit to the outfield is secured in the infield.
- Under no circumstance will a base runner advance on a passed ball whether pitched by a player or the machine.
- No head-first sliding is allowed.
- No sliding into first base is allowed.
- No base stealing is allowed.

A base running supplement has been included to add clarity to the GVLL rules and goals for Minor B League play.

Hitting

- The Manager will determine the batting order for the first game and will continue to play that order throughout the first half of the season. After a mid-season evaluation, the manager may switch the team's line up for the remainder of the season. The next person at bat at the end of the last game bats first at the next game and the order continues.
- If a player misses a game he/she should be inserted at the top of the batting order and remain there for the duration of the season.
- GVLL will use three called or swinging strikes for an out and no walks when using the pitching machine. When players are pitching, standard baseball rules will be used three strikes and walks will apply.
- A batter hit by a pitch will be awarded first base.
- No bunting is allowed in the Minor B League.
- Both a first and third base coach may be used for the team on offense.
- Maximum of five runs per team per inning.
- The first thrown bat will result in a warning for all players; both teams. The second thrown bat will result in an out for the person who had the second thrown bat.

Base Running Supplement

Putting limitations on base running is challenging but GVLL believes it is necessary in the Minor B League. The overthrow rule is written in a manner that takes as much subjective interpretation of the rule out as possible. In the most basic sense, the overthrow rule is: the base runner(s) will be allowed to advance one base on the original overthrow only. An overthrow is defined as the ball clearly leaving the vicinity of the intended receiving player; where the ball is either not deflected or minimally deflected in flight.

The offensive intention of these rules is to really two-fold; (1) to eliminate counterproductive base running that will not be acceptable as players advance in age and skill, and (2) to encourage players to look for opportunities to advance extra bases when provided the opportunity.

The intent of this rule is to make sure the players and coaches are still playing baseball but to eliminate the undisciplined baseball behavior that can occur with many of the inexperienced players in the Minor B League. **An infield single can't become a home run.** A description of a few typical scenarios will help the manager and coaches understand the rules.

- If the batter hits a ball to the infielder and a throw is made to first base and the ball gets beyond the first baseman the runner can advance to second base at his/her own risk. If the first

baseball attempts to throw the base runner out at second base and the ball gets beyond the player covering second base the base runner will not be allowed to advance an additional base(s). Additional base runners will also be allowed to advance one extra base for the overthrow, at his/her own risk, assuming they advance on their own.

- If there is a base runner(s) on base and an attempt of a fielder's choice is made; for example, with a runner at first base and the play is made to second base and the ball is overthrown the runner will be allowed to advance to third base at his/her own risk as well as the batter will be allowed to advance to second base at his/her own risk. NOTE: this must be a clear overthrow if the fielder of the base (any base) knocks the ball down and secures the ball quickly the runner(s) is(are) not allowed to advance from the base. The exposure to the player's inability to "play catch" at the Minor B League level is not realistic to the game of baseball and should not be exploited.
- A player running from second base to third base is allowed to advance home on any overthrown base, as defined by an overthrow.
- Once a ball from the outfield is secured in the infield a base runner will not be allowed to advance. In order to advance the base runner will already need to be beyond the base and attempting to advance. For example, the base runner will need to have passed second base without stopping in order to advance to third base on a secured ball by an infield. No intentional "hot box" attempts in order to advance will be allowed. Play will be stopped and the base runner will return to his/her base.
- If a base runner passes another runner on the base path both base runners will return to the previous base. If one base is occupied when the passing of the stationary runner occurs, the runner advancing will return to the previous base.
- No bases will be awarded in the Minor B League after play has ended even if the ball is thrown out of play.

In many instances the base runner is able to react and/or is faster than the fielder's ability to make a play. A base runner will not be allowed to advance an additional base while the fielder is making a play. For example, a batter hits a ball to the short-stop and recognizes that the infielder is not very experienced so immediately he/she thinks he/she can advance to second base as the player throws the ball. A runner will not be allowed to advance on a short throw to a base as the fielder attempts to get the base runner out on a "lack of experience play" where the fielder is attempting to make the correct play but lacks the ability to complete the play.

This by no means covers every situation that can arise during a game, or season. We need to maintain the integrity of the game of baseball and want to encourage kids to make plays and allow for aggressive base running, but not to expose the inexperience of the Minor B League players in a manner that is counterproductive to the game itself. We want to keep the attitude and atmosphere as positive and baseball like as possible.