

## 2025 Minor League Baseball Rules (9-10 year olds)

**NOTE:** These rules are not comprehensive. These are primarily the ways in which our league differs from standard Little League rules. Please refer to the official Little League rules ([download the free Little League Rulebook App](#)) for anything not covered in this document.

### Game Rules

1. A player may not play on two teams or in both the Minor and Major leagues. Any extenuating circumstances will be collectively reviewed by the three league commissioners before any change can be made. Any team violating this rule will be subject to forfeiture of games in which an infraction occurred.
2. Weekday games must start by 6:00 p.m. If one team cannot field a team of at least 8 players by 6:15 p.m., the game shall be declared a forfeit. The Umpire's clock is the official clock.
3. Starting any new innings after 8 p.m. is at the umpire's discretion, in consultation with the team coaches. Innings started before 8 p.m. may be completed.
4. Games are 6 innings long. Games consist of 3 innings of kids pitching and 3 innings of pitching machine. The first 3 innings will be kids pitching.
5. A rained-out game is considered complete after 4 complete innings (3 ½ if the home team leads).
6. Teams can only score 5 runs per inning in the kids pitch innings. There is an 8-run limit in machine pitch innings, with the exception to the final inning.
7. FOR PLAYOFFS: It will be 3 innings kid pitch and 3 innings of machine pitch. Teams can only score 5 runs per inning in the kids pitch innings. There is no limit in machine pitch innings.
8. Pitchers can pitch 1 inning per game, and a maximum of 3 innings per week (Monday to Sunday). For the purposes of tracking a pitcher's inning count, an inning is defined as three defensive outs or if a run rule limit is reached. If a new pitcher comes into the game mid-inning to replace another pitcher, he can only pitch for the next three defensive outs. Teams should track their own pitchers' inning counts accurately
9. If a pitcher hits 2 batters in one inning, the pitcher can be removed from the mound on the discretion of the umpire.
10. A pitcher who is removed from the game (regardless of how many innings he has pitched) cannot return to the mound later in the game.
11. No Stealing. No leading. First time leading player will be warned. Second time the player is out. This is on a per player basis.
12. No infield fly rule.
13. A base runner must attempt to avoid a collision with the defensive fielder when there is a play at a base. This may be achieved by sliding. A runner that collides with a fielder without attempting to avoid a collision, or endangers the defensive player or himself, may be called out by the umpire. Players must slide if there is the possibility of a play at home.
14. In the interest of player safety, head first sliding is discouraged (except when returning to a base), but not prohibited.
15. Fielders may not block bases without the ball. Runners will be awarded the base safely at the umpire's discretion.
16. Out of the baseline rule: a runner cannot run more than three feet away from his/her baseline to avoid being tagged unless they are avoiding interference with a fielder fielding a batted ball. If this occurs, a runner should be called out.
17. Hands are not part of the bat: The hands are part of the batter's body. Should a ball come in contact with the batter's hands, an umpire must judge if the ball hit the bat or the batter first; determine if the pitch was in the strike zone, and make the appropriate ruling.

## Pitching Machine

1. The umpire shall set the pitching machine velocity at 42 miles per hour.
2. Each player gets a maximum of 5 hittable pitches unless the 5<sup>th</sup> pitch is a foul OR three swinging strikes, whichever comes first.
  - An unhittable ball is defined as: Definitely out of the strike zone AND the batter does not swing. The umpire does not count that pitch as one of the 5 "hittable pitches" and the batter gets another pitch.
  - 5<sup>th</sup> pitch foul ball: If it is a foul ball, the batter will get another hittable pitch. If that is fouled off, he will get another pitch. If the foul ball is caught at any time, the batter is out.
  - If the umpire must adjust the pitching machine, the batter will step back and the umpire will throw a "safety pitch" to make sure the machine has been adjusted correctly.
3. Any ball, thrown or batted which hits the pitching machine or the umpire is a dead ball. The batter is awarded first base; any runners get one base if they are in a force situation.
4. A fielder may be placed on either side of the pitching machine for fielding purposes, but no closer to home plate than the pitching rubber (46 feet).

## Players

1. Teams must start and finish each game with at least 8 players. If the team drops down to 7 players at any time, it becomes a forfeit. Play will advance at the coach's discretion.
2. All players on a team must play at least two innings on defense with at least one at bat per game. The exception being a game that ends at the end of the ½ inning.
3. A player (starter or substitute) removed from the game for a substitute may return to the game, but must bat in their original position in the batting order.
4. A team can play a maximum of ten players in the field. A team can bat their entire roster (more than the 10 position players).

## General Rules

1. Postponed games should be made up the same week. First option is Friday, second is Saturday morning. All postponed games must be made up before the last regular season game.
2. Coaches must agree to cancel a game ahead of time due to rain. If they have not confirmed a cancellation with the opposing coach at least one hour before the scheduled start of the game, then both teams must show up for the game or be subject to normal rules of forfeiture.
3. If a player throws a bat or other equipment so that, in the opinion of the umpire, another player, umpire, coach, or spectator could have been injured or equipment damaged, then the umpire must rule the batter out and no runners advance.
4. An umpire may eject any coach, player or spectator for poor sportsmanship. All ejections must be reported to your league officials and commissioners.
5. Tie breakers are head-to-head for determining playoff seeding. If that does not break the tie, a coin flip will be used.
6. Umpires for ALL games will be supplied by the home team.
7. Bats: Non-wood and laminated bats shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard. Additionally, the bat diameter shall not exceed 2½ inches.
8. Pitching distance is 46 feet from the back point of home plate to the front edge of the rubber or pitcher's plate. Base paths are 60 feet.

## **Weather-Related Rules**

1. Thunder and Lightning – The instant that thunder is heard or lightning is seen, the game will stop. All players need to seek shelter. Coaches need to make sure their teams are safe. The game may resume at the umpire and coaches agreed discretion (suggested to wait until 15 minutes has passed without seeing lightning or hearing thunder).
2. If a game must be rescheduled due to a stoppage for thunder and lightning, the game will resume at the same point at the next available time (i.e. bottom of the second, 2 outs). Attempt to verify this information before leaving the area with the head coaches. Scheduler must be notified of rescheduling time.

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