

Lunada Bay Little League Minor Division Rules

LBLL

2010 Minor Division Rules

1. Every player present at the beginning of the game will be placed in the batting lineup to be used for the entire game. Late players will be placed at the end of the lineup. Players leaving before the conclusion of the game will be scratched from the lineup with no penalty to their team.
2. During the first five innings, the offensive team can go through the batting lineup only once. After the last batter has batted and play has been called dead, that half of the inning will be over. The number of batters allowed is determined by the team with the most players. The 6th inning has no limit.
3. Each team shall be allowed 10 players on the field. The 10th player must be placed in the outfield. Outfielders must be at least **35** feet from the infield dirt before every pitch.
4. Every player must play at least 2 innings at infield position. An inning for purposes of this rule consists of three outs. Every player must play at least 6 consecutive outs on defense. In addition, every player must play a minimum of four innings, and each player must either play one inning of outfield and/or sit out for one inning.
5. The strike zone shall be from the arm pits to the bottom of the knees and the width of the plate, plus a ball off both corners.
6. A team may have **one** manager and **two** coaches in the dugout. **The coaching staffs shall remain in the dugout during play. If desired, an adult will be allowed in both coaching boxes when their team is at bat. No exceptions!!** If a non-coach parent is needed in the dugout due to the absence of one of the team's assigned coaches, that parent will immediately vacate the dugout upon the arrival of the team's regular coach. **Only the manager shall interface with the umpire, and even then, only minimally. Please refer to the Official Little League rules as it pertains to interaction with umpires. Inappropriate interaction with the umpires by the coaching staffs will result in an immediate suspension of that coach for the rest of the season. This is a zero tolerance issue.**
7. There will be a 2-hour time limit for all games. No inning shall start after 2 hours of play. Start time to be set by umpire. A new inning starts immediately following the third out of the previous bottom half inning. If the score is tied after 6 complete innings, extra innings will be played until a winner is determined or the 2-hour rule is invoked.
8. Three innings shall constitute a complete game.
9. The infield fly rule will not be used.
10. Four balls constitute a walk. The balk rule will not be enforced. No intentional walks.
11. No heckling of batters or players is allowed and shall be cause for dismissal from the game. Bats and helmets thrown in anger shall be considered cause for dismissal.

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12. Bats thrown while in the process of swinging are prohibited. The first instance shall result in a team warning. Any further violation(s) will result in the ball called dead and the batter automatically called out. The only player who is allowed to have a bat in their hands is the current batter.
13. The base runner is automatically out at 2nd, 3rd, or home if he does not slide to avoid contact on a close play. The decision of avoidance is a judgment call made solely by the umpire. **This is often misinterpreted. If the ball is in the vicinity of a play being made and there is contact between the players, the base runner is out, whether the ball is catchable or not. Teach your players to slide!**
14. Little League International's revised rules on pitch count shall apply. The regulations found at http://www.littleleague.org/media/pitch_count_publication.pdf are incorporated, the only exception being that intentional walks are not permitted. Eleven and twelve year olds will not be allowed to pitch.
15. Throwbacks from the catcher to a pitcher after a pitch are dead. All other throws are live. After a ball is put in play, a ball returned to the pitcher and possessed by the pitcher in the vicinity of the pitcher's mound (i.e., within the softball circle) is a dead ball. A base runner may advance to the next base only if the runner is more than half way to that base at the time the pitcher has possession of the ball in the vicinity of the pitcher's mound. Balls that have been in play and go out of play such as a throw are dead, runners advance to the next base.
16. Pitchers warming up shall do so in the bullpen by a coach or a player in complete catchers gear. Catchers are required to wear athletic supporters with hard cups and a catcher's glove when catching. Batters, base runners, and youth base coaches shall wear helmets on all occasions.
17. Managers must request a time-out before coming out to players or umpires. A manager may, at the foul line, have a total of 2 meetings with the pitcher during an inning. The 3rd appearance will constitute the removal of the pitcher.
18. An optional "Slaughter Rule" states that a team losing by 10 or more runs at the end of 4 innings (or 3 ½ innings if the home team is leading) may call an end to the game.
19. Teams must have 7 players to begin and continue a game.
20. Managers must provide 2 copies of their lineup card to the umpire 5 minutes before the start of the game.
21. The home team shall occupy the third base dugout. The visiting team shall take infield/outfield practice first and will allow a minimum of 7½ minutes for the home team to practice. The team taking infield/outfield practice has the right to use the entire field.
22. Ending a game because of darkness is the discretion of the umpire. Games called for darkness or unsafe conditions by the umpire shall revert back to the last completed inning for the final score. However, if the home team is batting and is either winning or the score is tied and the game is called, the score at that time will be the final score.

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23. Stealing Rule: There will be no base stealing in the Minor Division.
24. Bunting is not allowed in minors, and managers shall not instruct a batter to “take” a pitch.
25. Free substitution will be allowed with the following exceptions:
 - A pitcher who is replaced in that position may pitch again in the same game.
 - The pitcher is subject to the recent new Little League “Pitch Count” rule, although LBL has a further restriction that Minor Division pitchers cannot appear in more than (2) innings per game.
26. A pitcher will pitch to a batter until the ball is put into play, strikes out or ball four is called. If ball four is called, the batter will remain at the plate and the manager/coach will come to the mound and pitch a maximum of four additional pitches. If after four pitches the batter has not hit the ball or been called out on strikes, the umpire will call the batter out and a strikeout will be recorded.
27. When the manager/coach comes in to pitch to a batter at ball four, the manager /coach may pitch, standing or on one knee, from any point between the pitching rubber and halfway to the plate and must throw overhand.
28. A pitcher who hits three batters in one game must be removed as a pitcher and may not return in that game as a pitcher.
29. The 46 foot pitching rubber shall be used throughout the entire season and playoffs.