

1. Minor B Division

Regular Little League rules will apply as outlined in the Little League Rule Book.
Exceptions are as follows:

- 1.1 The Umpire will be supplied based on the Umpire Schedule that may be provided during the season of play. Regardless of how the Umpire is supplied, the Home Team will be responsible to secure an Umpire for the game.

1.1.1 Games consist of up to six (6) innings each:

- 1.1.1.1 1st and 2nd week of the season will be 1st inning player pitch and 2nd - 6th inning pitching machine
- 1.1.1.2 3rd week into season: 1st and 2nd innings players pitch, 3rd - 6th innings pitching machine.
- 1.1.1.3 6th week into season: 1st - 3rd inning players pitch, 4th - 6th inning pitching machine
- 1.1.1.4 A total of 4 innings are required to be completed to be considered an official game.

1.1.2 Live Pitching:

- 1.1.2.1 Pitcher(s) will follow rules as set forth in the little league rule book
- 1.1.2.2 Manager/Coach must complete a pitching log after each game.
- 1.1.2.3 If pitching log is not up to date and you are challenged, the pitcher will be disallowed
- Six-year-old players are permitted to play in Minor B if they have one year of t-ball experience. The six year olds are only permitted to bat against the pitching machine or a coach. If a six year old comes up to bat when a player is pitching their coach must go out and pitch to them. Coaches will pitch 5 balls; 6 year olds will either hit or be out (no walks).

1.1.3 Pitching Machine

- 1.1.3.1 Batter gets 7 balls
- 1.1.3.2 There are no walks with the pitching machine. Batter will either hit or be out.
- 1.1.3.3 Once the machine is set there is no adjustments to be made to it during the game

1.1.4 Pitching Circle

- 1.1.4.1 An eight (8) foot diameter circle is place around the pitching machine at the pitcher's mound
- 1.1.4.2 Player (in pitcher's position next to circle) cannot step into circle to field the ball at any time
- 1.1.4.3 If batted ball hits machine, umpire, or ball bucket, the ball is dead. Batter advances to first base only, other runners advance only on force.
- 1.1.4.4 If any player enters circle while fielding/throwing batted ball, the ball is dead. Batter/runners advance as above.
- 1.1.4.5 If batted ball stops in the circle, the ball is dead. Batter/runners advance as above.
- 1.1.4.6 If batted ball travels through circle, untouched, ball is considered live. Play continues as normal.
- 1.1.4.7 If coach/Manger/Umpire is hit by the pitch, it will be considered a dead ball.

1.1.5 Other Rules

- 1.1.5.1 Stealing is permitted only during live pitching
- 1.1.5.2 Runner(s) cannot leave base(s) until ball crosses home plate
- 1.1.5.3 Stealing home is not permitted
- 1.1.5.4 Runner(s) may attempt to advance one (1) base per overthrow
- 1.1.5.5 Play will cease when the pitcher has the ball
- 1.1.5.6 Innings 1 - 5: each team is permitted three (3) outs and/ or 3 run limit

- 1.1.5.7 Inning 6: each team is permitted three (3) outs and unlimited runs
 - 1.1.5.7.1 Time constraints/daylight may require the Managers to decide either Inning 4 or 5 be the unlimited fun inning. Decision should be made and agreed to by both Managers 24 minutes prior to sunset
 - 1.1.5.7.2 If innings 4 or 5 is deemed the unlimited run inning and there is time left for another inning(s), subsequent innings(s) revert back to three (3) run limit with pitching machine.
- 1.1.5.7.3 Round Robin Rule applies, every participating player will bat regardless of field position
- 1.1.5.8 Pitcher may not be warmed up by a coach or parent
- 1.1.5.9 Pitcher must be warmed up by the Catcher (or another player)
- 1.1.5.10 Catcher must be in full gear while performing infield practice at the plate or pitching warm up area
- 1.1.5.11 There is no limit of substitutions/reentry for players once mandatory play has been meet as set forth in little league rule book.
- 1.1.5.12 Speed up rule applies for the catcher. The last batted out may be used as a pinch runner for the catcher
- 1.1.5.13 The 10 Run Rule applies as follows:
 - 1.1.5.13.1 After 3.5 innings for the home team
 - 1.1.5.13.2 After 4 innings for the visiting team
 - 1.1.5.13.3 If you have the last bat and you are down by 10 runs, you are still entitled to your last bat
 - 1.1.5.13.4 **Field Preparation**
 - Umpires to be supplied by the Home Team
 - Both teams are responsible for field preparation and clean up
 - Field, Home Plate must be lined and bases placed properly
 - Ensure pitching machine functions properly (set to proper pitching height and speed)
 - After game, entire field must be raked and bases cleaned off by both teams
 - Dugouts must be swept out and all the trash cans emptied to dumpster
 - Teams playing the last game of the day are responsible for returning the rakes, brooms, bases, pitching machine and power cord to the storage container; replacing the base plugs; and locking the storage container

7.2 Minor A Division

Regular Little League rules will apply as outlined in the Little League Rule Book. Exceptions are as follows:

- 7.2.1 The Umpire will be supplied based on the Umpire Schedule that may be provided during the season of play. Regardless of how the Umpire is supplied, the Home Team will be responsible to secure an Umpire for the game.
- 7.2.2 Pitching logs **MUST** be kept current. If the pitching log is not kept current and you/your Team is challenged, the pitcher will be disallowed. The team Manager/Coach must complete the pitching log after every game. A modified Pitch Count Log will be available at the Club House and on line at the NCLL Web site.

- 7.2.3** Three (3) outs OR four (4) runs are allowed per inning except the last inning of the game which will be an unlimited run inning requiring the opposing team to complete three (3) outs to gain their at bat. During the beginning of each season when daylight is limited, Managers may want to discuss with the Umpire and decide whether or not to make the fifth (5th) inning the unlimited run inning.
- 7.2.4** Parents, Managers or Coaches may not warm up a pitcher. Only a Team Player can warm a pitcher up and must wear a Mask and Protective Athletic Support. This also hold true when said player is taking field practice also.
- 7.2.5** Round Robin batting order applies. This means ALL players must be in the batting order regardless if they are playing in the field or not. (Continuous Batting Order)
- 7.2.6** Speed-Up rule applies for the catcher. If there are Two (2) outs and the catcher is on base, a pinch runner can be substituted so the catcher can place his/her gear on. Substitute runner must be the player who made the 2nd out of the inning.
- 7.2.7** Ten run rule applies as follows: After 3 ½ innings for the home Team and 4 innings for the visiting Team. However, if you are the Home Team and you are down by ten runs you will still get your last at bat.
- 7.2.8** Home Team is responsible for Field Prep before and after the game.

Both home and visitor teams are responsible for dugout trash removal and bleacher trash removal. If cans are half full, empty out and place a new liner in the can