



## TCFM Little League Minors Rules

### Time Limits

- All games are 6 innings long but restricted to an **85** minute time limit (1 hour 25 minutes).
- ***No new inning may start after the 80 minute mark.*** (Games can end in a tie)
- If a game is shortened by weather or darkness, etc. it is a regulation game if 4 innings have been completed or if the home team is ahead after 3 ½ innings.
- If a game is called before it has become a regulation game, it shall be resumed exactly where it left off.
- There will be a 10-run mercy rule after 4 innings (or 3 ½ innings if home team is ahead). Participation rules must still be adhered to (1 at-bat and 6 defensive outs).

### Role of the Coach (Game Set Up)

- Teams may use 2 adult base coaches as long as there is at least 1 adult in the dugout (max of 4 adults in dugout at any time).
- There will be no On Deck Circle. Players may not take warm-up swings either inside or outside the dugout.
- Teams will use a continuous batting order (all players present for the game must be in the batting order regardless of whether they are in the defensive line up or not).
- Each player must play a minimum of 6 defensive outs. A late arrival goes to the end of the batting order. Violation of the minimum play rules will result in a warning, then a possible suspension of the Manager by the Parks and Recreation Director.
- A baseball defense of 10 players will be used (no “short fielders” allowed).
- The home team will occupy the third base dugout and the Scorekeeper of the home team shall keep the Official Scorebook. The visiting team will keep the official pitch count.
- Coaches must remain in the dugout at all times and ask permission to leave the dugout to question any call or interpretation of the rules.
- Under no circumstances are coaches to argue balls/strikes, fair/foul or any call not open to rule clarification.
- The home team is required to provide (2) game balls to the umpire prior to the start of the game while the visiting team is required to provide (1) game ball.

### Rules of the Game

- Please refer to the 2020 Little League Rule Book for anything not covered.
- All players must wear a mouthpiece.
- Catchers must wear a throat guard.
- Teams will use an “8 Batter Rule” (once the 8th batter of the half inning reaches his/her turn at bat there are automatically 2 outs. The inning will continue as normal until either the 8th batter scores or another out is made.
  - If a visiting team enters the last inning up more than 8 runs the game is called. The home team will be unable to bat. If a game enters the last inning with the home team

trailing by 8 or less runs the game will continue until the team cannot mathematically comeback.

### Pitching

- Pitchers are prohibited from throwing breaking pitches of any kind. If, in the opinion of the umpire, a pitcher throws a breaking pitch it will be called a dead ball and the coach and player will be warned. A 2<sup>nd</sup> occurrence will result in the pitcher being removed from the mound for the remainder of the game.
- Pitchers are not allowed to wear any jewelry, sweat bands or white sleeves.
- Once a player is removed from the game as a pitcher, he/she may not pitch in that game.
- Pitcher's may not reenter the game as a catcher if they have thrown 41 pitches or more. ***If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved or removed before delivering a pitch to another batter.***
- ***Any player who has played the position of catcher in (4) or more innings in a game is not eligible to pitch on that calendar day. The catcher receiving (1) pitch in the 4<sup>th</sup> inning constitutes having caught (4) innings.***
- ***A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may finish the at-bat and maintain their eligibility to return to the catcher position.***
- Pitchers are allowed up to 8 warm up pitches from the mound at the start of the game and 60 seconds during the game. Coaches or subs with facemask may warm up pitchers.
- Coaches must remove a pitcher on their 2<sup>nd</sup> visit to the mound in the same inning or the 3<sup>rd</sup> visit of the game.
- Pitch Counts
  - Pitcher's may not throw more than 75 pitches in a game
  - If a player pitches (66-75) pitches they must observe 4 calendar days of rest and 1 game rest before they are eligible to pitch again.
  - If a player pitches (51-65) pitches the player must observe 3 calendar days of rest before and 1 game rest before they are eligible to pitch again.
  - If a player pitches (36-50) pitches the player must observe 2 calendar days of rest.
  - If a player pitches (21-35) pitches the player must observe 1 calendar day of rest.
  - If a player pitches (1-20) pitches the player is not required to observe any days of rest.
- ***(Pitchers are allowed to finish a batter once they reach a threshold and maintain the same number day(s) of rest. For example a player reaches 20 pitches during an at bat. The player is allowed to finish the batter and still retain 0 days rest if another batters is not faced.***
- Players are restricted from pitching three (3) consecutive days regardless of their rest requirement.

### Base Running/Base Runners

- Special pinch runners are not allowed. *Catchers may be subbed with 2 outs in the inning.*
- Leadoffs are not allowed.
- Stealing is allowed once the ball crosses the plate.

- There are no delayed steals. Any runner attempting a delayed steal will be sent back to the previous bag by the umpire. A delayed steal will be called when the pitcher gains possession of the baseball and the runner has stopped all forward momentum.
- All players must slide or avoid contact on all close plays, especially at home plate and potential force-outs at 2<sup>nd</sup> and 3<sup>rd</sup> base. Catchers and fielders cannot block any base unless the act of fielding the throw brings them to block the base.
- Players cannot slide head 1<sup>st</sup> unless it is a base they have already legally gained possession of.

### Hitting

- Bunting is allowed. Once the batter establishes a bunting position they may not draw back the bat and swing.
- If a batter throws a bat, he/she will receive a warning on the 1<sup>st</sup> occasion. On the 2<sup>nd</sup> occasion it will be an immediate dead ball out and the manager will be notified that the player may not bat for the remainder of the game (player may still play the field).

### Role of the Umpire

- Umpires are required to have proper attire and gear: Gray Slacks, Navy Blue Little League Umpire Shirt with Red & White trim, Black Shoes, Dark Umpire Cap, Face Mask, Chest Protector, Shin Guards, Ball-Strike Clickers and Plate Brush.
- Umpires are to handle disagreements in a calm and professional manner. No personal attacks or use of profanity will be tolerated. Umpires are not to interact or argue with parents or spectators at any time.
- Umpires should go over all local rules for the playing field (holes in fence, areas where there is no fencing, areas of out of play, etc.) at the pre-game meeting. Umpires should also establish the start time of the game, emphasize hustling between innings and announce the remaining time at the start of a new inning.
- If inclement weather enters area during the game it will be the umpires' responsibility whether the game will be continued, delayed until the game can be safely completed or postponed if the game cannot be safely completed.