



# NAPA LITTLE LEAGUE

[www.napalittleleague.org](http://www.napalittleleague.org)



## 2008 Local Rules for Minor B Play

(Adopted October 2007)

- No standings or scores are recorded, kept, or published.
- Continuous batting order – all players bat. Includes free (recreational) defensive substitution.
- **Minimum Play:**
  - **A) No player may be on the bench two innings in a row.**
  - **B) No player may be on the bench a second time until all other players have been on the bench at least once. No player may be on the bench a third time until all other players have been on the bench at least twice. (The idea here is for each game - all players will have a total playing time for that game within one inning of each other.)**
  - **C) Each player MUST play two defensive innings in an infield position. (Parents can request - in writing - their child be exempted from playing in the infield.)**
  - **MINIMUM PENALTY: First Offense, Written Warning. Second Offense, One Game Suspension. Third Offense, Removal as Manager. Additional penalty may be added, even on the first offense. In any instance, affected player must start the next game and play at least the minimums for the new game PLUS the innings missed in the previous game, repeating in each following game until playing time deficit is made up.**
- Two-hour time limit for ALL games. No new inning may start after the two-hour mark. Umpire has full discretion to end the game if he/she feels another inning cannot be completed within the 2 hour 15 minute time mark.
- Machine pitch in innings 1 and 2, players pitch remainder of game
- In addition to the following the Official Little League Pitch Count Rule (refer to your rule book), Minor B pitchers are limited to a maximum of two innings per game. The two innings must be consecutive. Example, a player may not pitch in 3<sup>rd</sup> & 5<sup>th</sup> inning. Player cannot pitch to batter 1, play third base for batter 2, and then pitch to batter 3. Fielding the pitching position during machine pitch innings is not considered “pitching”.
- **Regulation VI(c) Note 1 does not apply to Minor B. (Batters cannot be intentionally walked with no pitches being thrown.)**
- Machine Pitch
  - Defensive pitcher must line up next to or behind the pitching machine. The player cannot be in front of the machine until the pitch has been released. Machine Operator must be an approved manager/coach.
  - Pitching machine speed can be adjusted at the beginning of each inning. (Should only be needed if set too fast and no players have made contact the previous inning.) When set correctly, the pitch will have a small arc as the ball travels to home plate.
  - A batted ball hitting the pitching machine, generator, or machine operator is considered a dead ball. The batter shall be awarded first base and credited with a single. Existing base runners only advance if forced.
  - Each batter receives five hit-able pitches. Three swings without contact during the five pitches and the batter is out. If the batter has not hit after five pitches he/she is out. If batter fouls the fifth pitch, he/she will be given additional pitches until the ball is hit fair or the pitch is missed, or the batter makes an out.



# NAPA LITTLE LEAGUE

[www.napalittleleague.org](http://www.napalittleleague.org)



## 2008 Local Rules for Minor B Play

(Adopted October 2007)

---

- NO-PITCH is declared when:
  - A pitch bounces on or in front of home plate.
  - A pitch causes the batter to jump out of the box.
  - A ball is pitched too high for the batter to hit, however if the batter swings, it will be a strike.
  - Any of the above situations caused by the operator making adjustments to the machine will be counted as part of the five pitches.
- Bunting and base stealing are not allowed during machine pitch.
- Play shall stop:
  - Once the ball has entered or passed through pitching area (the dirt area around the pitching rubber) in an attempt to throw the ball to the pitcher, as long as a defensive player is in the immediate area. It does not matter if the ball is actually caught.
  - Once a defensive player has control of the ball, in or near the pitching area, with the intent to stop play.
  - When play stops, runners not halfway to the next base must go back. A chalk line should be placed halfway between 1<sup>st</sup> and 2<sup>nd</sup> base, 2<sup>nd</sup> and 3<sup>rd</sup> base, and 3<sup>rd</sup> base and home plate.
  - The end of an inning shall be determined by three outs, five runs scored, or **all** batters having had a turn at bat, which ever comes first. **Note:** The five run rule means only 5 runs "count", even when more than 5 runners have scored.
- For "overthrows" that remain in the field of play, the maximum number of bases allowed is the base the runner is approaching plus one base.
- Stealing a base or advancing on wild pitches/passed balls is allowed during player pitch innings. However, there will be no stealing of home or advancing to home on wild pitches or passed balls. There is no stealing unless there is a pitch to the plate. Ex. A player cannot receive a base on balls and keep running to 2<sup>nd</sup> base. Runners may not advance on overthrows from the catcher back to the pitcher. Runners may not advance beyond the base they are attempting to steal, even if the throw from the catcher is not fielded cleanly or goes out of play.
- No Infield fly rule calls shall be made.
- Two approved adult defensive coaches will be allowed to occupy the "foul" area beyond the coaching boxes.
- One approved adult manager/coach must remain in the dugout at all times – NO EXCEPTIONS.
- **Once 4 innings have been completed (3 and a half innings if the home team is ahead) if a team has an "insurmountable" lead, the manager of the team with fewer runs MUST concede the game. "Insurmountable" means a lead which cannot be overcome in accordance with the 5 runs per inning limit.**
- All Star Exhibition Variations: Completely player pitch - No runs per inning limit - Time limit *may* be waived by the BOD