



BB Minors Rules



It is the Manager's responsibility to understand and follow by the rules; failure to do so could result in forfeiture of the game.

Managers and Coaches need to remember that GLL Umpires are children who are learning; if an umpire needs to be corrected, please do it in a respectful and coaching manner.

1. Games are 6 innings or 1 hour and 45 minutes and can end in a tie; you can start the next inning as long as it is started before 1 hour and 45 minutes; you then finish that inning. Time limits for games can be exceeded if both managers agree and if there are no games scheduled after your game and there is enough daylight to continue. Umpires will work for two hours.
2. An inning consists of 3 outs, 5 runs or a team batting through their lineup, whichever comes first. If one team has more players, the team with the least number of players bats the same number of players as the team with more.
3. There are no lead-offs prior to the pitch; the runner can take a secondary lead-off after the ball crosses the plate.
4. Stealing - Stealing is allowed once per half inning for one runner for one base. Catchers should be encouraged to try and throw out the stealing runner but an errant throw is not a live ball and the runner cannot advance another base.
5. 10 players will play on defense (*4 in the outfield*); a minimum of 8 players is required to field a team. Any team with less than 10 players may pick up replacement players but the replacement players must be from the GLL Rookies division. Replacement players may only play in the outfield and must bat at the end of the order. GLL Rookie players cannot play the game once the team has 10 regular team players show up.
6. All players will bat, whether they are playing in the field or not. Batting orders should be rotated in order to allow every player the opportunity to bat in all parts of the order throughout the season.
7. In the event of an uncaught 3rd strike (*often referred to as a dropped third strike*), the batter is still out.
8. Bats must be kept on the bat rack between the dugout and home plate near where an on-deck circle would be; bats are not allowed in the dugout. Under no circumstances should players be swinging bats near the dugout (*inside or outside the fence*); the only warm up swings allowed during the game are at home plate, there is no on-deck area. All players that are not batting or playing defense must stay inside the dugout.
9. One coach must be in the dugout at all times, no more than three coaches allowed with the team inside the fence or dugout. The manager is the only person that can discuss judgment calls with the umpire.
10. All boys are required to wear a protective cup. Any player warming up a pitcher must wear a facemask. Metal spikes are not allowed.
11. All helmets (*GLL owned or personal*) must have a facemask or C-Flap; C-Flaps must be of the same manufacturer as the helmet.
12. Infield practice is NOT allowed before the first game or in between games.
13. Bunting is not allowed.
14. There is no infield fly rule.



BB Minors Rules

15. Overthrows – On a batted ball play, the first over throw is a live ball, runners can advance at their own risk for a maximum of one base; runners cannot advance again on successive overthrows on the same batted ball play. Overthrows from the catcher back to the pitcher after a pitch is not a live ball, runners cannot advance.
16. Base Running – When a ball is hit to the outfield and the outfielder has the ball, you run at your own risk. When the ball is returned to the infield and in possession of a defensive player, base runners already past a base can advance one base at their own risk. If an overthrow occurs during the attempt to put out an advancing runner, rule #15 applies (*we want the fielders to attempt a put out but we do not want runners running until they get tagged out*).
17. Rotation of players - All team members must play a minimum of 2 innings per game in the infield and 2 innings in the outfield. If the game is less than 6 innings, then each team member must have played at least 1 inning in the infield and 1 inning in the outfield. The manager has discretion to keep players from positions they feel could result in a safety issue for a player (*e.g. pitcher, catcher, 1st base*).
18. A courtesy runner for the pitcher and catcher of record is highly recommended (*but not required*) when there are 2 outs; the player recording the 2nd out becomes the courtesy runner. This allows you time to get your pitcher and catcher ready for your next defensive inning and aids in keeping the game moving.
19. Pitching rules:
 - a) The GLL Minor league is player pitch from the mound; the mound will be placed at 46 feet (*back tip of the plate to the front of the rubber*).
 - b) Pitchers are allowed a maximum of 5 warm-up pitches between innings; players that assume the pitching position during an inning are allowed a maximum of 8 warm-up pitches. Plate umpires should be encouraged to enforce these limits in order to maximize playing time. Also, in the interest of maximizing playing time, one coach is encouraged to stand next to the catcher during warmups to assist with loose balls. Warm up pitches do not count towards the pitch count.
 - c) One parent from each team will count the number of pitches for each pitcher using the provided pitch counter. At the end of every half inning the two parents will decide on the pitch count for that pitcher and report it to the umpire. The umpire will record the pitch count on the score sheet for that pitcher.
 - d) There is a maximum of 2 walks per half inning even if pitchers are changed during the inning. After two walks have been given up in one inning and the count goes to 4 balls on successive batters, a coach for the batting team will pitch to that batter until they either make an out or get a hit; the Minor league pitcher will come back in for the next batter. If a count of 4 balls is reached again during that inning the coach will return to pitch.
 - e) If a pitcher hits the batter, the batter receives first base; this does not count as a walk for that inning. If a coach hits a player, they do not receive first base.
 - f) A pitcher may play catcher after they pitch as long as their pitch count is less than 42. A catcher cannot pitch if they catch more than three innings.
 - g) Managers must keep track of the pitch counts for both teams. Within 24 hours of the completion of each game, both managers are required to email player pitch counts and game scores to the Minor-League VP or other appointed league official; the pitch counts will be recorded in an online pitch tracker log. Failure to report pitch counts within 24 hours will result in those pitchers being ineligible for the next game and may result in game forfeiture if those pitchers are used in the next game.



BB Minors Rules

- h) Managers are required to monitor their pitchers that also play on *select* teams (e.g. Grafton Baseball (GB)) to assure that pitchers do not exceed pitch count and days of rest rules.
NOTE A longstanding agreement between GLL and Grafton Baseball (to also include other select organizations) requires these “select” players to abide by the days of rest only based on their cumulative pitch counts in tournaments and/or “select” games. For example, a GLL player who pitches in a GB tournament and accumulates 85 pitches during the tournament weekend must abide by the 4 calendar days of rest only; missing a GLL game due to the 85 pitch count is not required because the pitches were not thrown in a GLL game.

20. GLL Pitch Count Limits:

- a) Pitchers can pitch a maximum of **9** outs per game during the regular season and a maximum of **6** outs per game during the End of Season Tournament.
- b) Pitchers are allowed a maximum of **75** pitches per day; the pitcher can finish the current batter if 75 pitches are reached during that batter.
- c) Grafton Little League Rule - GLL Players who pitch more than **50** pitches in a GLL game may not pitch in the next GLL game regardless of the number of days between games. Rained out or canceled games do not count as a missed game, it must be an actual game.
- d) If a player pitches **66** or more pitches in a day, **4** calendar days of rest is required and they may not pitch in the next game (*see 20c*).
- e) If a player pitches **51-65** pitches in a day, **3** calendar days of rest is required and they may not pitch in the next game (*see 20c*).
- f) If a player pitches **36-50** pitches in a day, **2** calendar days of rest is required.
- g) If a player pitches **21-35** pitches in a day, **1** calendar day of rest is required.
- h) If a player pitches **1-20** pitches in a day, **no** days of rest are required.
- i) If a pitcher crosses a day-of-rest threshold while facing a batter, the pitcher may continue until that batter is retired or reaches base. If the Manager removes the pitcher after that batter, the reported pitch count reverts to the count the last batter started at.

21. Club Pitch Counting

- a) Club pitches thrown in single\non-tournament games will be recorded on the day they occur.
- b) Club pitches thrown on a single day of a tournament will be recorded on the day they occur.
- c) Club pitches thrown on consecutive and nonconsecutive days of a tournament will have the cumulative total logged on the last day pitched.
- d) Club pitches thrown that do not directly match one of the above scenarios (a-c) will be logged as the division VP deems appropriate; GLL can't account for every nuance of club pitching.

Tournament Rules:

Note: All regular season rules are still in effect for tournament games unless superseded by the following:

1. The higher seeded team is the home team.
2. Pitchers cannot pitch on a day of rest from previous club games or non-tournament GLL games.
3. There are no pitch count limits, pitchers are limited to pitching a maximum of 6 consecutive outs per game. Pitchers cannot reenter as pitcher in later innings if they have not completed six outs.
4. Player position rotation rules are not in effect but all players should have equal playing time; no player shall sit out for more than two innings per game.



BB Minors Rules

5. The home team is allowed to exceed the 5 run per inning limit if they are behind in the bottom of the last inning and still have available outs and available batters that haven't hit that inning.
6. Bracket games have normal time and inning limits; if tied when the time or inning limit is reached, *California Rules* go into effect.
7. Championship games will play all 6 innings and are subject to *California Rules* if tied after 6 innings.
8. California Rules:
 - a) Each half inning starts with a runner on 2nd (*player that made the last out from the previous inning*).
 - b) Each half inning starts with 1 out.
 - c) Each batter starts with a 1-1 count.
9. Umpires should be encouraged by managers before and during the game to keep the game moving and enforce the warmup pitch limits so darkness does not become an issue.