

2020 Little League Rules - Jr. Minors

| League Age | 7-8 | 9-10 | |
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| Pitch Count Per Day | 50 | 75 | |
| Pitcher's Mound | 35-46ft Safe Distance. Consider pitcher & batter match-up. May use portable mound if available. | | |
| Pitch Count Thresholds | 1-20 pitches: no rest, 21-35 pitches: 1 day rest, 36-50 pitches: 2 days rest, 51-65 pitches: 3 days rest, 66-85 pitches: 4 days rest. Warm-up pitches do not count. | | |
| Pitching Threshold Rules | If a pitcher meets his/her threshold with a batter, he may continue pitching to the batter and will only be required to observe the days of rest for that particular threshold. | | |
| Pitcher/Catcher Flip | A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the game. Any player, who has played the position of catcher in 4 or more innings in a game, is not eligible to pitch. | | |
| Pitching in consecutive games | Pitching in consecutive games is allowed, subject to rest requirements. | | |
| Pitching in suspended games - Rain or lightning | If pitcher pitched 20 or fewer pitches, pitch count resets to zero. If 21-40 pitches, pitch count continues from previous game. If 41 or more pitches, not eligible to pitch. | | |
| Pitcher (Coach) | Coach pitches to own team first 3 innings. Coach pitches Hard Balls, limit of 5 good pitches to batter. No walks or hit-by-pitch. Swinging strike outs apply. Coach may call strikes on good pitches that are not swung at. Consider the batter. | | |
| Pitcher (Player) Keep track of pitch count and check with pitcher concerning fatigue. | Kids pitch last 2 innings to opposing team. Kids throw Soft Balls (T-Balls). Limit of 5 pitches to batter. No walks on balls, but strike outs do apply. If hit-by-pitch the batter has the option to continue batting or take his/her base. Coach finishes the pitch count with Soft-Balls (T-Balls). Coaching pitching rules apply. If the pitcher has a full count on the batter the offensive coach (umpire) may give the pitcher another opportunity for the pitcher to strike out the batter. Consider pitcher & batter match-up. | | |
| Catcher Must be wearing a cup. | Catcher does not return pitch to the pitching coach. It is passed back to the defensive coach who stands behind the catcher and collects all 5 balls and hands them back to the pitching coach. | | |
| Number of players | 10 players (4 true outfielders; no rover). Positions may be switched during an inning. | | |
| Player playing time rules | Two (2) defensive innings must be played at an infield position. Bats through roster. | | |
| Innings | Play time is 5 innings. No new inning after 1hr 30min. Hard stop on weekends 1hr 40min. Game may be called in the 4th inning if the game has lingered and both managers agree. Five Run Rule per inning or bats through line-up to help speed game. | | |
| Batters | Only the leadoff batter is permitted outside the dugout between innings. | | |
| Offense (4 Coaches) | Two adult base coaches, pitching coach and an adult (coach) in the dugout with the lineup. When the defensive team begins pitching the pitching coach becomes the umpire behind the pitcher calling balls and strikes on his own team and assisting the pitcher. | | |
| Defense (4 Coaches) | Two coaches in the outfield directing play, a coach behind catcher collecting balls from catcher and an adult (coach) in the dugout. | | |
| The No's | No balks, No leading off, No drop third strikes, No watches, No necklaces, No jewelry, No on deck circles, No swearing, No throwing equipment. No holding or swinging bats in dugout. | | |
| Field Dimensions | Bases: 60 ft. Front edge of pitching plate to point of home plate: 46 ft. Home to second base 85 ft. | | |
| Field Setup & Pickup | Home team field setup and pickup. Recommend parent volunteers. | | |
| Game Balls | Home team provides 10 game balls (5 Hard Balls & 5 Flexi-Balls). | | |
| Scorebook/Line-up Cards | Recommended! Helps with pitch count, 5 run rule & strike outs. Give to a team mom or dad. | | |
| Soft Toss to promote base hits | If a batter strikes out the first time up and the second time up you can give the batter 5 extra soft-toss pitches or standard pitches to help the player make it to base. Also apply this rule to the consecutive innings if the player still has not made it to base. This is where a scorekeeper comes in handy. | | |