MINOR League Rules – 2020

Any situation not covered by these rules will be governed by the 2020 Official Regulations and
Playing Rules Green Book issues by Little League International Inc.

1. If there is a play at home plate the runner MUST SLIDE or Make a Reasonable attempt to avoid contact or be called out.

2. The listed time on the schedule is game time. All warm-ups should take place prior to game time. If the game before you is running late players should warm up away from the field in a safe location. Game time will not be delayed to allow infield/outfield practice.

3. 8 Players are needed to start and finish a game. If a team has 8 players at game time the game will begin. The game will not be delayed to wait for the 9th player. If a team has less than 8 players there is a 10-minute grace period prior to a team forfeiting a game. If it appears you will have 9 or less players for a game, contact the player agent and he will call up players from AA Minors for you. You are not allowed to bring players from the AA Minors on your own. A Player called up from AA Minors will bat last in the order and cannot pitch or catch. A forfeited game will count in the standings.

4. An inning cannot be started 1 hour and 30 minutes after the official start time of the game. The umpire will keep the official game time. Once the last inning is determined, the inning must be played to completion.

5. All games are expected to continue to completion, if the curfew time has been reached the game will be suspended and continued at some time in the future. All pitch counts will stand but for that time period. The finish of the game will be based on the pitch counts for the time the game is continued

6. If a team has batted 4 times and is losing by 10 or more runs the game is over.

7. Stealing of 2nd and 3rd Base is unlimited. Once a team is ahead by 10 or more runs all stealing or base advancement due to wild pitches will stop.

8. There is one steal of home plate per inning. A steal of home is defined as advancement from 3rd to home without the batter hitting the ball or being walked/hit by pitch. Any additional attempts to steal home will result in the runner being returned to 3B regardless of the outcome of the play.

9. When a pitcher is in possession of the ball and in contact with the pitching rubber all runners will return to their bases.

10. One Defensive Coach is required down the outfield line if there is no adult umpire on the field. The defensive coach is there to keep the crowd and players from harassing the umpire. The defensive coach is not allowed to coach his players from the outfield line.

11. SPEED UP RULES APPLY. A substitute runner will be allowed when a catcher is on base with two outs. This runner will be the last recorded out in the lineup.

12. All players will be in the batting order. If a player arrives late he or she will be placed at the end of the order. If a player must leave during a game his or her batting position will be skipped with no penalty. A team must still have at least 8 players for the game to continue.

13. A Maximum of 4 runs may be scored in an inning. The exception being the last inning where three outs must be recorded by both teams

14. All players must play 2 of the first 4 innings and 3 of 6 innings in the field. All players must play at least 1 of the first 4 innings or 2 of 6 innings in the infield. Pitchers and Catchers are defined as infielders.

15. All playoff games must be played to completion. If a curfew time is met, the game will be suspended and continued to completion at a later date.

16. Pitching Limits will be governed under the 2020 Official Regulations and Playing Rules Green Book issues by Little League International Inc.

17. Under No Circumstances may a Manager decide to Cancel or Reschedule a Game. Any and all issues pertaining to Game Cancellations must be taken up with the Minors Player Agent. All attempts must be made to field two teams with a Certified Coach on a Scheduled Game Day before entertaining a schedule change.

https://www.littleleague.org/playing-rules/bat-rules/