

2005
LEAGUE ORGANIZATION & HOME RULES

All coaches are strongly encouraged to read and understand the official Little League rules. Any rule presented here either supersedes or amplifies the official Little League rule.

Minor B League

1. New teams will be drafted each year.
2. A child registered but coaches prior to beginning the draft will rate who misses tryouts.
3. Each team will consist of 13 players if possible.
4. The Minor B League draft will follow the Minor A League draft by at least one day.
5. Safety rules will be obeyed at all times which include players and coaches staying within the dugouts during the game, **bases coaches within designated area** and the wearing of helmets and **chin straps** while at bat, on base, and while coaching the bases.
6. **Each game is 4 innings. Each inning will consist of the entire team hitting through the batting order. The bases will be cleared after 3 outs.**
7. There will be no on-deck batters.
8. Each team's batting order will include all players in attendance and each player must play a minimum of 6 outs in the field (not necessarily consecutive outs).
9. Sliding permitted - no head first slides except when returning to a base. Runners must slide into each base (except first base) whenever the defense is attempting to put them out. Failure to slide may result in the runner being called out by the umpire.
10. Throwing bat after making contact with ball - 1st time (warning), 2nd time (automatic out, the ball is dead and no runners may advance).
11. Forfeit: Within 15 minutes after the scheduled start time, a team must have 7 players to take the field otherwise they must forfeit the game. On days where multiple games are to be played at the same field, the 15-minute time period will begin at the end of the preceding game. The opposing team may use full roster.

12. Ending or suspending a game due to darkness or lightning:
 - No inning may start after 7:50 P.M. in May/ 8:15 P.M. in June (McCloy & Green Field)
 - Parisi Field: On evenings when 2 games are scheduled, the first game must end no later than 7:45 PM. The second game must end no later than 9:45 PM.
 - The coaches at the first sign of lightning will call the game.
13. Inappropriate language will not be tolerated. Either an umpire or a coach will remove the responsible player from the game and his parents will be notified.
14. Any player or coach punching or fighting will be removed from the game and suspended from the next game. Parents will be notified in the case of the player. A coach's behavior will be subject to review by the Board of Directors.
15. Any player caught spitting in his hands prior to the obligatory handshake will be suspended for the following game.
16. There will be no pinch runners unless a player is injured or the runner is a catcher and there are two outs. This is only permitted when the catcher is returning to that position with opponent's next at bat. **The player making the last out is the pinch runner.**
17. A ball is dead once it crosses the plate, unless it is put in play by the batter.
18. There is no leading-off, no stealing, or advancing on a passed ball or wild pitch.
19. A runner cannot advance once his forward progress is stopped and the ball is returned to the pitcher in the mound area.
20. **All coaches must be Cori-approved.**
21. A maximum of 11 players will be allowed on the field. In addition to the typical positions (including a catcher), one short-center fielder will be allowed and one additional pitcher position will be allowed so that there is a player on each side of the pitching machine.
22. Male catchers must wear an athletic protective cup (metal, fiber, or plastic type) and a long-model chest protector at all times when catching. Failure of a team to field a catcher with a protective cup will result in a forfeit.

Using the Pitching Machine

1. The pitching machine must be used at all time during the games. The coach of the **offensive** team will supply the person to operate the machine. In the event of equipment failure (pitching machine or generator), a coach may pitch to his/her own team while they are at bat. **Placement of the Zooka pitching machine is 35 feet from home plate.**

1. Pitches will be limited to five pitched balls; the last pitch cannot result in a foul ball. No balls or strikes will be called.

3. Coaches of both teams will be able to provide instruction (on the field) during the course of the game. Coaches are not allowed to field any balls or interfere with the play at any time. The coach of the defensive team will act as the umpire for judgement calls at the bases and general rulings.

4. A batted ball that bounces off the machine will be considered a **dead ball. Batter advances to first base and the runners advance one base.**

GROUND RULES

1. Overthrows, (when the ball goes out of the field of play) whether from the infield or outfield, the base runner shall be awarded one base. If an overthrown ball remains in play, the runners may advance at their own risk of being put out.

Parisi diamond

1. If the batted ball bounces over the right field stonewall it is a ground rule double.
2. If the batted ball is hit fair over the right field stonewall, it is a home run.
3. If the batted ball bounces into the left field culvert, it is a ground rule double.
4. If the batted ball travels beyond the light tower in left field, on the fly, it is considered a home run.

McCloy diamond

1. If a batted ball goes over the outfield fence on the fly, it is a home run.
1. If a batted ball is lodged in or under the fence, and upon signaling to the umpire, it is considered a ground-rule double.
3. If a batted ball bounces over the outfield fence, it is a double.