

ISRAEL ASSOCIATION OF BASEBALL

**MINOR LEAGUE  
PLAYING RULES  
(IAB RULE 11)**



## **PREFACE**

With amendments, the Minor League follows the 2009 Playing Rules published by Little League Baseball, Incorporated. Booklets containing these Playing Rules may be obtained from the IAB upon request or may be purchased from Little League Baseball.

The Minor League Playing Rules (IAB Rule 11), the Juvenile League Playing Rules (IAB Rule 12), the Cadet and Junior League Playing Rules (IAB Rule 13), and the Premier League Playing Rules (IAB Rule 14) only apply to Minor, Juvenile, Cadet, and Premier League play within the framework of the IAB within Israel. They do not apply to international competitions. These international competitions are played under their own rules. The managers and coaches for the national teams participating in these international competitions are required to obtain a copy of these rules and intimately acquaint themselves and their players with their contents.

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## INTRODUCTION

### (a) Little League Baseball Playing Rules

This Minor League Playing Rules (IAB Rule 11) are for Minor League play in the Israel Association of Baseball (IAB).

- (1) Where this Rule 11 differs or conflicts with any rule in the Playing Rules for the Little League Baseball (Majors) Division published by Little League Baseball, Incorporated, this Rule 11 has jurisdiction.
- (2) In all other cases, play will follow the 2009 Edition of the Playing Rules for the Little League Baseball (Majors) Division published by Little League Baseball, Incorporated.
- (3) The following rules from the Little League Baseball Playing Rules are discussed in this IAB Rule 11 for emphasis:
  - A. Distances between Bases (see Rule 11.01.04),
  - B. The “dropped 3<sup>rd</sup> strike” rule does not apply (see Rule 11.06.05),
  - C. Strike Zone (see IAB Rule 11.02 and the Little League Baseball Playing Rules, Rule 2.00), and
  - D. A “head first” slide is prohibited under Little League Playing Rule 7.08 (a) (4).

### (b) Numbering in this Rule

Rules are numbered as follows:

- (1) The first two digits (i.e., 11) specify that the rule applies to the Minor League.
- (2) The second two digits specify the “chapter” in the Little League Baseball Playing Rules that is being modified, supplemented, or to which additional rules are being added (e.g., 03 specifies that Rule 3.00 from the Little League Baseball Playing Rules is being modified, supplemented, or additional rules are added).
- (3) If a rule from the Little League Baseball Playing Rules is being modified or supplemented, then the next two digits correspond to the rule in the Official Baseball Rules being **modified or supplemented** (e.g., Rule 1.11 contains rules concerning uniform items. Where the Minor League is providing additional rules for uniform items, then these next two digits are numbered 11.)
- (4) If **additional rules** are added that do not correspond to an existing rule in the Little League Baseball Playing Rules, the number of that rule follows the number of the last rule in the Little League Baseball Playing Rules (e.g., the last rule number in Rule 4.00 -- Starting and Ending a Game, is 4.19. The number of the rule concerning “no inning will start” is a number following 19.)

### (c) Goals of the Minor League

- (1) While scores will be reported and standings will be kept, the primary goals of the Minor League are for the players to have fun, to instruct the players in the fundamentals of baseball (i.e., hitting a ball, throwing a ball, catching a ball, and running the bases), to teach sportsmanship, and to allow them to experience the value of teamwork.
- (2) All the Playing Rules in this IAB Rule 11 and the Little League Playing Rules shall apply to the Minor League. However, by mutual agreement of the team managers during a game, the enforcement of the penalty for violating a playing rule may be waived. While the application of the playing rules will accommodate the need for teaching by acknowledging the violation, the enforcement of the penalty may be waived. The Minor League managers and coaches are expected to instruct the players during a game in the substance of the various playing rules (e.g., interference, obstruction, missing a base or leaving a base too early).

**IAB Rule 11**  
**Amendments to the Little League Baseball Playing Rules for**  
**Minor League Play**

This IAB Rule 11 is effective on 01 October 2017.

This IAB Rule 11 supersedes in its entirety all previous editions of IAB Rule 11.

**11.01 -- Objectives of the Game**

**11.01.04**

The DISTANCES BETWEEN BASES in Minor League play is 60 feet (18.3 meters).

**11.01.06**

The Minor League is not required to ensure that 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> bases will disengage their anchor.

**11.01.07**

The PITCHER'S PLATE in Minor League play should be chalk lined on the field at a distance of 12 meters from the back of home plate. A pitcher's circle with a cross section of 3 meters should be drawn around the pitcher's plate (i.e., the front of the circle should be 10.5 meters from the back of home plate and the back of the circle should be 13.5 meters from the back of home plate). The coach/pitcher will throw from the pitcher's plate distance of **12** meters. However, in exceptional cases of inexperienced batters, the coach/pitcher may pitch from a shorter distance, but not closer than the front of the pitcher's circle. The exceptional case batters on each team who will be pitched to from the shorter distance, shall be specifically designated at the pre-game conference described at Rule 4.01. (This Rule modifies Rule 1.07.)

**11.01.08**

An "on-deck" position may be used in the Minor League *provided* the on-deck batter's manager in consultation with the other team manager ensures that the location of the on-deck position will not expose the on-deck batter to possible injury. (This Rule modifies Rule 1.08.)

**11.01.09**

The BALL used in Minor League play:

- (a) Shall be a sphere formed by yarn wound around a small core of polyurethane or similar material, covered with two strips of white synthetic material, tightly stitched together,
  - (b) Shall weigh not less than 5 nor more than 5 ¼ ounces avoirdupois,
  - (c) Shall measure not less than 9 nor more than 9 ¼ inches in circumference, and
  - (d) Shall be a Reduced Impact Factor Type 5.
- (This Rule 11.01.09 supersedes Rule 1.09.)

**11.01.10**

- (a) (1) Bats used in Minor League play shall be a smooth rounded stick which shall have a maximum length of 31 inches and a maximum diameter of 2 ¼ inches at its thickest part. Bats used in Minor League play shall also have the following components: (A) The knob must be firmly

- attached, and (B) For bats made from other than a single piece of wood, the end plug must be firmly attached. (Rule 1.10 does not apply, in whole or in part, to Minor League play)
- (2) Softball bats are not permitted in Minor League play.

**PENALTY:** A bat which does not comply with Rule 11.01.10 must be removed from the game. If the umpire discovers that the bat does not comply with Rule 11.01.10 until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out, or ejected from the game.

- (b) The bat handle, for not more than 16 inches from its end, may be covered or treated with any material or substance to improve the grip. (Rule 1.10 does not apply, in whole or in part, to Minor League play)

**PENALTY:** Any such material or substance, which extends past the 16 inch limitation, shall cause the bat to be removed from the game. If the umpire discovers that the bat does not conform to this limitation until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out, or ejected from the game.

#### **11.01.11**

- (a) All players, coaches, and managers participating in a game must be in uniform during the game wearing a cap and sport shoes and with their uniform shirt tucked into their pants.
- (b) Players are not required to wear numbers on their uniforms. (This Rule modifies Rule 1.11)
- (c) No player may wear a white wrist band when batting, playing defense or coaching a base.
- (d) As specified in Little League Playing Rule 1.11 (h), the wearing of shoes with metal spikes or cleats is prohibited.
- (e) As specified in Little League Playing Rule 1.11 (j), players must not wear watches, rings, pins, jewelry, or metallic items.
- EXCEPTION:** Jewelry that alerts medical personnel to a specific medical condition is permitted.

**PENALTY:** For violation of Rule 11.01.11, the offending player should be warned by the umpire and if they persist, they may be ejected at the umpire's discretion.

**IAB APPROVED RULING:** Should a runner or player use a batting glove to interfere with play, it will be judged interference or obstruction accordingly with no need of intention on the part of the interfering or obstructing player.

**IAB APPROVED RULING:** The tzizit are not part of the uniform and are also not part of the body. Therefore, they cannot be taken into consideration for a tag (offensive or defensive) such as tagging the base for a force out, being tagged in the tzizit, or touching base with the tzizit for a safe call. However, the tzizit may interfere or obstruct a fielder, batter or runner and in such case interference or obstruction may be called.

#### **11.01.20 (Additional Rule)**

- (a) Catchers must wear a helmet, face mask with throat extension or throat guard, chest protector, cup and shin guards.
- (b) All players must wear protective cups during practices and games.
- (c) Batters and base runners will wear double ear-flap helmets designed for baseball. Base coaches younger than 16 years old must also wear the same type of helmet. Bat boys and girls when on the field must wear the same type of helmet.



- (d) When warming up a pitcher, catchers or any team member acting as a catcher, must wear a cup and mask, if they enter into the stooped position.

PENALTY: For violation of Rule 11.01.20, the offending player or coach should be warned by the umpire and if they persist, they may be ejected at the umpire's discretion.

#### **11.01.21 (Additional Rule)**

- (a) **Sportsmanship**, fair play and mutual respect are essential elements of the game of baseball. Adherence to these qualities is equally important as the outcome of the game. Therefore, the managers and coaches of each team shall ensure the good and sportsmanlike behaviour of their players, as well as any parents accompanying the team. The manager should be a role model for his players and refrain from questioning and arguing umpire judgement calls (e.g., safe or out, strike or ball).
- (b) The conduct of players, coaches or parents who act in a disrespectful, abusive, intimidating or unsportsmanlike manner towards members of the other team (e.g., players spitting on their hands prior to shaking hands at the end of the game) or the opposing managers or coaches, shall be reported to the Minor League Commissioner for investigation. If the abusive, intimidating, disrespectful or unsportsmanlike conduct or actions are confirmed, then: (a) the team committing these acts will forfeit the game regardless of the actual score on the field, and/or (b) the offending player(s) and/or manager or coaches will be suspended from playing future game(s), and/or (c) such other action will be taken by the IAB as deemed appropriate under the circumstances. All these IAB actions will be determined by the President of the IAB in coordination with the Minor League Commissioner.
- (c) Parents accompanying the team are the responsibility of the team manager. Should parents act in an unsportsmanlike manner toward the opposing team or the umpire, the umpire will warn the appropriate manager that he should restrain the parents. Failure to do so or a continuation of the unsportsmanlike actions by the parents may result in a forfeit. The umpire's declaration of a forfeit is not subject to appeal or protest.

#### **11.01.23 (Additional Rule)**

The defensive team may have a single coach sitting or standing outside the dugout at an arm's length from the dugout fence. He must retire to the dugout with all paraphernalia (e.g., a chair) when his team vacates the field. Any abuse of this privilege may result in canceling it for a particular team. This privilege may also be rescinded for both teams, if (1) there are any abuses of this privilege, (2) there are any complaints, or (3) this privilege interferes with the proper administration of a game. (This Rule modifies Rule 3.17.)

### **11.02 -- Definition of Terms**

The term COACH when used colloquially within the IAB has the same meaning as the term "manager" as the term "manager" is defined and used in the Playing Rules published by Little League Baseball, Incorporated and as used in this IAB Rule 11.

The terms FULL TEAM BATTING ORDER and ENTIRE TEAM BATTING ORDER when used colloquially within the IAB, has the same meaning as the term CONTINUOUS BATTING ORDER as the term "continuous batting order" is defined and used in the Little League Playing Rules and as used in this IAB Rule 11. As specified in Little League Playing Rule 4.04, the term "continuous batting order" means "all players on the team roster present at the game batting in order". An injured

player who chooses to come to a game to be with his team is not required to appear on the written batting order and not required to bat or play defensively.

ILLEGAL is contrary to these rules.

The STRIKE ZONE is that space over home plate which is between the batter's armpits and the top of the knees when the batter assumes a natural stance. The strike zone shall be determined by the batter's usual stance when that batter swings at a pitch.

#### TEAM (MINOR LEAGUE)

- (a) For details on age eligibility, see the current Age Chart posted on the IAB website and/or distributed to the leagues which specifies by birth month and year the age requirements for eligibility to play in each league.
- (b) The Head of IAB Baseball Operations or his designee may approve individual exceptions to the Minor League age limits as shown on the current Age Chart, considering safety, physical development, experience, and class in school. Notwithstanding the foregoing, a player who is more than one year older than the Minor League ages shown on the Age Chart shall not be eligible for an individual exception. An under-age Minor League player may not be used as a catcher. Any over-age player who is approved by the Head of IAB Baseball Operations or his designee to play in the Minor League is ineligible to play on the regional Minor League All-Star team.
- (c) A player, who according to the Age Chart, is eligible to play in either the Juvenile League or the Minor League, may play in both leagues concurrently, *provided* the player is listed on both team rosters.
- (d) The minimum number of players registered on a team should be 10 and the maximum will be 13.
- (e) All players must be registered in the IAB as a member of the team.
- (f) All players must take the health test as required by the Ministry of Sports.
- (g) Adding players: During the season, a player may be added to the roster *provided* all payments and other obligations to the League (and Sports Law) have been met.
- (h) Switching teams: A player may switch teams only once in a season *provided* both team managers and the regional directors agree. A bona-fide change of address to a different community is an example of a valid reason for switching to the local team.

EXCEPTION: The Minor League Commissioner of the team which is gaining the player may grant exceptions to this paragraph (h) on a case-by-case basis.

An UMPIRE is that team manager who is performing the duties of an umpire at any given time during a game if no umpire is assigned to officiate at the game. These duties are specified in this IAB Rule 11 and the Little League Playing Rules.

Any reference in this Rule to "he", "him", "his" or "man" shall be deemed to be a reference to "she", "her", "hers" or "woman" as the case may be, when the person is a female.

### 11.03 -- Game Preliminaries

#### 11.03.01

The home team shall provide 2 game worthy baseballs. These baseballs will serve as both game and alternate baseballs. (This Rule modifies Rule 3.01.)

#### 11.03.02

No player shall intentionally discolor or damage the ball by rubbing it with soil, rosin, paraffin, licorice, sand-paper, emery-paper or other foreign substance.

PENALTY: The offending player will be warned. (This Penalty supersedes in its entirety the Penalty specified in Little League Playing Rule 3.02.)

#### **11.03.04**

- (a) If there are no available substitutes for a runner who has been injured (or for medical reasons may bat, but not run the bases) and needs to be replaced after safely reaching and occupying a base, the batter who last batted before him and is not a runner will run in his stead. A doctor's authorization is required in order to be replaced "for medical reasons."
- (b) A team will use a "courtesy runner" for the catcher if there are 2 outs in the half inning and the catcher is a base runner. The courtesy runner shall be the player who made the last out. If the offensive team manager announces to the umpire he is replacing the catcher, he shall use a courtesy runner for the batter who will be catching in the following inning. The purpose of this Rule 11.03.04 (b) is to have the catcher ready to play defense when the offensive half inning is completed.

#### **11.03.10**

The managers of both teams shall agree on the suitability of the weather conditions and/or the fitness of the playing field before starting the game if the game has not been canceled in sufficient time to ensure that the teams do not arrive at the playing field.

#### **11.03.13**

The team managers shall mutually agree at the pre-game conference on those ground rules covering those areas declared dead ball territory, batted or thrown balls into spectator areas, and any other contingencies. (This Rule 11.03.13 supersedes Rule 3.13.)

### **11.04 -- Starting and Ending the Game**

#### **11.04.01**

The **written batting order** shall contain all the healthy members on the team's roster in attendance at the game. The line-up must be legible and shall be written in either Hebrew or English.

#### **11.04.04**

- (a) The Minor League has adopted the "**continuous batting order**" specified in Rule 4.04 for use in all Minor League games by all Minor League teams to the exclusion of any other batting order. All players on the written batting order shall (1) be in the line-up and must bat, and (2) play defensively under Rule 11.04.04 (b). The batting order may not be changed during the course of the game. The umpire must be notified if a player drops out of the batting order. As specified in Little League Playing Rule 4.04 Note 2, if a player drops out of the batting order (1) the batting order condenses, and (2) the dropped out player may re-enter the order only in his original batting position. The player who has dropped out of the batting order may not re-enter the batting order unless the opposing manager agrees. Little League Playing Rule 4.04 Note 2 may not be abused for the purpose of improving the batting order.
- (b) (1) There shall be a minimum of 8 players and a maximum of 10 players of the defensive team on the field. If there are only 8 players, there should be 3 or 4 players in the infield in addition to a catcher and fielding pitcher, and 2 or 3 players in the outfield. If there are 10 players, there shall only be 6 players in the infield including the fielding pitcher and catcher. All the players on a team's written batting order specified in Rule 11.04.01, shall play at least 3 outs in the field.

- (2) Players should not play the same defensive position for more than two innings (consecutive or not) in any specific game.

EXCEPTION: The only exception to this two inning rotation will be for player safety. The player's skill level shall be at a level that does not put him in harm's way when playing the defensive position (i.e., pitcher and 1<sup>st</sup> base demand a minimum skill level to protect the defensive player). The team manager's judgment shall be guided first and foremost to provide a safe environment for the players in all facets of the game.

PENALTY: Except for an injured player, a team in violation of Rule 11.04.04 shall insert the player in the line-up or place him on the field in a defensive position.

#### 11.04.10

- (a) A **regulation game** consists of 6 innings, unless extended because of a tie score, or shortened (1) because the home team needs none of its half of the 6<sup>th</sup> inning or only a fraction of it, or (2) because the umpire calls the game.
- (b) Until the game is called because of light failure, darkness, weather, time limit, or any other reason, if the score is tied after 6 completed innings, play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning, or (2) the home team scores the winning run in an uncompleted inning.

*Rule 11.04.10 (b) Comment:* Play may continue if the score is tied at the end of 6 innings and time under Rule 11.04.21 allows for additional innings to be played.

- (c) Unless paragraph (d) applies, if a game is called, it is a regulation game:
- (1) If 4 innings have been completed,
  - (2) If the home team has scored more runs in 3 or 3 and a fraction half-innings than the visiting team has scored in four completed half-innings,
  - (3) If the home team scores one or more runs in its half of the 4<sup>th</sup> inning to tie the score.
- (d) When daylight ends early, the Minor League Commissioner may declare that if a game is called, it is a regulation game:
- (1) If 3 innings have been completed,
  - (2) If the home team has scored more runs in 2 or 2 and a fraction half-innings than the visiting team has scored in 3 completed half-innings,
  - (3) If the home team scores one or more runs in its half of the 3<sup>rd</sup> inning to tie the score.
- (e) If a regulation game is called with the score tied, it shall not become a suspended game.
- (f) If a game is called before it has become a regulation game, the game shall be declared a "No Game."

#### 11.04.11

- (a) The **official score** of a regulation game will be the score when the game is called.

EXCEPTION: If the game is called in the middle of an inning in which the visiting team has scored a run or runs to go ahead in the game and the home team has not tied the game during its half inning, the official score will revert to the score at the end of the last completed inning.

A called game ends at the moment play is terminated. A called game shall not become a suspended game.

- (b) *Provided* the game is a regulation game, **tie games are allowed** in all Minor League games. For Playoff Series games, see Rule 11.04.28.

#### 11.04.15

- (a) A team can request rescheduling a game *provided* the opposing team and the Minor League Commissioner agree. If the date is not rescheduled at least 24 hours before the scheduled game time, the team may be subject to a forfeit.
- (b) **A team with less than 8 players will forfeit the game** with a 6-0 score. The lending of players will not be allowed. A game's starting time may be delayed to have time for enough players. (This Rule modifies Rule 4.15, Rule 4.16 and Rule 4.17.)

*Rule 11.04.15 (b) Comment:* The managers and coaches should not force an injured or unhealthy player to play just to keep the team from forfeiting. The health and safety of the players is paramount.

- (c) The minimum amount of players to be fielded is 8. (This Rule modifies Rule 4.16 and Rule 4.17.)

PENALTY: A team that cannot field 8 players will forfeit the game with a score of 6-0.

- (d) If for any reason a team loses a player or players and can no longer bat 8 players, a forfeit will be declared and the score will be 6-0 or the score at the time of the forfeit. The winning manager may choose between the two. (This Rule modifies Rule 4.17.)
- (e) A team with less than 8 players shall have forfeited the game, but should make an effort to continue informal play with players from the other team. All players on both teams present at the field are to have at least one time at bat.

#### 11.04.19

Little League Playing Rule 4.19, Protesting Game, does not apply to Minor League play. Except for decisions involving judgment, any dispute over a decision which may be in violation of a playing rule is to be resolved by the team managers during the game on the playing field. If the team managers are unable to resolve a dispute over a decision involving a playing rule, the score will be recorded as tied 0-0.

#### 11.04.21 (Additional Rule)

- (a) *Definitions*

For the purpose of determining when "no inning will start", an inning will "start" when the 3<sup>rd</sup> out is made at the bottom of the last inning.

The "drop dead time" is that time when all play shall immediately cease.

EXCEPTION: If a batter has begun his time at bat when the "drop dead time" elapses, he will be allowed to complete his time at bat. For the purpose of this exception, the time at bat will be considered to have begun upon delivery of the 1<sup>st</sup> pitch to the batter.

- (b) (1) **No inning will start** (NIWS) after 2 hours of the scheduled game time. However, the umpire may at his discretion, add time if there are delays in starting a game. If time is added, the amount should be announced prior to the start of the game.
- (2) If a drop dead time (DDT) is needed for the end of the game, it will be 2 hours and 20 minutes after scheduled game time.

*Examples: Games starting at 14:00 will have a NIWS time of 16:00 and a DDT of 16:20. Should time be added at the umpire's discretion, a game starting at 14:10 will have a NIWS time of 16:10 and a DDT of 16:30.*

*Rule 11.04.21 (b) Comment:* A game may end prior to the specified time limit, *provided* both team managers agree.

- (c) If a DDT is needed because of field use restrictions, Erev Shabbat, or other circumstances and is less than 2 hours and 30 minutes after scheduled game time, the NIWS will be 20 minutes before the DDT. If the DDT is less than 2 hours after scheduled game time, the NIWS time specified in Rule 11.04.21 (b) and this Rule 11.04.21 (c) does not apply.
- (d) (1) If the NIWS time and/or the DDT are different than those specified in Rule 11.04.21 (b), the team managers will agree on the NIWS time and the DDT at the pre-game conference for that game.  
(2) If a DDT is not needed during the regular season, both team managers may agree to waive a DDT for that game.
- (e) The game will be called at any time after the NIWS time has elapsed, if the visiting team has completed its time at bat and the home team is ahead or has taken the lead. However, if the home team is at bat, and in the lead when the NIWS time elapses, any batter up to bat will be allowed to complete his turn until he is put out or becomes a runner and all play has stopped.

#### **11.04.25 (Additional Rule)**

- (a) The manager of a team losing by 15 runs or more at the end of 3 complete times at bat or any complete time at bat thereafter may plead, “No Contest”. The game will be called and the score will stand at the time the game is called.
- (b) Even if a game is called under this “No Contest” rule, all the players on the losing team who have not had a chance to bat at the time of such declaration will be given an opportunity to bat, without affecting the score or the previously declared outcome.
- (c) Little League Playing Rule 4.10 (e) does not apply to Minor League play.

#### **11.04.27 (Additional Rule)**

In Minor League play, there is a **5 run limit per team per inning**. A team’s offensive inning will end when the 5<sup>th</sup> run has crossed the plate.

EXCEPTION: When a home run is awarded to the batter under Little League Playing Rule 6.09 (d) which allows more than the 5<sup>th</sup> run to score, the batter and all runners will be permitted to score.

*Rule 11.04.27 Exception Comment:* If a field does not have a fence 165 feet from home base, a fair fly ball home run will be determined by the ground rules in effect at that field under Rule 11.03.13.

A home run under this Exception does not include a hit ball which stays in the playing field and for any reason allows the batter or runner to touch all four bases. Any runs which may score after the 5<sup>th</sup> run shall not be counted when the ball stays in the playing field.

#### **11.04.28 (Additional Rule)**

- (a) The Score Reversion Rule at Rule 11.04.11 (a) will apply to a Playoff Series game if (A) a regulation game is called because of light failure, darkness, weather, time limit, or any other reason while an inning is in progress and before the inning is completed, and the visiting team has scored one or more runs to tie the game or take the lead, and (B) the home team has not retaken the lead. After the Score Reversion Rule is applied, if the result is a tie score, Rule 11.04.28 will apply. If the Score Revision Rule results in a winning team by score, the game is ended with a winning team.

- (b) Playoffs Series games may end in a tie on the field of play. If after 6 innings there is a tie on the field of play, the team with the better winning percentage in the regular season will be considered the winner. If a better winning percentage does not determine the winner, the head-to-head record between the teams will be used.

### **11.05 -- Putting the Ball in Play. Live Ball**

There are no supplemental rules, rulings, or commentary to Rule 5.00 of the Little League Playing Rules for Minor League play.

### **11.06 -- The Batter**

#### **11.06.05**

- (a) The “dropped 3<sup>rd</sup> strike” rule at Little League Playing Rule 6.05 (b) applies to Minor League play. (The batter is out on a 3<sup>rd</sup> strike whether or not a pitched ball is caught by the catcher.)
- (b) The Infield Fly rule shall **not** apply in any Minor League game. (See the Little League Playing Rule 2.00, Rule 6.05 (d), and Rule 7.08)

#### **11.06.08**

The “hit by pitch” rule at Little League Playing Rule 6.08 (b) does **not** apply to Minor League play.

#### **11.06.12 (Additional Rule)**

A “bunt” as defined in Little League Playing Rule 2.00 with coverage elsewhere in the Little League Playing Rules is **not** permitted in Minor League play.

#### **11.06.13 (Additional Rule)**

The batter is out and the ball is dead if (a) the batter throws the bat unintentionally and it (1) hits the catcher, an umpire, any player, manager or coach in his normal position, or (2) goes into a dugout or into the spectators outside of the playing field and hits a spectator or player, or (b) the batter intentionally throws the bat in a dangerous manner.

#### **11.06.14 (Additional Rule)**

- (a) This Rule 11.06.14 modifies and takes precedence over Little League Playing Rule 2.00, Rule 6.05, and Rule 6.08 in Minor League play.
- (b) Balls are not called.
- (c) Strikes are called when the batter swings and misses or hits a ball into foul territory.
- (d) There are no called strikes in Minor League play. However, strikes **will be** called if the batter does not attempt to swing at a total of 3 consecutive or non-consecutive hittable pitches within a reasonable strike zone as adjudged by the umpire (even though he may have struck at 1 or 2 other pitches during the course of counting the 3 hittable pitches). Thereafter, “hittable pitches” which are not swung at will be called strikes, as well as any swung at and missed pitch or foul ball *provided* the foul ball is with less than 2 strikes. A count will be kept of all hittable pitches from the moment the batter begins his time at bat. The call is a judgment call and is final.

- (e) A foul ball with 2 strikes on a batter is not a 3<sup>rd</sup> strike.
- (h) Subject to Rule 11.06.14 (d), the batter is allowed 10 pitches subject to the following:
  - (1) If the 10<sup>th</sup> pitch is not swung at, the batter is out.
  - (2) If on the 10<sup>th</sup> pitch the batter swings and misses, the batter is out.
  - (3) If the batter hits the 10<sup>th</sup> pitched ball into fair territory, the batter-runner is either safe or out on the bases.
  - (4) If the batter is hit by the 10<sup>th</sup> pitch, the batter's turn at bat will continue, or
  - (5) If the batter fouls the 10<sup>th</sup> pitch, the batter's turn at bat will continue.

## 11.07 -- The Runner

### 11.07.05

- (g) Each runner including the batter-runner may, without liability to be put out, advance **one** base when, with no spectators on the playing field, a thrown ball goes out of play (e.g., into the stands, a bench, or other dead ball territory; or over or under or through a field fence). The ball is dead. When such wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched. In all other cases, the umpire's base award shall be governed by the position of the runners at the time the wild throw was made. (This Rule 11.07.05 (b) supersedes Rule 7.05 (g) in its entirety.)

APPROVED RULING: If all runners, including the batter-runner, have advanced at least one base when an infielder makes a wild throw on the first play after the pitch, the award shall be governed by the position of the runners when the wild throw was made.

### 11.07.13

- (a) Little League Playing Rule 7.13 does not apply to Minor League play.
- (b)
  - (1) Runners are not permitted to leave a base until the ball is hit (i.e., there are no "lead-offs" or other advances). Once the ball is hit, the runners are free to advance, at their own risk, until the ball is returned to the pitcher's circle as specified in Rule 11.01.04 and in the glove of the defensive player designated at the pitcher position. The ball is then to be declared dead and a runner is not permitted to advance any further. If, immediately prior to the time the ball is returned to and in the possession of the designated pitcher in the pitcher's circle, the runner has advanced more than half way to the next base, the runner will be entitled to that next base. This is solely a judgment call.
  - (2) If a ball is hit directly back to the fielding pitcher while he is in the pitcher's circle, the player has the option to play the ball or to hold the ball. Should the designated pitcher decide to hold the ball, the ball will be declared dead, the batter will take 1<sup>st</sup> base, and all other runners who are forced shall advance one base from the base they occupied immediately prior to the ball being hit.
  - (3) If the fielding pitcher fields a ball outside the pitcher's circle and returns to the circle to claim the ball dead, the batter will be awarded 1<sup>st</sup> base. Rule 11.07.13 (b) (1) will apply to all runners forced to advance and not forced to advance.
  - (4) If a base runner leaves a base early (i.e., before the batter hits the ball) and the ball is then hit, the play should continue and be completed as normal. Immediately following the play, the defensive team shall be offered the choice of accepting the entire play as it stands, or taking the entire play over. The play must be called, if noticed.

*Rule 11.07.13 (b) (4) Comment:* Rule 11.07.13 (b) (4) shall not apply to a base runner leaving a base prior to a fly ball being caught and failing to tag up. This is covered by Little League Playing Rule 7.08 (d) which says:



**7.08** The runner is out when --

(d) failing to retouch the base after a fair or foul fly ball is legally caught before that runner or the base is tagged by a fielder. The runner shall not be called out for failure to retouch the base after the first following pitch, or any play or attempted play. This is an appeal play.

NOTE: Base runners can legally retouch their base once a fair ball is touched in flight and advance at their own risk if a fair or foul ball is caught.

### **11.07.15**

- (a) To help protect players from injury, a **double first base** as described in Little League Playing Rule 7.15, shall be used in Minor League play.
- (b) (1) This Rule 12.07.15 (b) supersedes Little League Playing Rule 7.15 in its entirety for Minor League play.
- (2) A batted ball that hits the white section of the double base shall be declared fair. A batted ball that hits the colored (orange or green) section without first touching or bounding over the white section shall be declared foul.
- (3) The 1<sup>st</sup> baseman must only come in contact with the bag inside the foul line. If the 1<sup>st</sup> baseman steps on the outside bag, the batter/runner shall be judged safe, even if he would otherwise have been called out.
- (4) The batter/runner must use the outside bag unless he is attempting to advance to 2<sup>nd</sup> base or no play is made on him (i.e., there is no throw or the throw is made after he touches the base). If the batter/runner touches the inside bag and a play is made on him at 1<sup>st</sup> base, the batter/runner will be out, even if he would have otherwise been called safe. Once this play is completed, the outside bag no longer exists for this runner.
- (5) Use of the double first base does not change any other rule concerning interference or obstruction at 1<sup>st</sup> base. (An errant throw into the three-foot running lane could still result in an obstruction call. Also, the batter/runner must still avoid interference with the fielder attempting to field a batted ball.)

### **11.07.18 (Additional Rule)**

#### **(a) The Intent of this Rule**

- (1) The intent of this rule is to avoid injury to a fielder. If there is no contact, there is no violation under this rule. Incidental or inconsequential contact is not to be viewed as contact for the purpose of this rule. (An example of incidental or inconsequential contact is when a runner attempts to go around a fielder blocking his route to the base and brushes the fielder or makes light contact with the fielder.) Dipping the shoulder and intentionally crashing into the fielder in order to cause him to drop the ball is considered “malicious” contact which will not only cause the runner to be declared out, but will also result in his ejection. Malicious contact is any willful or reckless action or behavior by a player with intent to harm or injure another player.
- (2) Crashing a defensive player with intent to cause injury will be considered malicious even if that player is not in the act of catching a ball or in possession of the ball. Because the fielder is not in the act of catching a ball or in possession of the ball, such contact is outside the scope of this rule. However, the runner in this case will be ejected for unwarranted and unsportsmanlike conduct. Such unsportsmanlike conduct will also subject the player to suspension from further league play.

#### **(b) The Rule**

- (1) A runner must slide or otherwise avoid making contact with a fielder when that fielder (1) is in possession of the ball, and (2) is making a tag play on the runner or tagging the base on a

force play. If contact is imminent, runners must slide, go around, or otherwise seek to avoid contact with the fielder and/or catcher. Attempting to jump, leap, or dive over the fielder and/or catcher is not an act of avoiding contact, should contact occur. A runner may slide directly into a base *provided* he stays within his base path.

- (2) A. A runner must avoid making hard contact with a fielder when that fielder (1) is in the act of catching a thrown ball, and (2) is on or next to the base. The runner must slide or otherwise avoid the defensive player.
- B. The phrase “in the act of catching a thrown ball” means the ball is in the air and near enough to the defensive player so that he must take his defensive position to catch the ball and make the play. This is a judgment call by the umpire.

(c) Illegal contact shall supersede all “obstruction” penalties.

**PENALTY:** For violating Rule 11.07.18 (b), the runner is out if the contact allows the runner to reach the base or plate safely. In addition, the runner may be ejected from the game at the umpire’s discretion. When enforcing this rule, the umpire should judge the runner’s intent. If the umpire adjudges that the contact was not intentional, then the runner shall only be called out. If the umpire adjudges the contact was intentional and/or malicious, the runner shall be called out and also ejected from the game.

*Rule 11.07.18 Comment:* Take-out slides are considered to be intentional and malicious contact. A take-out slide is a slide by the runner which in the umpire’s judgment, is made without a genuine attempt to reach the base.

*Example 1: If after the runner slides into the fielder and he cannot reach the base with his outstretched hand.*

*Example 2: A rolling or cross-body slide.*

*Example 3: A slide feet-first in the air or with the spikes above the knee of the fielder. A take-out slide may occur when the fielder is in the act of catching a thrown ball, making a force play, or in the act of throwing a ball to a base in an attempt to retire a runner.*

The runner will not be declared out under this Rule 11.07.18 if the fielder has caught the throw to the base or plate and then loses possession of the ball before contact is made. However, if the fielder subsequently regains possession of the ball and then contact is made, the runner will be declared out.

The runner shall not be called out or ejected if the contact was the result of an effort by the defensive player to “block the base without the ball”.

*Example: The defensive player is “blocking 1<sup>st</sup> base”. The batter/runner shall not be penalized for not making an effort to avoid the defensive player. This is a judgment call by the umpire.*

The umpire must be certain of the violation and the intent. Legal collisions do happen and runners must not be penalized for a legal collision with a fielder.

*Example 1: Runner at 2<sup>nd</sup> base rounds 3<sup>rd</sup> base and is on his way to home when the throw from right field comes in 15 feet (5 meters) up the baseline towards 3<sup>rd</sup> base. The runner unintentionally collides with the catcher who has moved away from the plate towards the thrown ball and is in the act of catching the ball. In this case, the umpire shall judge the play a collision with no penalties on either the defense or offense.*

*Example 2: A runner attempting to score remains on his feet when the catcher is not in the baseline. The ball forces the catcher to move away from the plate and into the field. The catcher, after catching the ball, leaps with the ball toward home plate for the tag and both the runner and catcher collide at home plate. In this case, the umpire shall also judge the play a collision with no penalties on either the defense or offense.*

## **11.08 -- The Pitcher**

### **11.08.01**

Little League Playing Rule 8.01 does not apply to Minor League play.

### **11.08.02**

Little League Playing Rule 8.02 does not apply to Minor League play.

### **11.08.03**

Little League Playing Rule 8.03 does not apply to Minor League play.

### **11.08.04**

Little League Playing Rule 8.04 does not apply to Minor League play.

### **11.08.05**

An “illegal pitch” shall not be called in Minor League play because a coach/pitcher as specified in Rule 11.08.09 is used. An illegal pitch is defined and described in the Little League Playing Rule 2.00, Rule 4.03 (a), Rule 5.09 (c), Rule 7.04 (a), Rule 7.07, Rule 8.01, Rule 8.02, and Rule 8.05.

### **11.08.06**

Little League Playing Rule 8.06 does not apply to Minor League play.

### **11.08.09 (Additional Rule)**

- (a) At his discretion, the coach/pitcher may pitch over-handed or under-handed to a batter.
- (b) This coach/pitcher may at his option, wear a fielder’s glove solely to protect himself from injury. Other than for the purpose of self-protection, a coach/pitcher may not field a batted or thrown ball.
- (c) The coach/pitcher may not move from the mound area during the course of play other than to avoid being hit by a batted ball or thrown ball.
- (d) If a batted ball hits or is caught by the coach/pitcher and the coach/pitcher has made a reasonable effort (if such was possible under the circumstances) to avoid being hit by the ball, the ball is dead and the play shall be taken over. If a thrown ball hits or is caught by the coach/pitcher, and the coach/pitcher has made a reasonable effort (if such was possible under the circumstances) to avoid being hit by the ball, the ball is dead. All base runners should return to the last base which they occupied at the time the pitcher was hit by the ball.
- (e) If, in the judgment of the umpire, the coach/pitcher has not made a reasonable effort to avoid catching (except instinctively in self-defense) or being hit by a batted or thrown ball, or otherwise interferes in the defensive play (even though not hit or catching a batted or thrown ball), the umpire shall declare the batter out (or likewise a runner toward whom the defensive play was directed will be declare out). The ball is dead and all base runners shall return to the last base which they occupied at the time the coach/pitcher caught or was hit by the ball or otherwise interfered in the defensive play.

### **11.08.10 (Additional Rule)**

Except when a team has only one manager present at the game and acting as the coach/pitcher, the coach/pitcher shall not act as a coach for the offensive team except to coach the batter until such batter has hit the ball or struck out. The team manager may coach from the coach's box on the 1<sup>st</sup> or 3<sup>rd</sup> base foul line. With only one coach present at the game who is also pitching, he may coach the offensive team from within the pitcher's circle, *provided* he does not interfere in any way with the defensive effort in making a play on the ball or on an offensive player, except in instructing the offensive player to run or return to a base, slide or direct the runner in his advance or return to a base.

PENALTY: A violation of this rule will result in declaring the batter or offensive player out (in regard to whom the interference occurred). The ball is dead from the moment of the interference. All other runners shall return to the base they last occupied at the time of the interference.

## **11.09 -- The Umpire**

### **11.09.05**

Little League Playing Rule 9.05 does not apply to the Minor League.