

ISRAEL ASSOCIATION OF BASEBALL

MINOR LEAGUE
REGULATIONS
AND
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.

TABLE OF CONTENTS

Regulation I	The League (Players)
Regulation III	The Teams
Regulation IV	The Players (Mandatory Play)

Introduction

(a)	Little League Playing Rules
(b)	Numbering in this Rule
(c)	Goals of the Minor League

11.01 -- Objectives of the Game

11.01.04	Distances Between Bases	10
11.01.06	Disengagable Bases	10
11.01.07	Pitcher's Plate in Minor League	10
11.01.08	Team Benches and On-Deck Position	10
11.01.09	The Ball	10
11.01.10	The Bat	11
11.01.11	Player Uniform	11
11.01.16	Protective Equipment	12
11.01.17	Players and Protective Cups	13
11.01.21	Sportsmanship	13
11.01.23	Defensive Coach	13

11.02 -- Definition of Terms

	See Definition of Terms	14
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11.03 -- Game Preliminaries

11.03.01	Game Baseballs	14
11.03.02	Penalty for Altering Ball	15
11.03.04		
(a)	Injured Runner	15
(b)	Courtesy Runner for Catcher	15

11.03.10	Weather and Field Conditions	15
11.03.13	Ground Rules	15
11.04 -- Starting and Ending the Game		
11.04.01	Written Batting Order	15
11.04.04	Continuous Batting Order	15
11.04.05	Base Coaches	16
11.04.07	Ejections	16
11.04.10	Regulation Game	16
11.04.11	Official Score	17
11.04.16		
(a)	Rescheduling	17
(b)	Forfeit for Less than Eight Players	17
11.04.19	Game Protests Not Permitted	18
11.04.21	Game Ending Time	18
11.04.25	No Contest	18
11.04.28	Winning Team in Post-Season Games	19
11.05 -- Putting the Ball in Play. Live Ball		
11.05.07	Four Run Limit per Inning	19
11.06 -- The Batter		
11.06.05		
(a)	Dropped 3rd Strike	19
(b)	Infield Fly Rule	19
11.06.08	Hit by Pitch Rule Not Applicable	20
11.06.12	Bunting Not Permitted	20
11.06.13	Thrown Bat	20
11.06.14	Balls and Strikes	20
11.07 -- The Runner		
11.07.05		
(g)	Overthrow into Out-of-Play Area	20
11.07.08	Illegal and Malicious Contact	21

11.07.13		
	(b) (1)	Lead Offs or Other Advances Not Permitted
	(b) (2)	Ball Hit to Fielding Pitcher
	(b) (3)	Fielding Pitcher Fields Ball Outside Pitcher's Circle
	(b) (4)	Runner Leaves Base Early
11.07.15		Double First Base
11.07.17		Overthrow Remaining on Playing Field
11.08 -- The Pitcher		
11.08.01		Rule 8.01 Not Applicable
11.08.02		Rule 8.02 Not Applicable
11.08.03		Rule 8.03 Not Applicable
11.08.04		Rule 8.04 Not Applicable
11.08.05		Illegal Pitch Not Called
11.08.06		Rule 8.06 Not Applicable
11.08.09		Coach/Pitcher
11.08.10		Restriction on Coach/Pitcher
11.09 -- The Umpire		
11.09.05		Umpire Report Not Applicable

IAB Rule 11
Minor League Regulations

**Regulation I The League
(Players)**

- (a) For details on age eligibility, see the current League 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) Individual exceptions to the Minor League age limits as shown on the current Age Chart must be approved by the authority designated to approve such exceptions, 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.
- (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.
- (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) 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) A player may switch teams only once in a season *provided* both head coaches and the Regional Directors agree. *Example:* A bona-fide change of address to a different community is 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 Regulation II (h) on a case-by-case basis.

Regulation III The Teams

The minimum number of players registered on a team should be 10 and the maximum will be 13.

**Regulation IV The Players
(Mandatory Play)**

- (i) Except for an injured player, every player on the team roster present at the start of a game will participate in each game for a minimum of six defensive outs and bat at least one time.

NOTE 1: The responsibility for adherence to the elements of this Regulation IV rests with each team's head coach. Every effort should be made to ensure that players play the appropriate amount of time.

NOTE 3: If a half-inning ends because of the Run Limit per Inning Rule 11.05.07, and a player on defense has played for the entire half-inning, that player will be considered to have participated for three consecutive defensive outs for the purposes of this Regulation. However, if the player has not played on defense for the entire inning, that player will be credited only as having played for the number of outs that occurred while the player was used defensively.

EXCEPTION 1: Subject to Rule 12.04.04 (e), when injury forces the removal of a player, the injured player may be removed and may only return later in the game in the same spot in the batting order if his substitute has completed his Mandatory Play requirement and if there is sufficient game time to allow the injured player to complete his mandatory play requirement.

EXCEPTION 2: A game called because of weather, light failure, time limit, or any other such similar circumstance beyond the control of the teams. However, if the game has progressed far enough to become a four inning regulation game, any player who did not meet the Mandatory Play rule requirement in the called game, shall start the next game such player attends and make up the missed playing time from the called game and also complete the mandatory playing time for that game.

APPROVED RULING: For the purpose of continuous batting order, all players listed in the batting order shall be considered starters. (A starter does not have to play six “consecutive” outs to meet Mandatory Play. By considering all players in a continuous batting order as “starters” they only need to play a total of six outs during the game. The outs do not have to be consecutive. This allows players to be entered and/or re-entered defensively into the game anytime.)

PENALTY: Upon receiving a complaint, a team in violation of this Regulation IV shall insert the player in the line-up or place him in a defensive position in order for the player to meet the required mandatory playing time for the game.

If a player has not completed his mandatory playing time before a game has ended, a complaint may be made after the game has ended. In such case, the team shall have the player start the next game he attends and make up the missed playing time from the previous game and also complete the mandatory playing time for that game.

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, this Rule 11 has jurisdiction.
- (2) Where this IAB Rule 11 differs or conflicts with any applicable Regulation for the Little League Baseball (Majors) Division published by Little League Baseball, this IAB Rule 11 has jurisdiction. The contents of Juvenile League Regulation I, III and IV have jurisdiction over the same subject matter in Little League Regulation I, III and IV. Little League Regulation I through XVII do not apply to the Minor League.
- (3) In all other cases, play will follow the **2008** Edition of the Playing Rules for the Little League Baseball (Majors) Division published by Little League Baseball, Incorporated.
- (4) 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 3rd 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. Under Little League Playing Rule 7.08 (a) (4), a runner is out for a “head first” slide;

(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~~ may be reported and standings ~~will~~ may 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) Each head coach and any other coaches may be on the field for instructional purposes, but shall not assist runners or touch a live ball.

- (3) 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 head coaches 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 head coaches 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 April 2020.

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 1st, 2nd, and 3rd 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 Little League Playing Rule 1.07.)

11.01.08

- (a) Team benches will generally not be provided by the IAB.
- (b) An on-deck position may be used in the Minor League *provided* the on-deck batter's head coach with the concurrence of the umpire ensures the location of the on-deck position will not expose the on-deck batter to possible injury.

(These Rules 11.01.08 (a) and 11.01.08 (b) modify Little League Playing 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 Little League Playing 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. (Little League Playing 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) (1) All players participating in a game must be in a uniform conforming to Little League Playing Rule 1.11 during the game. The players must wear a baseball cap and sport shoes and with their uniform shirt tucked into their pants.
- (2) Minor League team members are not required to wear numbers on their uniforms, nor are they required to wear the Little League Shoulder Patch. (This Rule 11.01.11 (a) (2) modifies Little League Playing Rule 1.11.)

- (h) As specified in Little League Playing Rule 1.11 (h), the wearing of shoes with metal spikes or cleats is prohibited.

- (j) 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.

- (k) As specified in Little League Playing Rule 1.11 (k), casts may not be worn during a game.

Rule 11.01.11 (k) Comment: A cast may not be worn on the field during the game by a player (fielder, batter, or runner). During a Minor League game, a player wearing a cast is not to be on the playing field. For the safety of those around him, head coaches and coaches wearing a cast need to take precautions before entering and while on the playing field during a Minor League game.

- (n) The uniform may include the logo of a sponsor for one or more teams.

- (o) (1) The pitcher may not wear a batting glove on either hand.
- (2) The pitcher may not wear reflecting sunglasses (mirror type).

(3) The pitcher may not wear a wrist band of any type or color on either hand and he may not wear any type or color of band on his throwing hand. He may not wear any white, off-white or gray band of any type on either hand.

(p) No player may wear a white wrist band when batting, playing defense or coaching a base.

PENALTY: For violation of Rule 11.01.11, the offending player should be warned and if they persist, they may be removed from the game.

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.

11.01.16

(a) Little League Playing Rules 1.16 and 1.17 do not apply to the Minor League.

(b) (1) Catchers must wear a helmet, chest protector, protective cup (male only), and baseball protective shin guards.

(2) When warming up a pitcher, a catcher or any team member must wear a protective cup and mask, if they enter into the stooped position.

Rule 11.01.16 (b) Comment: Subject to its condition, if a team has a hockey-style helmet, it need not replace it. However, if a team needs to replace the catcher's helmet, it can be replaced with either a NOCSAE-tested helmet with an attached mask and throat guard or a hockey-style helmet catcher mask. A "skull cap" helmet is specifically prohibited because the sides of the head must be protected.

IAB HELMET OBJECTIVE: The Israel Association of Baseball intends to replace all helmets in all Leagues that do not meet the NOCSAE specification with helmets meeting the NOCSAE specification.

(c) Catchers must wear either (1) a helmet that meets the NOCSAE specification and bears a NOCSAE stamp and exterior warning label with an attached mask and throat guard (turkey neck), or (2) a "Hockey Style" helmet. A "skull cap" catcher helmet with mask may not be worn.

(d) Every player must wear a double earflap helmet that meets the NOCSAE specification and bears a NOCSAE stamp and exterior warning label while batting, on deck, and running bases.

(e) Base coaches, 16 years old or younger, must wear a helmet. Base coaches over 16 years old should wear a helmet.

(f) A coach/pitcher 16 years old or younger must wear a double earflap helmet that meets the NOCSAE specification and bears a NOCSAE stamp and exterior warning label. A coach/pitcher over 16 years old must wear a helmet.

Rule 11.01.16 Comment: Helmets that are cracked, deformed, split, broken, damaged or deteriorated shall not be worn.

The head coach or any one of the coaches needs to ensure that each player's equipment fits properly and is worn correctly.

Warning! Manufacturers have advised that altering helmets in any way can be dangerous. Altering the helmet in any form, including painting or adding decals (by anyone other than the manufacturer or authorized dealer) may void the helmet warranty. Helmets may not be re-painted and may not contain tape or reapplied decals unless approved in writing by the helmet manufacturer or authorized dealer.

PENALTY: For not wearing a helmet or catcher's gear, the offending player, or base coach should be warned by the umpire and if they persist, they may be removed from the game.

11.01.17

All male players must wear a protective cup during practices and games.

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 head coach and coaches of each team shall ensure the good and sportsmanlike behaviour of their players, as well as any parents accompanying the team. The head coach 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 head coach 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:
- (1) The team committing these acts will forfeit the game regardless of the actual score on the field, and/or
 - (2) The offending player(s) and/or head coach or coaches will be suspended from playing future game(s), and/or
 - (3) 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 head coach. Should parents act in an unsportsmanlike manner toward the opposing team or the umpire, the umpire will warn the appropriate head coach 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 (a) there are any abuses of this privilege, (b) there are any complaints, or (c) this privilege interferes with the proper administration of a game. (This Rule modifies Little League Playing Rule 3.17.)

11.02 -- DEFINITION OF TERMS
(All definitions in Rule 11.02 are listed alphabetically)

A **BASE COACH** is a head coach and/or coaches stationed at the base coach's box near first and/or third base to direct the batter and the runners.

A **COACH** is a team member who performs such duties as the head coach may designate, such as but not limited to acting as base coach and/or substitute head coach.

The term **HEAD COACH** replaces the term "manager" in the Little League Playing Rules. See the definition of **HEAD COACH** in these Definitions of Terms. Also see **COACH** and **BASE COACH** in these Definitions of Terms.

A **HEAD COACH** is a person responsible for the team's actions on the field, and to represent the team in communications with the opposing team.

- (a) The head coach shall always be responsible for the team's conduct and observance of the playing rules.
- (b) If a head coach leaves the field or is not available for the game, that head coach shall designate a coach as a substitute and such substitute head coach shall have the duties, rights and responsibilities of the head coach.

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.

An **UMPIRE** is a head coach 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 Little League Playing 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's head coach 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 head coach 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 head coach of both teams 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 Little League Playing 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) Continuous Batting Order

- (1) The Minor League has adopted the "**continuous batting order**" as defined here and in Little League Playing 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 team roster present for the game batting in order.

- (2) 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) and (c). The batting order may not be changed during

the course of the game. As specified in 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.

Rule 4.01 NOTE 2: When a child is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill or absent player returns, they are merely inserted into their original spot in the batting order and the game continues. Also, if a child arrives late to a game site and if the manager chooses to enter him/her in the lineup, they would be added to the end of the current lineup.

(b) Defensive Play

- (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.
- (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 1st base demand a minimum skill level to protect the defensive player). The team head coach's judgment shall be guided first and foremost to provide a safe environment for the players in all facets of the game.
- (3) A player may be entered and/or re-entered defensively into the game anytime provided such player meets the requirements of Mandatory Play.

(c) Mandatory Play

See Minor League Regulation VI (i), Mandatory Play

11.04.05

- (a) Little League Playing Rule 4.05 does not apply to the Minor League, but see Rule 11.04.05 (b).
- (b) (1) The offensive team may station two base coaches on the field during its time at bat, one near first base and one near third base.
(2) There may not be chalked base coach's boxes and/or the boxes may not be laid out as prescribed in the Little League Playing Rules. Base coaches are reminded Little League Playing Rule 7.11 requires "any member of the offensive team to vacate a space needed by a fielder attempting to field a batted or thrown ball." (For this interference, depending on who the play being made, the batter or runner is out and the ball is dead meaning no runners may advance.)

11.04.07

Little League Playing Rule 4.07 does not apply to the Minor League.

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 6th 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 4th 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 3rd 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 during an incomplete inning, the game ends at the end of the last previous completed inning in each of the following situations:

- (1) The visiting team scores one or more runs to tie the score in the incomplete inning, and the home team does not score in the incomplete inning.
- (2) The visiting team scores one or more runs to take the lead in the incomplete inning, and the home team does not tie the score or retake the lead in the incomplete 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.

11.04.16

- (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) (1) **A team with less than six players will forfeit the game with a 6-0 score.**
 - (3) A game shall be forfeited to the opposing team when:
 - A. A team is unable or refuses to place eight players on the field, or

B. A team does not have eight offensive players present for the game and in the batting order at the time set for beginning the game and throughout the game.

- (4) A game's starting time may be delayed if a team has fewer than eight players present by scheduled game time.
- (5) Unless specifically authorized elsewhere, the lending or borrowing of players among teams is prohibited. (The lending of players will not be allowed unless the borrowing of players is permitted and then only under the provisions for borrowing players.)
- (6) A team with less than eight 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.

(This Rule 11.04.16 (b) supersedes in their entirety Little League Playing Rules 4.16, 4.17 and 4.18.)

11.04.19

- (a) Little League Playing Rule 4.19, *Protesting Game*, does not apply to the Minor League.
- (b) Except for decisions involving judgment, any dispute over a playing rule or its interpretation is to be resolved by the head coaches during the game. If the head coaches are unable to mutually resolve such disagreement during the game, the game will be recorded as a tie with an official score of 0-0.

11.04.21 (Additional Rule)

(a) *Definitions*

An "inning" starts the moment the third out is made completing the preceding inning. (See "no new inning will start" time)

- (b) The **no new inning will start** (NIWS) time will be a maximum of 2 hours after the scheduled game time. However, time may be added if there is a delay in starting a game if both head coaches mutually agree. The NIWS time may be set *earlier* than 2 hours after the scheduled game time if both head coaches mutually agree.

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

- (e) A game ends 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, *provided* the game has progressed far enough to become a regulation game. However, if the home team is batting and in the lead when the NIWS time elapses, any batter in the middle of his time at bat should be allowed to complete his time at bat until he is put out or becomes a runner and all play has stopped.

11.04.25 (Additional Rule)

- (a) The head coach 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.

11.04.28 (Additional Rule)

- (a) The Score Reversion Rule at Rule 11.04.11 (a) will apply to a Post-Season game if (1) 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 (2) 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) Post-Season games may end in a tie on the field of play. If after six 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

11.05.07

In Minor League play, the side is retired when three offensive players are legally put out or when the **offensive team scores four runs in their half-inning**, whichever occurs first. (A team's offensive inning ends when the fifth run crosses 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 fifth run to score, the batter and all runners will be permitted to score.

Rule 11.05.07 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 fourth run shall not be counted when the ball stays in the playing field.

11.06 -- THE BATTER

11.06.05

- (a) The “dropped 3rd strike” rule at Little League Playing Rule 6.05 (b) applies to Minor League play. (The batter is out on a 3rd 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 Little League Playing Rules 2.00, 6.05 (d), and 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, head coach 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 Rules 2.00, 6.05, and 6.08 in Minor League play.
- (b) Balls are not called.
- (c) Strikes are called when the batter swings and misses.
- (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 **four** consecutive or non-consecutive hittable pitches within a reasonable strike zone as adjudged by the umpire (even though he may have struck at one or two other pitches during the course of counting the three 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 two 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 3rd strike.
- (h) Subject to Rule 11.06.14 (d), the batter is allowed 10 pitches subject to the following:
 - (1) If the 10th pitch is not swung at, the batter is out.
 - (2) If on the 10th pitch the batter swings and misses, the batter is out.
 - (3) If the batter hits the 10th pitched ball into fair territory, the batter-runner is either safe or out on the bases.
 - (4) If the batter is hit by the 10th pitch, the batter’s turn at bat will continue, or
 - (5) If the batter fouls the 10th 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 (g) supersedes Little League Playing 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.

11.07.08

(a) *Definition*

Malicious contact is any willful or reckless action or behavior by a player with intent to harm or injure another player.

- (b) A runner must slide or attempt to get around a fielder who is in possession of the ball when that fielder is making a tag on the runner or tagging the base on a force play.
- (c) The runner must slide or attempt to get around a fielder who has the ball and is waiting to make the tag. See Little League Playing Rule 7.08 (a) (3).

PENALTY: For violating Rule 11.07.08, the runner is out. In addition, the runner may also be ejected if the contact was adjudged malicious.

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 1st 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 1st 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) does not apply to a base runner leaving a base prior to a fly ball being caught and failing to tag up. See the coverage in Little League Playing Rule 7.08 (d).

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 1st baseman must only come in contact with the bag inside the foul line. If the 1st 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 2nd 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 1st 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 1st 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.)

11.07.17 (Additional Rule)

The following Rule 11.07.17 is adopted on an experimental basis for 2020-2021 This Rule 11.07.17 is subject to written modification, if found to be necessary.

Runners may only advance one base on a thrown ball to a base that is not stopped in the infield for any reason. 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.

EXAMPLE: If the third baseman attempts a throw to the second baseman to force out the runner at first base and the ball goes into the outfield and is not caught or stopped by the second baseman, each runner including the batter-runner, may without liability to be put out, advance one ~~extra~~ base.

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 Rules 2.00, 4.03 (a), 5.09 (c), 7.04 (a), 7.07, 8.01, 8.02, and 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 head coach 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 head coach may coach from the coach’s box on the 1st or 3rd 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, Umpire Report, does not apply to the Minor League.