



TRACY
LITTLE LEAGUE

AMERICAN & NATIONAL
HONOR THE GAME

MINOR B – 2010 Local Rules

Updated 4/19/10

GAMES: Games are limited to 6 innings. Time limit of 2 hours and 20 from scheduled start time or 6 innings which ever is first is in place for weekend games. No new inning should BEGIN after 2 hours and 10 minutes including the last game of the day. On Weeknights no new inning shall start after 2 hours and 30 minutes. Games can end in a tie. There will be no standings
Minor B.

Each inning is limited to 10 batters, 3 outs or 5 runs, including the last inning. Complete roster hits in the batting order. The mercy rule is not in effect.

PITCHING: Coach pitch from the rubber until 3/30/10. A batter will receive 6 pitches or 3 strikes; the 6th pitch can be fouled off until fair or until batter strikes out. Walks are not permitted.

Beginning March 30th players will pitch. No runs can be walked in. If bases are loaded, and the batter has 3 balls in the count the coach will come into pitch. Batter assumes count. The coach will only be allowed to complete that batter. The batter will either get a hit or will strike out. The coach will pitch a maximum of 3 pitches unless the final pitch is fouled off, at which point the batter gets to complete his at bat. Once said batter completes their at bat the pitcher will be brought back in to face the next batter.

HIT BY PITCH: If a batter is hit by pitch he is awarded first base. With bases loaded and the batter is hit by a pitch he will be awarded first base and runners will advance. This is scored as a “Hit by Pitch” (not a walk).

Pitching Eligibility: Pitcher eligibility and pitch count will follow green book rules with the following exception. Pitchers can only pitch 2 innings or 50 pitches per week maximum. One pitch constitutes one inning.

The Official Score Keeper is responsible for tracking the pitch count. (Foul balls are added to the pitch count) Refer to Tracy Little League pitch count guidelines for further information. Adults cannot warm up pitchers.

There are no illegal pitches or balks. The umpire shall instruct the pitcher of any illegal actions.

BATTERS: The batter and base runners will wear batting helmets at all times. If a player voluntary removes his helmet, the player will be called out. Catcher must wear facemask including throat guards at all times including pitcher and infield warm up.

Batter will get 1 warning for throwing bat. Batter will be called out for throwing bat a second time. Umpire shall declare ball dead.

Slash bunts ARE NOT allowed. Pitch will be called a strike on the first offense. The Managers of both teams will be warned; second offense by either team the offending player will be called out.

RUNNERS: Sliding is permitted. Intentional sliding headfirst will be called out, unless returning to the bag. When players are pitching bunting is permitted. No stealing bases.

DECORUM: Swearing, foul language, derogatory or inflammatory statements by Managers, Coaches, players or parents is grounds for immediate ejection and suspension.

2 Adult base coaches are allowed on offense. 1 bench coach is required. (There must be one adult in the dug out at all times)

Managers will umpire their own games until 3/30/10, then an umpire will be assigned.

PLAYTIME: Defense consists of a pitcher, catcher, 4 infielders and 4 outfielders at least 10 feet behind outfield arc. No player can play in the infield more than 3 innings in any game. This includes catcher and pitcher. (The pitcher may have played in the infield prior to pitching, or be moved to an infield position after pitching, as long as he does not play more than 3 innings at an infield position.)

Line up cards will be used and distributed to other team prior to the game.

Playtime: The entire lineup will bat in every game. All players must play 6 consecutive defensive outs and must remain in the same position in the batting order. If a player is absent when it is his turn to bat he will be removed from the line up. If the player does arrive at the game, after his spot in the batting order, he will be added to the end of the batting order. No penalty to player or team if player is a no show. If a player arrives late to the game the manager, at his discretion, may put player in the line up at the end of the batting order without penalty. There must still be enough time left in the game for the player to play 6 consecutive defensive outs. The pitcher and catcher are considered to be players in the infield.

Base runners. There is no base stealing in Minor B. The base runner cannot advance to the next base on a throwing error between pitcher/catcher or catcher/pitcher.

CATCHERS: All catchers shall wear proper safety equipment, including a cup for male players. Hurry up rule will be in effect. If the catcher of the next inning is on base with 2 outs, a substitute runner shall be used. Said runner shall be the player who made the second out. This will allow the catcher to put on all safety equipment prior to end of inning.

Rainouts will try to be made up, space and time allowing. Makeup games may be played on Sunday.

There will be no protests in Minor B.