

2016 Minor A Regular Season Rules

There are 2 divisions: Minor A Senior and Minor A Junior.

Minor A is governed by the Little League *2016 Baseball Official Regulations and Playing Rules*. These rules are summarized in *2016 Make the Right Call: The Casebook of Little League Baseball and Softball*.

Rule Exemptions (rules that supersede the official LL rulebook)

1.10) In addition to the requirements for bats laid out in 1.10, all batters must use bats approved and supplied by Dunbar Little League. The penalty for such violation shall be the removal of the bat from the game.

4.03) There are 10 players on the defensive team in each inning, including 4 outfielders. All outfielders must position themselves at least 36 feet behind the closest base line until the pitcher's throw has crossed home plate. Soft cones should be set on the foul lines before game.

4.04) Teams must bat continuously through their entire lineup, in order.

4.05) An offensive team's player shall serve as 1st base coach and shall wear a batting helmet.

4.09) In addition to the rules of scoring laid out in 4.09, A team shall not count more than 2 runs in each of the first and second innings, and not more than 5 runs in each of the third and fourth innings, unless the fourth inning is the final inning. A team may score unlimited runs in the 5th inning. At the start of the 5th or final inning, if a team is trailing by 7 or more runs, that team shall bat first regardless of whether that team is the visitor or home team.

4.14) The umpire shall decide if a game shall be ended early due to rain or darkness. A game ended early due to rain or darkness is considered complete after three full innings have been played. The schedule allows 2½ hours per weekend game. For games that are followed by another, a new inning shall not be started within 25 minutes of the scheduled end time.

4.16) The minimum number of players required before the start of a game is 8, or the game will be forfeited to the opposing team.

6.05 (b) A batter may not advance on a dropped third strike.

Regulation IV - Players

- All players who are in attendance at the start of a game must play at least 4 innings of a 5-inning game, with the exception of a team with 13 or more players. If a team has 13 players, every player must be a defensive spare in 1 inning, and 2 players shall be defensive spares in (any) 2 (non-consecutive) innings of a 5-inning game. If a team has 12 or fewer players, a player must not be a defensive spare in more than 1 inning in a 5-inning game.
- All players must play at least 1 inning in the outfield and 1 inning in the infield in a 5-inning game.
- A player, with the exception of the pitcher, must not play more than 2 innings at the same position, and a player must not play as pitcher and catcher more than a total of 3 innings.

Regulation VI - Pitchers

- A player must not pitch more than 3 innings per game. (A player may throw an unlimited number of pitches in 1 inning, and a player who has thrown even a single pitch is deemed to have pitched a complete inning)
- A player must not pitch more than 6 innings per calendar week beginning on Sunday at 8:00 am. A player who has pitched 2 innings in a game must have at least 1-day rest before pitching again. A player who has pitched 3 innings in a game must have at least 2-days rest before pitching again.

Rule Clarifications (rules already in the official LL rulebook, with comment)

7.05 (g) Each runner, including the batter-runner may, without liability to be put out, advance two bases when a thrown ball leaves the field of play.

Comment: Out of play on the Minor A field is the dugout fence line extended. If the thrown ball is the first throw made by the infielder, then the runners are awarded two bases from the position of the runner at the time of the pitch. For all other thrown balls, runners are awarded two bases from the position of the runner at the time of the throw.

7.08 (a) (3) Any runner is out when...the runner does not slide or attempt to get around fielder who has the ball and is waiting to make a tag.

Casebook Comment: "There is no must slide rule. The key in this situation is that the fielder has the ball and is waiting to make the tag. If the fielder does not have the ball, and there is a collision, [the umpire] CANNOT call the runner out. However, if the contact was deliberate, and intended to injure the fielder, the runner can be ejected for unsportsmanlike contact."

Comment: A defender without the baseball is required to show at least half the plate/base.

9.02 (a) Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or ball, or whether a runner is safe or out, is final.

Comment: The umpire's finding of fact must not be disputed.

9.02 (b) If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire that made the decision.

Comment: The umpire's interpretation of a rule may be discussed with one coach from each team at the invitation of the umpire and in the presence of the game coordinator. The umpire's decision is final.

9.03 (d) "If no adult umpire is available for a game, and non-adult umpires are used exclusively for that game, the local little league must assign an adult as game coordinator, or the game cannot be played..."

Comment: The Scorekeeper shall assume the role of Game Coordinator, who shall:

1. be included in the pre-game meeting;
2. oversee the conduct of all players, managers, coaches and umpires in the game. Any interaction between coach and umpire shall be held at the Scorekeeper's bench behind home plate and witnessed by the Scorekeeper;
3. monitor and report to the league any abuse directed at umpires by coaches, players or parents.

Rules Exclusive to Minor A Junior

- Minor A Junior players may pitch from 4 feet in front of the rubber.
- Minor A Junior players may not steal second base or home plate.
- Minor A Junior base runners may not steal more than one base per pitch regardless of a defensive error or errors.