

1. There are 10 players on the defensive team in each inning, including 4 outfielders. For the teams that only have 11 players, if they do not have 10 for a game, they may use the last batter from the opposing team as their right fielder so they are not being penalized for having a team with fewer players.
2. You bat through the lineup, i.e., all players, including subs, bat.
3. Runners may not leadoff from base. They must wait for the pitch to cross home plate before attempting to steal the next base. Runners, who do leadoff, must return to the base they just left and the pitch is not counted.
4. **2-2-5-5-Unlimited.** Minor A Junior and Minor A Senior will have a 2 run limit for each of the first 2 innings. The next two innings allow up to 5 runs scored while the 5th and/or final inning is unlimited runs. The scoring rules were modified as a compromise to NOT have to employ pitch counts in the Minor A division.
5. In the 5th inning, if a team is trailing by 7 or more runs, that team shall bat first regardless of which team is listed as the visitor. The intention of this rule is to act as a *mercy rule*.
6. All players who are in attendance at the start of the game shall play at least 4 innings of a 5 inning game, with the exception of a team with 13. If you have a roster of 13 players – every player must be a “Spare” once and then 2 players will have to be off for any two innings during a five inning game. If you have a roster of 12 players or less, no player shall be spare more than once in a five inning game.
7. Players, with the exception of the pitcher, cannot play more than 2 innings at the same position.
8. Protecting Players Young Arms – catching and pitching in a game is limited to a **total** of three innings.(Including Playoffs)
9. Players shall play at least 1 inning in the outfield and 1 inning in the infield per 5 inning game including the play-offs.
10. This is a development league, so players should expect to play all positions, with the exception of the pitcher, in the first 6 games of the season. For the balance of the season and play-offs, coaches may use fewer rotations.
11. No on deck circle.
12. No balks, just a warning.
13. No headfirst sliding moving forward. **Runners out.**
14. Rotate all positions. (see #9 above.)
15. Players should stay on the bench in the dug-out and no other parents or siblings or friends should be in there. Also no food in the dug-outs and they need to be cleaned up when leaving as nice collection of things always get left.
16. Coaches cannot coach 1st base. **Players only (Must be wearing a helmet)**
17. Half the plate must be shown at home base by the catcher.
18. For Minor A Senior and Junior, in-field flys will be called.
19. Bunting - Minor A Senior players are allowed to bunt. Minor A Junior players are **not**.
20. Outfielders – Must stand back a minimum of 36 feet (12 Yards or 10.9728 Metres) from the base paths until the pitchers throw has crossed the plate – thus avoiding a crowded infield. The purpose to establish a minimum is to stop players from “creeping” in close to the base paths. An outfielder should not be able to field a ball and run into 2nd and make a tag.

21. The penalty on an overthrow (**defined as a ball thrown past the natural extension of the perimeter fences of the dugouts**) to 1st or 3rd base is the runner(s) advances one base only PAST THE BASE THEY WERE GOING TO HAVE. (*Please see MINOR A JR RULE CLARIFICATIONS – Page 6*)
22. **Errant throw in field of play. (e.g. Infielder fields a ball and throws to make a play at second base. Ball is missed but stays in the field of play between the foul lines. Ball is live and runners advance at their own peril. They are not stealing bases but responding to a fielder's choice of play. In Minor A Jr. They should Stop or hold at 3rd base and not proceed home on throwing errors. (04..13..2011)**
23. In Dunbar Little League we use 165-foot home run line. This local rule allows for a few home runs during the season. If a hit ball should roll past the 165-foot line the player is **not limited** to two bases in Minor A Senior but it's a ground rule double in Minor A Junior.
24. When a play is being made at home plate, the runner must slide (Feet First), thus avoiding injury to her/himself and the catcher. If the runner does not slide s/he is "out".
25. Stealing Home - Minor A Senior players are allowed to steal home. Minor A Junior players are **not**.
26. Tag Up (Sacrifice Fly) – Allowed in Minor A Senior and Juniors.
27. The minimum number of players required before the start of a game, must be 8, except for the teams with only 11 who must have 7 of their own players and can use the last batter from the other team in right field. This loaned player will not bat for the 11 player team, just play in the outfield to allow the game to be played without forfeit.

Equipment

1. All batters must use Dunbar Little League Bats.
2. All batters and runners must wear batting helmets with **chin straps** done up during games and practices.
3. Baseball pants must be worn and all players are required to wear an athletic support with cup for games and practices.
4. Catchers must wear all catcher's equipment as supplied.

Pitching

1. If a player pitches in more than 1 inning in a game, 1 calendar day of rest is mandatory. Example: a player who pitches only 1 inning may pitch the next day.
2. Both Minor A Jr. and Minor A Sr. players may pitch a maximum of 3 innings in a game. A player who pitches two innings in one game must have at least 1 day of calendar rest before pitching again. If a player pitches 3 innings in a game, 2 days of calendar rest are required. Example: Johnny pitches 3 innings on Tuesday, he cannot pitch again until Friday.
3. A player may pitch no more than 6 innings in a calendar week (Sunday thru Saturday).
4. Delivery of a single pitch constitutes having pitched an inning.
5. A player removed as a pitcher may **not** pitch again in the same game.
6. Not more than 6 pitchers can be used in one game.
7. Once a pitcher hits 3 batters in a game (as called by the umpire), that pitcher must be relieved. This is considered a player protection rule.
8. The pitching "rubber" for Minor A Junior will be a chalk line placed 4 feet in front of the existing rubber. This is approximately 42 feet from home plate. After six games, Jr players **may** move back to 46 feet, and the stronger pitchers should move back, but don't have to. This is to facilitate the success and development of young pitchers.

Time limits

The schedule allows 2 hours per game on the weekends. This should be sufficient to finish a 5 inning game. On the occasions that games are longer than expected, the coaches must monitor the time and, if necessary, the 4th inning will become the unlimited run inning.

Appendix 1: Little league RULES – a primer:

This is an abbreviated version of the main rules...any issue not covered by this document should be referred to the Little League Rules Handbook. Dunbar can adopt "local" rulings to replace or modify the official little league rules.

THE UMPIRE IS ALWAYS RIGHT. The umpire has final say over any ruling. The umpire may elect to consult both coaches and replay the play.

IT IS IMPERATIVE WE SET A GOOD EXAMPLE for the players, so coaches should refrain from either direct or indirect derogatory comments or confrontations with the umpire (s). Any disputes over umpire rulings shall be handled by calm discussion between the umpire and one coach from each team.

OBSERVORS/COACHES/PLAYERS who display obnoxious or unsportsmanlike behaviour will be warned by the umpire and may be asked to leave the game area if the behaviour continues after the warning.

1. Field size and dimensions/coaching.

- Homerun – (165 Feet) a hit ball that first touches ground or another player or person beyond the home run line.
- Any ball hit that touches ground, player or person in fair territory and then proceeds past the home run line is LIVE and runners can continue to run.
- There is no on deck circle.
- First base coach is always a player, and must wear a helmet.
- Absence of a coach is automatic forfeiture.
- A team which cannot field at least 8 players at the start of a game will automatically forfeit the game.

2. Game regulations

- 5 inning games
- Max runs in innings – 2 per inning in first 2 innings, and then 5 per inning and unlimited in fifth inning.
- A new inning may not be started within 35 minutes of scheduled ending.
- Umpire will decide if fourth inning will be unlimited inning if time left in game becomes an issue.
- If a team is ahead by more than 7 runs going into the unlimited inning, the team that is behind will bat first regardless of home or away status.
- An inning ends when there are 3 outs or maximum allowable runs are scored.
- On a called game by the umpire (due to rain)
 - If there are at least 3 completed innings, it is considered a complete game.
 - If less than three innings, game will be suspended and the game will be replayed in its entirety.
 - If game is called before an inning is complete, the score and game result will be according to the last completed inning.

3. Team positions and limitations

- 4 outfielders, 4 infielders, a pitcher and catcher will be the maximum number of defensive players allowed.
- No player may play the same infield or outfield position, other than pitcher for more than two innings in a game.
- A player must play at least one inning in the outfield per game.

4. Pitching

- Pitchers will pitch a maximum of three innings per game.
- Once a pitcher has thrown a pitch, he/she has pitched an inning.
- Maximum of 6 innings pitched per calendar week beginning on Sunday at 0800.
- Any pitcher who has pitched more than one inning may not pitch on consecutive days.
- A player who has pitched two innings in a game must have at least one calendar day rest before being allowed to pitch another game. Three innings pitched requires at least two calendar day rest.
- A pitcher removed from the mound may not return as a pitcher in the same game.
- A pitcher who has issued 3 walks by hitting a batter in one game must be relieved by another pitcher.
- No balks, just a warning.
- Maximum of 6 pitchers can be used in a game.

- The “rubber” for minor Junior A will be a chalk line placed 4 feet in front of the existing rubber. This is approximately 42 feet from home plate.

THE SCORE-KEEPER SHOULD INDICATE IN THE SCORE BOOK ALL PLAYERS WHO PITCH, AND IN WHAT INNING. IN THE EVENT OF A DISPUTE AS TO PITCHING LIMITS, THE SCORE-BOOK WILL BE CONSULTED.

5. Base-running

- A runner on base cannot attempt to move to the next base until the thrown pitch has crossed home plate. A player who leads off and then steals or advances will be sent back to their original base and the pitch not counted.
- RUNNERS MAY NOT LEADOFF FROM BASE AND MUST RETURN TO THEIR BASE WHEN THE PITCHER HAS THE BALL ON THE MOUND UNLESS THEY ARE ALREADY IN THE PROCESS OF ATTEMPTING TO STEAL.
- Stealing Home - Minor A Senior players are allowed to steal home. Minor A Junior players are **not**.
- The penalty on an overthrow to first or third base is the runner (s) advance only one base.
- Sliding is allowed, but feet first only. A headfirst slide is an automatic out.
- Tag Up (Sacrifice Fly) – Allowed in Minor A Senior and Juniors.

6. Substitutions/playing time. All players who are in attendance at the start of the game shall play at least 4 innings of a 5 inning game, with the exception of a team with 13. If you have a roster of 13 players – every player must be a “Spare” once and then 2 players will have to be off for any two innings during a five inning game. If you have a roster of 12 players or less, no player shall be spare more than once in a five inning game.

7. Umpiring: SEE PREVIOUS PAGES

8. Batting

- No player will be permitted to bat without a league approved batting helmet.
- 3 Strikes per out.
- Foul balls do not count as third strike but a caught foul tip does.
- Bunting - Minor A Senior players are allowed to bunt. Minor A Junior players are **not**.

9. Batting order

- A lineup card is to be handed to umpire/scorekeeper at beginning of game.(4.01).
- Only players present at the beginning of a game may be placed on the lineup card.
- All players will bat according to the lineup card. A player may not change positions within the order (4.04)
- If a player must leave a game for illness, injury etc. the team will skip over him/her when it is their turn to bat. When the player returns, he/she is reinserted into their original spot in the order (4.04)
- A player who arrives late, after the lineup card has been handed in is added at the end of the current lineup(4.04)

10. Infield fly rule

- Called by umpire as soon as possible
- A called infield fly which rolls into foul territory is a foul ball and not an out.

11. Definitions

a) Strike:

Is a legal pitch which meets any of the following conditions

- is struck at by the batter and missed
- is not struck at and any part of the ball passes through any part of the strike zone.
- is fouled by the batter with less than two strikes
- is bunted foul (batter is out and ball is dead if a batter bunts foul on a third strike)
- touches the batter’s person as the batter strikes at it
- touches the batter’s person in flight in the strike zone.
- becomes a foul tip.

b) Strike zone:

Is that space over the plate that is bound by the batter’s knees and armpits when a batter assumes his natural stance. The umpire shall determine the batter’s strike zone according to his usual stance when that batter swings at a pitch.

c) Interference:

c1) Offensive interference is an act by a member of the team at bat which interferes with, obstructs, impedes hinders, or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner or a runner out for interference, all other runners shall return to the last base that was, in the judgement of the umpire, legally touched at the time of the interference

c2) Defensive interference is an act by a fielder that hinders or prevents a batter from hitting the ball.

c3) Umpires interference occurs when 1) the umpire hinders, impedes or prevents a catcher's throw in attempting to prevent a stolen base or 2) when a fair ball touches an umpire on fair territory before passing a fielder.

c4) Spectator interference occurs when a spectator reaches out of the stands or goes on the playing field and touches a live ball.

c5) On any interference the ball is dead.

d) Obstruction

Is the act of a fielder who, while not in possession of the ball or not in the act of fielding the ball, impedes the progress of any runner. A fake tag is considered obstruction. (Note: if a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he/she must occupy his/her position to receive the ball, the fielder is may be considered to be "in the act of fielding the ball." It is entirely up to the judgement of the umpire as to whether a fielder is in the act of fielding the ball. After a fielder has made an attempt to field a ball and missed, the fielder can no longer be in the "act of fielding" a ball.

Example: if a fielder dives at a ground ball and the ball passes the fielder, and he/she continues to lie on the ground and delays the progress of the runner, he/she has very likely obstructed the runner.

(Note: The penalty for obstruction depends on the umpires judgement of how the obstruction likely affected the play.)

e) Foul ball:

Is a batted ball that settles on foul territory between home and first base or home and third base, or that bounds past first of third base on or over foul territory, or that while on or over foul territory, touches the person of an umpire or player, or any object foreign to the natural ground.

f) Walk (6.08)

- four balls have been called by an umpire
- the batter is touched/hit by a pitched ball which the batter is not attempting to hit unless the 1) ball is in the strike zone (in which case it is a strike), or 2) the batter makes no attempt to avoid being touched (if outside the strike zone, it is a ball). Judgement call by umpire.
- catcher or fielder interferes with base runner as judged by umpire.
- a fair ball is touched by an umpire or runner before touching a fielder.

g) Foul tip (page 47):

Is a batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught. It is not a foul tip unless caught, and any foul tip that is caught is a strike, and the ball is in play. It is not a catch if it is a rebound, unless the ball has first touched the catcher's glove or hand.

h) Infield fly

Is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder stationed in the infield on the play shall be considered infielders for the purpose of this rule.

When it seems apparent that a batted ball will be an infield fly, the UMPIRE shall immediately declare "Infield Fly" for the benefit of the runners. If he ball is near the baseline, the umpire shall declare "Infield fly if Fair."

The ball is alive and runners may advance at the risk of that ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

Note: If a declared Infield fly is allowed to fall untouched to the ground, and bounces foul and remains foul before passing first or third base, it is a foul ball. If declared Infield fly falls untouched to the ground, outside the baseline and bounces fair before passing first or third the ball shall be deemed as fair by the umpire pointing towards the infield to indicate a fair ball, the ball remains alive and the batter is out.

MINOR A JR RULE CLARIFICATIONS

When the Minor A Jr division was formed for the 2003 season, a variety of baseball people were consulted and some unique local rules were drawn up to make the game better for our developing players. Two key concepts were to encourage the hitters to “earn” their runs by drawing walks or getting the bat on the ball, and to encourage defensive players to try and make plays (i.e. throw runners out) without fear of too much penalty. Below are some examples of the rules “unique” to DLL’s Minor A Jr division:

- 1) “Out of bounds” overthrow:
- 2) When a defensive player throws to a base but the ball ends up going past the overthrow line, the penalty is one base only and the RULE is that a runner cannot score from third base on an overthrow.
- 3) Please note: When an out of bounds overthrow is called by the umpire, the umpire must retrospectively determine where all the runners were AT THE TIME THE THROW WAS MADE (we all thought it was when the ball crossed the out of bounds line...not true says Peter B). When the umpire determines where the runners were at the time the throw was made, he gives the runners ONE base (i.e. advances them to the next base whether they were 2 inches or 20 feet from the next base.) If a runner was between second and third base when overthrown ball was thrown, the runner advances to third. If the runner had already rounded third and was on his way home when the overthrown ball was thrown, the runner advances home. If the runner had pulled up, stopped or slid into third base when the overthrown ball was thrown, I think we all agree that the runner has to stay on third.
- 4) Example: Runner is on second. Ball is hit on the ground to right outfielder. Right fielder throws it to third baseman but misses by a mile and ball sails out and hits a parked Volvo on 33 rd Ave. At the time the outfielder threw the ball, hitter had not yet reached first, and the runner on second had not reached third. Hitter should be awarded first base (had not yet earned a base) and the runner who was on second should be allowed to advance to third.
- 5) Let’s use same example, but if the runner on second had stopped on third, and the hitter was rounding past first and headed to second when overthrown ball was thrown. In this case, runner on third has to stay on third, and hitter is advanced to second.
- 6) No runner can steal more than one base on a play. Example: Runner is on first. Pitcher throws ball in dirt and catcher mishandles ball. Runner attempts to steal second. Catcher recovers and throws ball past second baseman into centerfield. In this scenario, the runner, who has already stolen one base, cannot steal another and go to third. In all likelihood the runner will steal 3rd in a subsequent play, but at least it is a separate play and there is a chance the catcher can toss him/her out.
- 7) Catcher must show half of plate to base runner coming home.

- 8) This is a safety rule to avoid big collisions. Peter says it applies only if play is close. If the catcher gets the ball and runner is 10 feet away (i.e. ball into catcher well ahead of runner), the catcher can block entire plate. If the runner is close to home when catcher gets ball, and catcher blocks the more than half plate and tags runner out, the umpire should call for OBSTRUCTION and award the run. Unfortunately, this is an umpire's judgement call, and the young umpires we have will probably have difficulty making this call. Also, at this age, kids get so excited; they easily forget to "show half a plate". Coaches remind your catchers to cover only half the plate on close plays to home. Also for your base runners to slide into home if there's any close play at home, or they are out.
- 9) Hit by pitch...in response to some queries about a recent play in a game. A batter's uniform is an extension of his/her body, so if the hitter's pants, shirt, or shoelace is touched by the ball, it has hit the hitter. However, the hitter HAS TO have made an effort to avoid the pitch. In the above game, the ball was thrown behind the batter and grazed the batter's pant leg. The batter did not move at all. So the Umpire made the correct call by not awarding a base by hit pitch. (courtesy of Len Brown)
- 10) Please remind your base runners not to lead off, as the umpire will just send the runner back, or if there is a hit on that same play, the following happens:

When there is a lead off it does not matter if anyone hears the umpire call it (it might be even better if they don't) BECAUSE the play continues normally till it is finished. Then the Umpire calls timeout and takes action based on the play (i.e. if the lead off was on first base and the batter hits, what is in the opinion of the plate Umpire, a single and the lead off better runs to 3rd or home, he goes back to 2nd. On the other hand if the batter hit a (again what the Umpire would consider) triple and the lead off runner makes it home then he does not have to go back.

The problem is when the batter hits a (in the opinion of the umpire) single, but the defense makes many errors and the batter runs all the way home (so did the lead off runner). Now the lead off runner has to go back to 2nd and the batter has to go back to first. So, please no lead offs and let's avoid the above scenarios.