



DLL MINOR A REGULAR SEASON RULES 2021

A. GENERAL RULES

1. A team shall have 6 defensive players for each inning.
2. The minimum number of players required before the start of a game is 8. A team which fails to field the minimum number of players forfeits the game to the opposing team.
Add minor b rule
3. 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.
 - a. If a team has 13 players, every player must be a defensive spare in 1 inning, and 2 players must be defensive spares in (any) 2 (non-consecutive) innings of a 5 inning game.
 - b. If a team has 14 players, every player must be a defensive spare in 1 inning, and 6 players must be defensive spares in (any) 2 (non-consecutive) innings of a 5 inning game.
 - c. 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.
4. Every team must bat continuously through its entire lineup, in order.
5. Every team's coach must prepare a lineup card, including batting order, of the players present at the start of the game, and give it to the umpire, the scorekeeper, and the opposing team's coach before the start of the game.
6. All players must bat according to the lineup card, and must not change places within the batting order. Refer to Little League Rules for batting out of turn. If the batter is still at bat, then switch to the correct batter, and keep the ball and strike count. For the batter to be out in a batting-out-of-turn situation, the defense must appeal the infraction after the incorrect (improper) batter has completed his or her time at bat, but before the next pitch, play, or attempted play.
7. If a player leaves the game for injury, or to use the washroom, that player's team must skip over that player's place in the batting order.
 - a. If that player returns to the game, that player must resume his or her original place in the batting order.

8. A player who arrives after the start of the game, and after the lineup card has been handed in, must be placed in the batting order at the end of the current lineup card, and the line-up card is so amended.
9. **2-2-5-5-Unlimited.** A maximum of two runs can be scored each of the 1st and 2nd innings. A maximum of five runs can be scored in each of the 3rd and 4th innings. The fifth inning has unlimited runs and three outs must be made.
10. At the start of the 5th or final inning, if a team is trailing by 7 or more runs, that team must bat first regardless of whether that team is the visitor or home team.
11. The schedule allows 2 hours per game on the weekends. On the occasion that a game runs longer than expected, the coaches must monitor the time and, if necessary the 4th inning must be the final inning.
12. The umpire must decide if the fourth inning shall be the final inning. This must be announced before the start of the inning. If so, this inning will be unlimited
13. A new inning must not be started within 25 minutes of the game's scheduled end time.
14. The umpire must decide if a game shall be ended early due to rain. A game ended early due to rain is considered complete after three full innings have been played.
15. If the umpire ends an otherwise complete game before an inning is finished, the final score and game result are the score at the end of the last finished inning.
16. 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.
17. All players must play at least 1 inning in the outfield, and 1 inning in the infield in a 5 inning game.
18. All outfielders must position themselves at least 36 feet behind the closest base line until the pitcher's throw has crossed home plate or been hit.
19. There is no on-deck circle, and the on-deck batter must remain in the dugout until the current batter's play is complete.
20. All batters must use USA Baseball bats for Minor A Junior and Senior.

21. All batters and runners must wear batting helmets approved by Dunbar Little League, during games and practices.
22. All players must wear baseball pants, and all male players must wear athletic support with a cup for games and practices.
23. Catchers must wear all catcher's equipment including helmet with mask and neck protector, chest protector with catching shoulder protector, catcher's mitt and shin pads. The back leg or calf pads are optional.
24. Players who are not in play MUST stay on the bench in the dugout, unless they are practicing off the field of play and under a coach's supervision. Only coaches and players are allowed in the dugout. A team must leave its dugout clean after each game.

B. UMPIRES

25. The umpire's decisions must not be disputed.
26. If there is a safety concern, the coaches should ask for time and approach the other coach. If they are in agreement that something unsafe has occurred or appears that it could occur they can together inform the umpire of their concern and that they are going to instruct their entire teams how to prevent this from occurring.
27. Coaches must not be confrontational, must not use foul language, and must not address negative comments, directly or indirectly, to the umpire, other coaches, or players.
28. Players must not be confrontational, must not use foul language, and must not address negative comments, directly or indirectly, to the umpire, coaches, or other players.
29. Coaches, players, and observers who display obnoxious or unsportsmanlike behavior will be warned by the umpire, and may be asked to leave the game area if the behavior continues after the warning. This includes arguing calls, grunting at calls, making obvious verbal or non-verbal gestures regarding calls that they disagree with.

C. PITCHING

30. A player must not pitch more than 3 innings per game.
31. A player may throw an unlimited number of pitches in 1 inning, and a player who has thrown even 1 single pitch is deemed to have pitched a complete inning.
32. A player must not pitch more than 6 innings per calendar week beginning on Monday at 8:00am.

33. A player who has pitched 2 innings in a game must have at least one calendar day rest before pitching again.
34. A player who has pitched 3 innings in a game must have at least 3 calendar days rest before pitching again.
35. A player removed as a pitcher must not pitch again in the same game.
36. A pitcher who hits a batter or batters three times in a game must be removed as a pitcher
37. For 9 year old's the "rubber" is a chalk line drawn 4 feet in front of the existing rubber, or approximately 42 feet from home plate. 9 year olds can choose to pitch from 42 or 46 feet. 10 year olds must pitch from 46 feet.
38. The score-keeper must record the names of all players who pitch, and in which innings. In the event of a dispute with a player's pitching limits, the scorekeepers records shall be consulted.
39. The rule against balk balls does not apply. (The umpire should warn the pitcher, and explain the rule).

D. BATTING AND BASE RUNNING

40. A base runner must not lead off (leave his or her base from the time that the pitcher possesses the ball on the mound until the pitcher's throw has crossed home plate).
 - a. A base runner who leads off is returned to the base from which the base runner just led off if the ball is not hit.
41. If the ball is hit and the base runner leads off, the base runner goes back as far as possible, without pushing the hitter back.
 - a. Therefore, if the runner lead off of first and scored, but the batter hit a double, the base runner that lead off would return to third and the run would not count. (No outs would be enforced for leading off).
42. In Minor A Junior a base runner may not steal second or home base. Base runners on first base must be advanced by a play, either a walk or hit by a subsequent batter. Once off first base the runner may steal third base.
43. In Minor A Senior a base runner may steal any base.
44. A player must not steal more than one base per pitch. (Regardless of a defensive error)

45. A batter or base runner who slides head first moving forward into a base is out. A base runner may slide headfirst returning to a base he/she has already taken possession of.
46. A base runner may slide feet first into any base including first. A base runner who does not attempt to slide or avoid into home plate when there is a play being made is out.
47. The catcher is not allowed to block the plate prohibiting the runner from safely sliding into home, unless he/she is in the process of fielding the ball. The umpire has discretion to make the call.
48. Bunting is allowed in Minor A Sr. only.
49. The infield fly rule applies.
50. A ball hit over the fence is a home run.

E. OVERTHROWS AND ERRANT THROW WITHIN THE FIELD OF PLAY

51. An overthrow is defined as a ball thrown by a defensive player (including the pitcher and catcher) that crosses the line extending beyond the end of the dugout fence.
52. On an overthrow that goes out of play, all runners are awarded two bases from the time of the throw.
 - a. Therefore the hitter would get second base, a runner on first would get third, and any runner on second or third base would score.
53. A thrown ball that is not an overthrow is in play. A batter or other base runners may proceed at his or her own peril. For example if the ball is up against the fence, or in foul territory but not beyond the fence line.
54. A batter may not advance on a dropped third strike.
55. The tag-up (Sacrifice fly) is allowed in Minor A Junior and Senior.

F. MINOR A JR COACH PITCH RULE

- If four balls are thrown to a batter, a rostered coach of the offensive team (team batting) shall enter to pitch to their own player to complete the at bat with the following applying:
 - The batter shall retain any strikes to that point and shall be called out after three strikes if a ball has not been put into play
 - (Note: the umpire will continue to call strikes when the coach comes in to pitch).
 - The coach must pitch overhand and from the rubber and ideally from one knee.
 - No runners may advance while the coach is pitching (No Stealing).

- The defensive pitcher must take a position with at least one foot touching the dirt on the mound and not in front of the pitcher.
- If a hit ball strikes the coach, the ball is declared dead and the batter re-hits.
- A batter struck by a pitch by the defensive pitcher (not the coach) may choose to walk or have the coach come into pitch.
- On a hit ball, the coach is obligated to get out of the line of play or the batter may be called out.
 - For example the coach cannot stand still on the mound, blocking the throw from third to first.