



**Dunbar Little League**  
**MINOR B REGULAR SEASON RULES**  
**2021**

All Little League baseball rules (see Official Rules of Baseball available through Baseball Canada) will apply in addition to those listed below. If a situation arises where a decision cannot be reached, send the base runners back to the bases before the play commenced and replay it.

**A. GAME DURATION**

1. All games will be five innings long.
2. Games are not to run longer than 2 hours. With umpire approval both coaches will agree to end the game with both teams batting an equal number of innings.
3. If the game is tied at the end of five innings, the coaches will decide if they wish to play an extra inning or call the game a tie. A sixth inning may not start after 7:45 p.m. (weekday games) or if another game is scheduled in less than one-half hour (weekend game).
4. **3-3-3-3-unlimited** - A maximum of three runs can be scored each of the first, second, third and fourth innings. The fifth inning has unlimited runs and three outs must be made.
5. If a team is ahead by seven runs after four complete innings, then the trailing team will bat in the top half of the fifth inning regardless of whether or not they are the visiting team. If they do not catch up, the game will end after 4 1/2 innings. The winning team may bat in the bottom of the fifth inning if both coaches agree, but the score at the end of 4 1/2 is the official result. - 7 runs or more They must, however, change positions according to Rules C-5 and C-6 between innings.
6. Rainouts. 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 the game is called before an inning is complete, the score and game result will be according to the last completed inning provided it is more than 3 innings.
  - If fewer than three innings, game will be suspended and cancelled
7. 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. PITCHING MACHINE

1. The pitching machine, operated by the batting team coach, is to be used for all pitching. Under **no** circumstances may anyone other than a coach operate the pitching machine.
2. A dead-ball circle 10 foot in diameter is to be painted around the pitching machine.
  - A ball hit cleanly through the circle is a fair ball and in play;
  - Any ball hitting any object (or coach) in the circle, or coming to rest in the circle is a dead ball with no penalty of a pitch and no runners advance;
  - No player may enter the pitching machine circle.
  - If a player enters the pitching machine circle and fields the ball, the ball is dead and the batter will re-hit with no pitch penalty enforced to the batter.
  - The pitching machine circle must be drawn before every game.

## C. NUMBER OF PLAYERS AND POSITIONS

1. A minimum of eight players is needed to start a game. The game is encouraged to be played by either borrowing players or with a lesser number.
2. All players will bat in order regardless of whether they are playing in the field.
3. No player shall be a spare more than once in a five inning game.
4. A maximum of 10 players may play in the field at one time; four of these must be in the outfield (left, left-centre, right and right-centre fields).
5. The infield consists of a 1st, 2nd, 3rd baseman, pitcher, shortstop and a catcher.
6. Players may play no more than three innings (out of five) in the infield (excluding the catcher).
7. The pitcher, shortstop and 1st base are considered "key" positions. A player may **not** play a key position two innings in a row and may not play the same key position twice in a five inning game.
8. If a sixth inning is played, the above two rules are waived, although a player may still not play a key position two innings in a row.

## D. EQUIPMENT

1. All batters must use USA Baseball Bats.

2. All batters and runners must wear batting helmets during games and practices.
3. Players must wear DLL uniform (long baseball pants, jersey tucked in, hat, belt)
4. 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.

#### **E. UMPIRES**

1. The Plate Umpire will be provided by DLL. If the Plate Umpire does not show up, then the home team will provide a Plate Umpire.
2. Scorekeepers are to be provided by the visiting team.
3. The Umpire's word is final and no arguments are acceptable on any call.
4. The Plate Umpire is to call "Batter Up" before the batter can enter the batting area and "Play Ball" before the batter takes their first swing.
5. Only the team batting is permitted to have coaches on the field (1st Base Coach, 3rd Base Coach and Pitching Machine Coach). If both coaches agree, onfield coach placement may be modified. All other Coaches must remain in the Dugout area. All coaches on the field must be adults.

#### **F. THE FIELD**

1. Bases are spaced 45 feet apart.
2. Infielders must be clear of and within 2 meters of the base lines before each pitch.
3. The pitcher will be positioned beside the pitching machine; it is permissible for the pitcher to be on either side of the machine.
4. The four outfielders must be approximately 30 feet beyond the baselines before each pitch.
5. Foul lines should extend 120 feet from home plate to left and right field. The arc connecting the ends of these two lines forms the home-run/double line.

#### **G. BATTING**

1. Each batter is allowed a maximum of five pitches. If a batter strikes out swinging before the five pitches, then they will be called out. At the umpires discretion, extra swings

may be allowed for some players, if the 5<sup>th</sup> and final pitch is unhittable and the batter does not swing.

- a. If the batter swings at an unhittable 5th pitch they will still be called out.
2. Foul balls will only count as first and second strikes. A foul ball on the fifth pitch does not result in an out.
3. A fair ball which rolls into foul territory in the outfield and crosses the natural extension of the homerun line is called a double.
4. A fair ball which rolls into foul territory in the outfield and crosses the natural extension of the backstop becomes a dead ball and a double for the batter. Any runner on base advances two bases from their starting position of the at bat.
5. A ball hit on the ground over the home-run line is called a "Ground Rule Double".
6. A ball hit in the air over the home-run line is a home-run.
7. No bunting is permitted.
8. A batter may be called out if he/she throws the bat.
9. There is no "on-deck" swinging. All batters must wait at the bench until their turn and the umpire calls "Batter Up".

#### **H. RUNNING**

1. On hits to the outfield, a runner may not advance once the ball has been thrown back into the infield area (being the area inside the proper baselines and the backstop) or if it has been controlled by an infielder, unless the runner has already begun to advance to the next base.
2. It is the umpire's decision as to whether the runner had begun to advance to the next base before the ball had returned to the infield. If the runner has not sufficiently advanced, then he/she must return to the previous base.
3. A runner may be tagged out for overrunning the base on an overthrow (known as "runner's peril").

#### **G. OVERTHROWS AND ERRANT THROWS WITHIN THE FIELD OF PLAY**

4. 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.

5. In Minor B, on an overthrow all runners are awarded one base from the time of the throw.
6. There are no lead-offs or base stealing.
7. There is no "Tagging Up" – (Sacrifice Fly)
8. There is no infield fly rule.
9. There is no sliding in Minor B (feet or head first).