

# Majors B and Minors 2026 Regular Season Rules

- Majors B
- Minors

## General Rules

1. There are 9 players on the defensive team in each inning, including 3 outfielders. For a team with only 10 assigned players, if that team does not have 9 players for a particular game, that team has the choice of using the last batter from the opposing team as its right fielder so that no team is penalized for having a team with only 10 assigned players.
  - a. If a team has 8 defensive players, they will field a roster of 6 infielders and 2 outfielders.
  - b. If a team has 9 defensive players, they will field a roster of 6 infielders and 3 outfielders.
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. A forfeiture is official at the 10-minute mark after the official start time of the game as posted in the schedule (generally TeamSnap). For clarity, this DOES NOT include any time after reaching the 10<sup>-minute</sup> mark as this would be within the 11<sup>th</sup> minute after the posted start time. The umpire's clock will determine the forfeiture point, no other clocks will be allowed unless the umpire agrees.
3. A team without any coach **(or a parent willing to serve as coach for that game, regardless of their roster status as a rostered "coach")** forfeits the game to the opposing team.
4. No player can sit a defensive inning for a 2<sup>nd</sup> time until all players on a team have sat for at least one defensive inning.
5. Every team must bat continuously through its entire lineup, in order.
6. 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.
7. 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.

8. If a player leaves the game for illness, or 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.
9. 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 amended. **If a coach is aware that a player will be late, they are suggested to notify the opposing coach of the likely late arriving player before the first pitch of the game. - discussion on how this looks in playoffs.**
- 10.
11. **2-2-5-5-Unlimited.** A maximum of two runs can be scored each of the 1<sup>st</sup> and 2<sup>nd</sup> innings. A maximum of five runs can be scored in each of the 3<sup>rd</sup> and 4<sup>th</sup> innings. The fifth inning is unlimited, and three outs must be made. However, in the Unlimited inning only, a 10-run mercy rule shall apply, and the game will end if a team goes up by 10 runs in the Unlimited inning. For clarity, and in keeping with rule 10 below, if a team is trailing by 10 or more runs prior to the 5<sup>th</sup> or final inning, the trailing team shall still get its turn to bat. The 10-run mercy rule only applies in the 5<sup>th</sup> or final inning.
12. At the start of the 5<sup>th</sup> 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.
13. The schedule allows 2 hours per game on the weekends which should be sufficient time to finish a 5-inning game.
14. The umpire must decide if the fourth inning shall be the final inning. This must be announced before the start of the inning. Coaches are encouraged to together clarify whether the fourth inning will be the final inning, if there is any question as to whether or not it will be the final inning.
  - a. If so, this inning will be open.
15. A new inning must not be started within 25 minutes of the game's scheduled end time. This will be determined by the umpire.
16. An offensive inning ends after 3 outs, or when the maximum allowable runs are scored.

17. The umpire will decide if a game shall proceed due to weather or available light.
18. A game ended early due to rain is considered complete after three full innings have been played.
19. If the umpire ends an otherwise complete game before an inning is finished, the final score and game result are the score and result at the end of the last finished inning.
20. 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 combined more than a total of 4 innings.
21. All players must play at least 1 inning in the outfield, and 1 inning in the infield in a 5inning game.
22. No player can sit a defensive inning for a 2<sup>nd</sup> time until all players on a team have sat for at least one defensive inning. **This rule may be amended for the playoffs in Majors B.**
23. 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. A chalk line will be drawn at the foul territory line to indicate where 36 feet is. (umpires will enforce this to avoid encroaching on the infield).
24. There is no on-deck circle, and the on-deck batter must remain in the dugout until the current batter's play is complete.
25. All batters must use USA approved Baseball bats
26. All batters and runners must wear batting helmets during games and practices when batting.
27. All players must wear baseball pants, and all male players must wear athletic support with a cup for games and practices.
28. 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.
29. Players who are not in play MUST stay on the bench in the dugout, unless they are warming up to pitch. Coaches are to enforce this rule with the kids and parents. A washroom break requires permission from the coaches, so they are aware a player is going to be missing for a short period.

### **The Umpire's Calls Are Not Debatable**

30. The umpire's finding of fact must not be disputed.
31. 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 (if necessary) as to how to prevent this from occurring.

### **It is Imperative we Set a Good Example for the Players**

32. Coaches shall always refrain from directly making the call (e.g. yelling "safe", "out", "strike") or indirectly making the call (e.g., do not yell things like "you'll get that call next time") and please remember that most if not all of the umpires will be kids who may still be learning to be an umpire. This includes making nonverbal signals that would indicate a certain call (like spreading arms out for safe or holding up a clenched fist for out).
33. Given the age group, umpires will be asked to err on the side of calling a larger strike zone.
34. If clarification on a call is required, please call for time and confer with the coach of the opposing team first, and if that does not resolve the dispute, both coaches will approach the umpire to discuss the call and get clarification. The umpire's decision will be final.
35. 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.
36. 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. Coaches are to encourage the parents of the children on their team to be aware of rule 29 regarding "making calls",

### **Pitching**

**\*It is important that all players be encouraged to pitch. Run limits are set low in the first 2 innings with gradual increases for the express purpose of allowing players of different skill levels to pitch.**

37. A player must not pitch more than 3 innings per game.

38. 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.
39. A player must not pitch more than 6 innings per calendar week beginning on Monday at 8:00am.
40. A player who has pitched 2 innings in a game must have at least one calendar day rest before pitching again.
41. A player who has pitched 3 innings in a game must have at least 2 calendar days rest before pitching again.
42. A player removed as a pitcher cannot pitch again in the same game.
43. A pitcher who hits a batter or batters three times in an inning, or 4 times in a game must be removed as a pitcher; the pitcher is not removed from the game. Coaches are reminded that such situations, when they occur, are generally not intentional.
44. All pitchers must pitch from the rubber.
45. **\*\*Minors Only\*\* There is a chalk line drawn 4 feet in front of the existing rubber, 42 feet from home plate (Rubber is at 46 feet). Call Up players from Mini Minor A who are pitching may pitch from a distance of 42 feet. The 42 foot line may also be used by any pitcher for the first month of the season, up until May 10, 2026. After and including May 18th, all pitchers in the fourth and fifth innings, and any extra innings, must pitch from the pitcher's rubber (46 feet)**
46. The scorekeeper must record the names of all players who pitch, and in which innings. In the event of a dispute about a player's pitching limits, the scorekeepers' records shall be consulted. Each team is required to submit an innings pitched log along with their scores for the game, to the Majors B and Minors Coordinator, for innings pitched tracking.
47. The rule against balk balls does not apply. (The umpire should warn the pitcher to facilitate an educational discussion and explain the rule).

### **Batting and Base Running**

48. 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). "On the mound" is defined as having reached the dirt that the mound is constructed of (i.e. NOT specifically on the rubber).

- 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.
49. 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 led off of first and scored, but the batter hit a double, the base runner that led off would return to third and the run would not count. (No outs would be enforced for leading off).
50. **In Minors a base runner may not steal second base, but base runners may steal third base or home plate.** 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 or home plate.
51. In Majors B a base runner may steal any base, including home.
52. A player must not steal more than one base per pitch. (i.e. an overthrow or ball going out of bounds by the catcher, or any other player will not result in the ability to advance additional bases).
53. A batter or base runner who slides headfirst moving forward into a base is out. A base runner may slide headfirst returning to a base he/she has already taken possession of.
54. 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.
55. A hitter “running through the bag” at first base is not considered overrunning the base and the runner is not in play if he/she peels off to the right of the foul line. However, turning towards second base (to the left of the foul line) immediately puts the runner in play and the runner can be tagged out.
56. When the catcher does not have the ball, they are not allowed to block the plate prohibiting the runner from safely sliding into home.
57. No bunting in Minors. However, bunting is allowed in Majors B.
58. No infield fly rule in Minors or Majors B.
59. A ball hit over the fence is a home run.

## Overthrows and Errant Throws within the Field of Play

60. 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. When a ball crosses this line, it is no longer a live ball. If the ball is in play, crosses the foul line, but does not cross this line, it is a live ball.
61. On an Overthrow 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.
62. A thrown ball that is not an Overthrow is in play (in Majors B only this includes throws back to the pitcher, for Minors, it does NOT include throws back to the pitcher). 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 line extending from the dugout fence, it is still live. The play is over when the pitcher has possession of the ball, on the pitching mound.
63. A batter may not advance on a dropped third strike.
64. The tag-up (Sacrifice fly) is allowed in Minors and Majors B.

## Call Ups

If teams are going to be short players for a game, then they may call up players to be able to field a full team. A call up list will be circulated to all Managers and Coaches and administered by the Minors Coordinator.

- Call ups can only come from players one level below the level being called up to play in.
- Players from the same level **may not** be called up to play (Also known as call overs or call across).
  - i.e.: Majors B may only be called up from Minors. **Minors may only call up from Mini Minors A, etc.**
  - Majors B would not be allowed to call up another Majors B player from another Majors B team, etc.
  - **Pitching - Mini Minor A can only pitch 1 inning**

## Minors Hitting Rule

To encourage hitting development, in **Minors only** the following rule applies in any game played before May 10th:

- If four balls are thrown to a player at bat, then a tee will be brought out by the batting teams' coach for the duration of the at bat.

- The batters strike count continues (i.e.: if they had 4 balls and 1 strike, they remain with 1 strike when they start hitting from the tee).
- The batter swings off the tee, until they have either hit or struck out.
- As soon as the ball is hit, the coach removes the tee from home plate so the play can continue live play safely, particularly any plays that may occur at home plate. The coach shall ensure they do not impede any of the fielding players.