

2026 - MINI MINORS REGULAR SEASON RULES

All Little League baseball rules (see Official Rules of Baseball available through Baseball Canada) will apply in addition to those listed below.

A. THE FIELD

1. Bases are spaced 45 feet apart. A line should be chalked between the bases (Except from home plate to first base) to mark the halfway point.
2. Infielders must be clear of and within 2 meters of the base lines before each pitch.
3. The pitcher must be positioned beside the pitching machine; it is permissible for the pitcher to be on either side of the machine.
4. The outfielders must be approximately **30 feet** beyond the baselines before each pitch. Spots will be marked with an X in the outfield for reference.
5. Foul lines 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. Flags are to be used to delineate the arc.

B. EQUIPMENT

1. All batters must use USA baseball bats.
2. All batters and runners must wear batting helmets during games and practices.
3. Long pants must be worn including baseball shorter pants with knee high socks. (No shorts are permitted).
4. Catchers must wear all catcher's equipment including a baseball glove, helmet with mask and neck protector, chest protector with catching shoulder protector, and shin pads.

C. GAME DURATION

1. All games are intended to be five innings long.
2. If at the top of the fourth inning the time is approaching 30 minutes before the scheduled game end time, the coaches and umpire should agree that the fourth inning will be the last inning, which allows for unlimited runs.
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 **30 minutes** (weekend game).
4. **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.
5. If a team is ahead by seven runs after four complete innings, the trailing team will bat in the top half of the fifth inning even if they are not 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 5th inning if both coaches agree for a maximum of once through line up.
6. If under the above rule a visiting team is leading, then they will remain on the field for the bottom of the fourth and the top of the fifth innings. They must, however, change positions according to Rules E-5, E-6 and E-7 between innings.
7. Rainouts. On a called game by the umpire (due to rain)
 - Three completed innings is considered a complete game.
 - If fewer than three innings are played, the game will be canceled.
 - If a game is called before an inning is complete, the score and game result will be according to the last completed inning.

D. PITCHING MACHINE

1. The pitching machine, operated by the batting team coach, is to be used for all pitching. Under **no** circumstances may a child operate the pitching machine. Level 5 Balls are only to be used.

2. The pitching machine circle (“dead-ball circle”) must be drawn before every game. This is a circle painted around the clay around the pitching machine. Players fulfilling the position of “pitcher” must not stand in the circle during a pitch.

- A ball hit cleanly through the circle is a fair ball and in play;
- A player may pass through the circle when play is dead in order to get to a different location on the field.
- 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 may advance
- A Any ball hitting any object (or coach) in the circle and the runner is to advance to 1st base. (Reference LMB)
- Any batted ball that strikes the pitching machine, the operator or the ball bucket will be considered a deadball. Any balls that come to rest inside the dirt patch where the machine sits (not including the dirt patch beside the machine where the “pitcher” often plays) will also be considered a deadball. The batter will be awarded first base and only runners forced to advance may do so.
- Balls that pass through the dirt patch without touching the machine, the operator or the bucket will be considered live.
- Due to the size decrease there will be NO entering the circle at all during live play and players will have to go around to retrieve any balls.

3. Before feeding the ball into the machine, the coach should hold their hand up, making sure that the batter is focused on the machine.

4. Only one ball, or its replacement if damaged, should be used for the entire game.

5. Pitching Machine Speed

- MMB Set to Level 3
- MMA Set to Level 4

E. PLAYERS AND POSITIONS

1. For regular season: A minimum of 7 players per team is needed to start a game. If that does not happen, the game is still to be played by either borrowing players or play with the lesser number.

- Please reference Section ‘J’ Call Up’s

2. For playoffs only : A minimum of 7 players per team is needed to start a game. If the 7 players are not present within 10 minutes of the scheduled start time (generally in TeamSnap), the game will be forfeited. The umpire’s clock will determine the forfeiture point, no other clock’s will be allowed unless the umpire agrees.

3. All players will bat in order.
4. No player shall sit for a second inning, before every player has sat their first inning for each team.
5. A maximum of 10 players may play in the field at one time; four of these must be in the outfield (left, left-center, right and right-center fields).
6. The infield consists of a 1st, 2nd, 3rd baseman, pitcher, shortstop and a catcher.
7. Players may play no more than three innings (out of five) in the infield (excluding the catcher).
 - For teams with 7 players they may play no more than four innings (out of five) in the infield.
8. 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.
9. 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.
10. Players who are not in play **MUST** stay on the bench in the dugout.

F. UMPIRES

1. Scorekeepers are to be provided by the visiting team-
2. The Plate Umpire's word is final and no arguments are acceptable on any call.
3. 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.
4. Only the team batting is permitted to have coaches on the field (1st Base Coach, 3rd Base Coach and Pitching Machine Coach). All other Coaches must remain in the dugout area. First and third base coaches must be adults.

5. 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.

6. 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 umps will be kids who may still be learning to be an ump. This includes making non verbal signals that would indicate a certain call (like spreading arms out for safety, or holding up a clenched fist for out).

7. 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.

G. BATTING

1. Pitching machine operators are encouraged to test the pitching machine prior to the inning.

- Parents are not allowed to adjust pitching machine for safety reasons.

2. 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 umpire's discretion, extra swings may be allowed if the 5th and final pitch is unhittable and the batter does not swing.

- If the batter swings at the 5th pitch they will be called out.

3. Umpires will call balls and strikes, therefore a batter could strike out looking before their 5th pitch.

4. Foul balls will only count as first and second strikes. A foul ball on the fifth pitch does not result in an out.

5. A fair ball which rolls into foul territory in the outfield and crosses the natural extension of the homerun line is called a double.

6. A ball hit on the ground over the home-run line is called a "Ground Rule Double". It is not a "Ground Rule Double" if an outfielder touches it before it crosses the line and the ball is in play.

7. A ball hit in the air over the home-run line is a home-run.

8. No bunting is permitted.

9. A batter may be called out if they throw the bat, after one warning.

10. There is no "on-deck" swinging. All batters must wait at the bench until their turn.

11. To encourage hitting development, **in Mini Minors B**, the following two rules apply to the first four innings of any game play during the 1st **four weeks of the season**. They do not apply to the inning with unlimited runs.

- If three strikes or five pitches are thrown to a player at bat, a tee will be brought out by the batting team's coach for the duration of the at bat. The batter swings off the tee until they have hit the ball into play.
- As soon as the ball is hit, the batting coach removes the tee from home plate so the play can safely continue live, including any plays at home plate. The coach shall ensure they do not impede any of the fielding players.

12. To encourage hitting development, **in Mini Minors A**, the following two rules apply to the first four innings of any game play during the 1st **two weeks of the season**. They do not apply to the inning with unlimited runs.

- If three strikes or five pitches are thrown to a player at bat, a coach pitch will be performed by the batting team's coach for the duration of the at bat. The batter swings at coach pitches until they have hit the ball into play (**Max 3 throws**).
- As soon as the ball is hit, the batting coach moves back to the pitching machine so the play can safely continue live, including any plays at home plate. The coach shall ensure they do not impede any of the fielding players.

H. RUNNING

1. On hits to the outfield, a runner may not advance once the ball has been thrown back towards and crosses the baseline back into the infield area (the area inside the baselines and the backstop) or if it has been controlled by an infielder, unless the runner has already advanced more than halfway between bases. It is not necessary for the baseman to catch the ball in order to stop the runners.

2. It is the umpire's decision as to whether the runner had advanced half-way to the next base before the ball had returned into the infield. If the runner has not sufficiently advanced, then they must return to the previous base.

3. If there is at least one runner on base when a ball is hit to the outfield and the runner(s) is(are) on adjacent bases, then it is the lead runner's position when the ball is thrown back into the infield area which will determine whether runners may or may not advance to the next base.
4. A runner can be thrown out regardless of if they were halfway to the next base or not before the play comes to an end.
5. A runner may be tagged out for overrunning the base on an overthrow.
6. 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 base path. However, turning towards second base immediately puts the runner in play and the runner can be tagged out.

I. ERRANT THROWS & OTHER RULES

1. 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. **(3rd Base)**
2. On an overthrow, the play is dead and all runners are awarded one extra base.
3. **A ball that stays within the lines extending beyond the end of the dugout fences is in play and runners may continue to advance at their peril until the ball is returned to the infield. This applies only to third base throws.**
4. **NO extra base policy on overthrows to first base only. This applies to all runners on the bases. Ball is dead and no runners will advance. Overthrow must pass the fence line**
5. There are no lead-offs or base stealing. (MMA only- Stealing is allowed from 2nd to 3rd only. The base runner may not advance until the pitched ball crosses the plate. If it is determined that the runner left before the ball crosses the plate, they will be returned to their original base. There are no lead-offs allowed at anytime from any base.
6. There is no "Tagging Up" – (Sacrifice Fly)
7. There is no infield fly rule.

8. There is no head first sliding. There is no sliding into 1st base.

J. CALL UPS

1. If teams are going to be short players for a game, **Coaches are** expected to use the Call-Up System to be able to field a full team. Coaches are to contact Division Coordinator 24hrs in advance or if possible. A call up survey will be circulated to all Coaches by week 2 **for Call-Up recommendations.** (IE: Player ability & availability)

- Call ups can only come from players one league below the level being called up to play in. Mini Minors A. may only call up from Mini Minors B and Mini Minors B may only call up from Tee Ball Sr.. The call up list will be administered by the mini minors coordinator.
- While priority is given to Call ups from league below, if no players are available from league below, Call up players from same division may be used to field a full team
- **Once a call up has played on a team, that team cannot contact that player for future games**
- **There will be a rotating list administered by the mini minors coordinator, so that all call-ups get an equal chance to play**

Call-Ups and playoffs will be discussed at a later date with the Divisional Coordinator and information will be passed along to coaches.

K. Zero tolerance for bullying and name calling to any player on your team or any opposing team. Any player/ managers/coaches found bullying will be removed from the game