

Minor Division Rules & Regulations

Macomb Township Little League 51194 Romeo Plank Rd. #306 | Macomb, MI | 48042| www.mtllb.org

Ages

League age shall be 7 - 9 years old, some exceptions may be made by the Board of Directors.

Regulation Games

- 46-foot pitching distance and 60-foot base paths.
- 6 innings
- Continuous Batting Order.
- A one (1) hour and forty-five (45) minute time limit will be imposed on all regular scheduled games. No new inning will start after 1 hour and 45 minutes.
- The absolute Drop Dead Time is 2 hours. If play is stopped at 2 hours the final score will revert to the score at the end of the previous completed inning.
- If a team needs to borrow players in order to field nine (9) players for a game, then that team's Manager should contact the MTLL President in advance of the game to request borrowed players. The borrowed players will play both offense and defense for the team, batting at the end of the batting order and playing an outfield position. If this is not possible, then the team may borrow players from the opposing team in order to field nine (9) players. The Manager loaning the players will decide on which players to loan. A team may play with eight (8) players, then an skip will be recorded in place of the nine (9) batter throughout the game.

Mercy Rule

The mercy rule has been removed due to the 5 Run Rule, adopted in 2010.

Playing Rules

Wins, losses and standings will be kept in this league.

The end of the inning will be declared when any of the following occur:

- Three outs are made (OR)
- Batting order of players present at the game (including pool players) has been gone thru once (OR)
- o 5 runs have been scored.

Five run rule – If prior to the start of inning 5, both managers and umpire agree that due to limited remaining time in the game under the local time limit rule (one hour forty five minutes no new inning shall start) it may be the last inning, then the teams can score unlimited runs. If time permits the 6th inning to begin after such a decision, it can still be played under unlimited scoring per the book. Absent any discussion with the umpire prior to the start of the inning, the 5 run rule is by the book in the 5th inning. (if Managers fail to discuss the time issue with the umpire prior to the start of the fifth inning then the fifth inning will be played as a 5 run inning). **The sixth inning is always played with unlimited scoring.**

- Stealing of second and third base will be allowed following a pass ball (A ball passing the both the
 umpire and catcher) or wild pitch. No lead-offs will be allowed prior to the pitch crossing home
 plate.
- No stealing of home allowed.
- No on-deck batter allowed.

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- No coaches behind home plate.
- Coaches should be in dugout or on the bases required (first and third bases).
- Thrown bat offense will be a warning.
- A base runner cannot intentionally interfere with a fielder attempting to make a play. If this occurs the runner is out.
- A fielder may not interfere with a base runner, if interference occurs the runner is awarded the next base.
- If a hit ball strikes a base runner between the bases, that runner is out. Play is dead and all other runners may not advance.
- Batter must keep at least 1 foot in batter's box at all time except on pass ball, when forced out by pitch. Warnings will be given. This is to help speed up the game.
- Defensive Team may intentionally walk a batter without having to pitch to batter. The Defensive team must make a decision on this before the first pitch is thrown to the batter. 4 pitches will be added to the pitchers count.
- Courtesy runner for pitcher and catcher of record when they are on base with 2 outs. Also, using
 a continuous batting order and both the pitcher and catcher are on base (at the same time) that
 the "courtesy runners" will be the last recorded out and 2nd from last recorded out in the batting
 order accordingly.

Pitching Rules

- The pitching distance will be 46 feet.
- Mound visit total of 3 per game per pitcher. A second visit in an inning the pitcher must be removed.
- Three (3) strikes = out Four (4) balls = walk
- Pitch count violations will result in a suspension of the Manager for at least 1 game.
- The number of pitches that will be allowed per day for each age group is as follows -

League Age	Pitches Allowed(per day)
9-10	75
7-8	50
6	40

The rest periods required are:

Pitchers league must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 20 pitches, no (0) calendar day of rest must be observed



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After forty-one (41) pitches have been thrown by a player during a game, that player will no longer be eligible to play the position of catcher for the remainder of that game.

Any player on a regular season team may pitch. Exception: any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.

- Summary and implementation: beginning immediately, this prohibits a player who has played
 the position of catcher in any part of four innings in a game from being used as a pitcher at any
 time on that calendar day. This applies to all baseball divisions, and will apply to the international
 tournament as well.
- One pitch thrown in an inning will count as pitching in that inning; likewise, one pitch caught will count as having caught in an inning.

Playoffs

The top 4 teams in each division (American & National) will qualify for playoffs. If there is a tie with teams qualifying for playoffs the first tie breaker will be head to head meeting. The next tie breaker will be runs against.

Instruction

• One (1) defensive coach is allowed in the OUTFIELD ONLY for instructional purposes.

THESE ARE LOCAL LEAGUE RULES & NOT ALL THE RULES. PLEASE READ THROUGH THE LITTLE LEAGUE RULE BOOK AND HAVE IT WITH YOU AT YOUR GAMES!!!!!!