

2025 Minor League Rules

1. All Little League rules apply in accordance to the rule book.
2. 7 run limit per inning (applies to every inning). 10 run rule after 3 innings. (If your team is down by a lot, this would be a great time to make an attempt at developing newer pitchers).
3. Each team must bat entire roster.
4. Every player must play at least 3 consecutive outs per 2 innings. (6outs/4innings).
5. 3 outfielders are to be used.
6. No jewelry permitted shall be worn by players, and all players should wear a cup.
7. All players shall wear league provided shirt (tucked in) and hat (forward facing) during their games.
8. Catchers **MUST** wear a cup. Catchers helmets **MUST** have a dangling throat protector attached (Little League Mandated).
9. **NO** head first slides or player will be called out. The only exception is diving back to a base. Players must slide feet first and avoid contact with the defensive player.
10. No more than 4 adults on field/in the dugout during games per team. (Manager, 2 coaches, scorekeeper). While on offense, two adults should be utilized as 1st and 3rd base coaches (additional two are to remain in the dugout). While on defense, no more than two adults are to be within an arm's length from the doorway of the dugout.
11. One league provided umpire will be present to officiate each game.
12. Both managers should review who is eligible to pitch before every game.
13. After every game, each manager must record their score, pitch counts, and initial the ML binder located in the press box.
14. Pitchers age is determined by his league age.
15. Pitch count rules:
 - League age 9-10: = 85 pitches max per day.
 - League age 8: = 50 pitches max per day.
16. If a pitcher reaches their limit while facing a batter, they may continue to pitch until that batter reaches base, is put out, or the third out is made to end the inning.
17. Intentional walks: Pitcher must throw 4 pitches to the catcher and they are counted as pitches thrown.

Age 9-11 must adhere to the following rest requirements:

- 66 pitches or more in a day = 4 calendar days rest.
- 51-65 pitches = 3 calendar days rest.
- 36-50 pitches = 2 calendar days rest.
- 21-35 pitches = 1 day rest
- 1-20 pitches = no rest required.

Age 8 must adhere to the following rest requirements:

- 36-50 pitches in a day (50max) = 4 calendar days rest.
- 21-35 pitches in a day = 3 calendar days rest.
- 1-20 pitches in a day = 2 calendar days rest.

***** For at least the first two weeks of the regular season, pitchers age 9-10 will have a 50 pitch limit; age 8 will have a 20 pitch limit. This may be extended due to weather and temperatures. League directors will notify managers when normal pitch counts will begin. *****

18. Once a player is removed from the mound during the game, they may not return to pitch.
19. If a pitcher throws 41 or more pitches in a game, they cannot play the catcher position.
20. Once a catcher plays for 3 and 2/3 innings, they are ineligible to pitch in that game.
21. Pitchers may **NOT** throw breaking balls of any kind.
22. The pitcher is allowed **5** warm up pitches before the first inning pitched. All remaining innings pitched will be **3** warm up pitches. Warm up pitches will **NOT** take more than 1min of time. “Coming Down” throws only allowed in the first inning. Umpires and Dugout coaches will ensure player readiness and teams hustling in and out of the dugouts.
23. In the event of an unruly fan or parent, have someone get a field director to handle the situation away from the field.
24. Manager shall control their actions so that situations do not escalate in the stands. Understand that no all calls will go your way or against you. Bad calls are a part of baseball, you don't have to like it but you will have to deal with it in a professional manner.
25. Managers or Coaches ejected from a game must leave the park immediately and will be suspended for their next game!
26. Base runners must stay on base until the ball crosses the plate.

27. Stealing bases is only allowed when there is a wild pitch or an overthrown ball in play. There is **NO** stealing of home. Base runners may advance up to third base only.

28. Game Timing:

- **5:45pm Games.** No new inning will start after 7:15pm and the game will be called at the time limit 7:30pm (1hr 45min). Please exit the dugouts immediately; there will be **NO** after game discussions on the field or in the dugout areas. Please clear these areas so that the next games may begin on time.
- **7:45pm Games:** No new inning will start after 9:15pm and the game will be called at the time limit 9:30pm (1hr 45min). Please exit the dugouts, ensuring dugouts are clean and all trash placed in the trash bin. Teams **MUST** exit the park before 10:00pm or sooner if asked by director closing the park.
- **Time Limit 1 hour 45min:** The following are options to conclude the game and be marked as a “completed” game if the time limit is implemented.
 - **Revert back to last innings score**
 - **3 Completed innings, or**
 - **2.5 innings completed with home team still leading.**

29. In the interest of time management. Courtesy runners can be provided for the catcher and pitcher when those players reach base and there is currently 2 outs. Managers must utilize the last player to make an out as the runner. This will help facilitate the catcher gearing up and the pitcher ready to take the field and begin his/her warm up pitches.

30. Cage time is reserved for the visiting team **1 hour** prior to game start time (4:45) and will last 15 minutes. At 5:00, the home team will be given 15 min cage time.

31. Scheduled infield time only applies to the first scheduled game of the day. Visiting team's infield time will begin 30min prior to game start time (5:15) for 10 minutes. At 5:25, the home team's infield time will begin. Please hustle on and off the field so that both teams may be able to utilize the field accordingly.

32. **Managers and Coaches need to arrive early to get the fields ready.** Visitors are responsible for lining the field before the game (if the field requires lining). Home team is responsible for dragging the infield after the game. **BOTH MANAGERS** are responsible for ensuring the dugouts and fan bleacher areas are clean after every game.