MINOR LEAGUE BASEBALL - OPTION A
INTERLEAGUE RULES

1. The purpose of the Minor League Program is to provide training and instruction for those candidates who by reason of age and/or other factors do not qualify for selection in regular Little League (Majors).

2. The Little League Rulebook (regular season) will be used except as noted in these rules.

3. Home team provides the umpire and both teams provide two balls at the beginning of the game, then alternate as more baseballs are needed.

4. There is no maximum roster limit. Each team must have a minimum of 8 players to start and finish the game. There will be NO penalty for having only eight players in a lineup; there is no automatic out for the ninth spot in a batting order.

5. Continuous batting order must be used.

6. All players must meet mandatory play as stated in the Little League rulebook.

7. Pitching is in accordance with Little League rules. (Exception: 11 year olds are NOT permitted to pitch)

8. To help keep the game moving, there will be NO walks. If the batter acquires 4 balls, an offensive manager/coach will come in to pitch from the pitcher plate. The batter will retain the strikes accumulated. The manager/coach will pitch until the batter strikes out or hits a fair ball.

9. The infield fly rule is enforced.

10. Bunting is permitted.

11. Stealing is permitted one base at a time.

12. Runners may advance one base for each overthrow.

13. A maximum of ten players may be used on the field. The tenth player must play outfield.

14. Each half inning ends after 3 defensive outs or 5 runs are scored.

15. There will be a 2 hr. time limit for these games. No inning shall start 2 hours after the first pitch. An inning starts the moment the third out is made completing the previous inning.

16. For the last inning, there will be no limit on runs scored. In the event a game will be shortened by a time limit, the home team must notify the visiting team before beginning the last inning of a shortened game (less than 6 innings).