

BAYSHORE LITTLE LEAGUE
MINOR B RULES – Fall 2009

Player-pitchers will throw from the rubber which is closest to home plate.

A pitcher cannot pitch more than 2 innings per game (6 outs). Pitch count rules will also apply (see handouts). We will be using Option #1.

Umpires will be provided.

No stealing of bases. No bunting

SUBJECT TO THE RULE THAT IMMEDIATELY FOLLOWS, when a defensive player intends to return the ball to the infield or the pitcher but is not attempting to throw to a base to make a play on an advancing runner, the play stops once the ball reaches the infield area. At this moment, if the base runner has not crossed the "half-way" chalk mark, the runner must return to the previous base. An apparent tie sends the runner back. (The intention is to stop play once the ball crosses the vertical plane (IN THE AIR OR ON THE GROUND) created by the grass-to-clay border between the outfield and the infield.) Determining if the runner should advance is the decision of the Umpire. During field prep the home team should lay chalk at the halfway point between 1st and 2nd, 2nd and 3rd, and 3rd and home plate

If a base runner is intending to advance to another base AND a fielder is throwing to a base to attempt to make an out on the advancing base runner, the play is not dead when the ball crosses the plane of the infield.

A runner may advance one base on an overthrow. However, only one base may be taken on an overthrow per "play." For example, if there is an overthrow at first base, the runner may run to second. If the fielding team attempts to make a play at second and they overthrow 2nd base, the runner may NOT advance to third. An overthrow can occur from either the outfield or the infield and at any base.

If a runner overruns 1st or 2nd base on a ball that was hit to the outfield and the runner cannot advance to the next base because a teammate is already on that base, the runner gets to freely go back to the overrun base and may not be tagged out.

If a runner gets in a run-down or "pickle" between the bases and there is an overthrow at either base, the runner may advance at his own risk to the base to which he was originally trying to advance when he got caught in the run-down but is not allowed to advance any further. For example, a player is caught between 2nd and 3rd and the ball is overthrown (at either 3rd base or 2nd base), the player may advance to 3rd but not home. He can of course also return to 2nd at his own risk.

Bat the entire roster

Ten players in the field – 4 outfielders, no rover around 2nd base. We want to encourage development of the SS and 2nd basemen in covering 2nd base

Four runs per inning maximum per side. No ten run rule. Last inning is open. See rule that follows

Games are intended to take two hours or less. Coaches are to note when 1 hour and 20 minutes of a game has elapsed. If 4 innings have not been fully completed, the 5th inning will be the open inning. If 4 innings have been fully completed, the 6th inning will be the open inning. If a game is tied at the end of 6 innings, coaches will decide whether an extra inning will be played or if the game shall end in a tie. Be mindful of whether teams are waiting to play the next game.

Each player shall play two defensive innings per game (six outs) minimum

Free substitutions

No on-deck players (for safety and insurance reasons)

Home team is responsible for field prep and concessions (see concessions procedures)

Home team provides 2 game balls

Home team is responsible for controlling the scoreboard. No official scorebook will be kept although each team is encouraged to maintain a scorebook throughout the season. Please assign adults only for scoreboard duty or have an adult overseeing any children operating the scoreboard

For the first four games of the season (subject to extension), we will have kid pitch and coach pitch. 1, 3 and 5 innings will be kid pitch and innings 2, 4 and 6 will be coach pitch. No walks by coaches. When the coach is pitching, there will be only 6 pitches per batter with the exception that foul balls at the 6th pitch and thereafter are allowed and continue the at bat (just like the Minor C rules on this point). If the batter does not swing at the 6th pitch he is out

If you are playing in the last game of the day or evening, please make sure to put the scoreboard controls and the speaker equipment (if you are announcing your game) in the concession stand. If it is not open, put everything in the supply room with the roll up door. Also, make sure the scoreboard switch is turned off in the concession stand and turn out the field lights. This is ultimately the Home team's responsibility but everyone should be looking out for these items. If you have the last practice of the evening, please make sure the lights are off.

MINOR B GENERAL THOUGHTS

The principal goals at the Minor B level are to teach the kids some baseball fundamentals and to make the experience enjoyable for ALL of the kids, not just the advanced players. While all of us have a competitive streak, please allow kids of all skill levels to play a variety of positions. This doesn't mean that you must play kids who can't catch at first base or kids that have no idea what they are doing at pitcher or shortstop -- we have to be mindful of safety concerns as well. It does mean, however, that all kids (including the least talented) should get some opportunities during the season to play in the infield. Additionally, every kid that expresses a desire to pitch should get an opportunity to pitch during the year. All of this is especially important for the Fall season which is intended to be developmental

REMEMBER – THESE ARE MOSTLY 8 AND 9 YEAR OLD KIDS. WE WANT THEM TO ENJOY BASEBALL AND TO CONTINUE PLAYING THROUGHOUT THEIR CHILDHOODS. MAKE IT FUN AND INSTRUCTIVE. BE INCLUSIVE. BE CONTRUCTIVE AND POSITIVE. TONE DOWN THE COMPETITION A BIT. BE COLLEGIAL WITH THE OTHER COACHES. BE RESPECTFUL OF THE UMPIRE. SET GREAT EXAMPLES. AND, AGAIN – MAKE IT FUN!