

**2017 Playing Rules for  
Hopkins Area Little League  
Minors C Development Division**

**Little League rules and regulations will govern all Minors C Division play,  
including the following local rules:**

**THE GAME:**

1. Pre-Game Meeting: Coaches of both teams should meet before the game and ensure they agree to game time ending, number of missed pitches for a strikeout, and share any other pertinent information.
2. Home Team: Home team will occupy the dugout on the 3<sup>rd</sup> base line.
3. Game Time: **Games will run for 1 hour.** Because no Minors C standings are kept, a game may end during the course of an inning (rather than at the end of an inning) due to the need to start the next game. The final score reverts to the last complete inning.

**AT BAT:**

4. Pitching: The Batting team's coach will pitch to his/her team's batters and serve as the umpire for the half inning while their team is batting. Thus they are pitcher/umpire/coach while their team is batting. The coach pitcher is also responsible for calling balls, strikes and outs.
5. Batting: Batting is round robin and each team will bat their entire lineup each inning.
6. Batting rules:
  - a. Each batter will receive five (5) good pitches through Memorial Day. If after 5 good pitches the batter has not successfully hit the ball, she/he will use the tee until he/she gets a hit.
  - b. After Memorial Day, the pitching machine will be introduced set to the lowest speed possible. Players will receive five (5) good pitches. The same rule of using the tee after the five good pitches applies.
7. Bunting: Bunting is not allowed.
8. Sliding: Feet first sliding only, never slide head first. Coaches should teach their fielders not to occupy a base or stand in the base paths unless a throw is coming to that fielder. Umpires (coaching staff) may impose appropriate penalties, including awarding runners extra bases, when fielders obstruct or hinder runners. Rule 7.06 b(Note 2) If the defensive player blocks the base (plate) or base line clearly without possession of the ball, obstruction shall be called. The runner is safe and a delayed dead ball shall be called.

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9. Stealing: Base stealing or advancing on a passed ball is not allowed. No advancing on a throw back to the pitcher after a pitch.
10. Base Running: Advancing on hits to the outfield: Runners can advance as far as possible as long as the ball remains in the outfield. Once the ball is returned to the infield (as judged by the umpire) runners cannot advance. The base to which the runner is advancing when the ball reaches the infield is the farthest that runner can advance on that play. The ball is considered in the infield once it reaches the base paths (dirt area) regardless of whether in the possession of a player.
- Advancing on hits to the infield: If the ball does not leave the infield, all runners can only advance one (1) base. No extra base is allowed on a misplayed or overthrown ball in the infield. For example, on an infield hit, the batter can only reach first base, and a runner on first base can only reach second base, even if the play to first is overthrown.
11. Breakaway Base: If the breakaway base breaks away from the original spot, the player uses the place where the magnetic peg is as the base. Do not chase the base that has broken away.

**IN THE FIELD:**

12. Minimum Play: All players will play in the field. Every player of a team roster will play a minimum of two (2) innings (six (6) outs) in the infield, a minimum of one (1) inning (three (3) outs) in the outfield. No player will play more than two (2) innings at any one position during a game. Managers are encouraged to plan (for example, prepare an inning by inning grid) prior to each game to make sure that players meet the minimum requirements.
- If a player does not meet the minimum requirements in #4 due to a shortened game, then in the next game the manager should get that player into the game early enough to meet the minimum requirements for that next game. Managers are to use their best efforts to abide by the spirit and letter of these rules.
13. Positions: Only six (6) infielders are allowed including the catcher. An outfielder will not be placed on the infield dirt.
14. Substitutions: Free substitution of defensive players is allowed. (Modification to Rule 3.03.)
15. Catchers: Catchers must wear a cup and be outfitted with full catchers equipment and place themselves behind home plate in position to receive the pitch. The function of this position will be no different than at the higher divisions.

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16. Coaching on the Field: Managers and coaches are allowed anywhere on the field. Parents are encouraged to assist during games and practices. A team may use managers and coaches for both base coach positions.
17. Outs: Fielding team is encouraged to make outs. When an out occurs, the player shall return to his/her bench. However, there are no maximum outs as the batting team will bat their entire line up each inning.

**Safety:**

- Use helmets equipped with face masks and chin straps that fit.
- No bats are allowed in the dugout. They shall be stored behind home plate, handed to the players by the coach.
- It is strongly suggested that all players wear a cup.
- Players must not wear jewelry such as, but not limited to, rings, watches, non-medical bracelets, necklaces, or any hard cosmetic/decorative items.
- Catchers must always wear a cup and a mask with a throat guard and full catcher's gear.
- Make sure kids use necessary equipment. Check to make sure equipment is operational and safe.
- No on-deck batter is permitted. Players must remain in the dugouts at all times.
- Only the player batting can hold a bat. No players in dugouts can hold bats.
- Use flex-balls only.
- No parents are allowed in the dugouts unless approved by the Manager/Coaches and have completed HALL Volunteer forms.

**General:**

- Learn baseball. Keep the game fun. Keep it organized. Good sportsmanship is important! Players respond better when the coach imposes control over the game's process.
- Coaches should have a short team meeting out on the field after the game to debrief, recognized went well, and celebrate the team's efforts/progress.
- Coach pitchers should focus on consistent, hittable pitches to encourage success.
- Coaches should also emphasize defense and celebrate after the game how many outs were made by the team.
- Play according to the league and division rules. Don't change things because you don't agree with them.
- Rotate batting order each game so each player has the chance to bat first and there is a different lead-off batter for each game.
- Rotate positions every inning. No one should play in the outfield two innings in a row.
- Coaches and parents will be called upon to help set up and take down the fields. Coaches are responsible for training parents how to set up and take down the fields. HALL does not have staff for field preparation and clean up.
- All bats must be Little League approved. An Illegal bat must be removed. Any bat that has been altered shall be removed from play.