

**2022 Playing Rules for
Hopkins Area Little League
Minors A Division**

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

GAME INFORMATION:

1. Umpire: The league that is hosting a game will select and pay for an umpire(s).
2. Coaches Meeting: Before the game, coaches will meet to agree on end of game time with the umpire and share any other pertinent information.
3. Home Team: There will be a designated home and away team for each game. For inter-league games, the host team will always be the home team.
4. Warm Ups: On Hopkins fields there are no pre-game infield warm-ups. The home team will have the third base dugout. The visiting team may use whatever space is available outside the fences away from spectators, excluding the common space between field 1 and 2 (from the concession stand to the parking lot) and the common space between field 2 and 3 (from the concession stand to the batting cages), but including unused adjacent baseball fields or the outfield grass. On all fields the managers will meet with the umpire(s) at five (5) minutes before game time.
5. Score Book: The home team will be the designated “official scorekeeper” and will also be responsible for official pitch count. All foul balls and hit balls must be counted as pitches. Managers from each team should confirm and agree on the number of pitches thrown after each half inning.
6. 5 Run Rule: Maximum five (5) runs may be scored in one inning. If five (5) runs are scored in an inning, that inning is over regardless of the number of outs. The inning is over as soon as the 5th run crosses the plate, except in the case of an out-of-the-park home run, in which case all runners and the batter will be allowed to score. The five (5) run rule does not apply in the top and last halves of the last inning.
7. 10 Run Rule: The 10 run rule (Rule 4.10(e)) will not be waived (see 4.10(e)(2)), but modified to the following: If after five (5) innings, four (4) and one-half innings if the home team is ahead, one (1) team has a lead of 10 runs or more the manager of the team with the least runs shall concede victory to the opponent. This rule also applies for inter league games at Hopkins fields.

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8. 15 Run Rule: If after four (4) innings, three (3) and one-half innings if the home team is ahead, one (1) team has a lead of 15 runs or more the manager of the team with the least runs shall concede victory to the opponent. This rule also applies for inter league games at Hopkins fields.
9. End of Game: A game is considered a regulation game if four (4) innings are completed, three and a half innings if the home team is ahead. If the game is stopped before a regulation game is reached, the game will resume at the point of the last completed inning. Any partial inning will be void, and will not count. All pitches thrown in an inning that is void will be counted in the pitcher's pitch count. For games that end prior to six (6) innings due to time constraints, managers and umpires must announce that the last inning is about to begin. The games last inning should be announced prior to 90 minutes from the start of the game. Both managers must acknowledge their understanding. A game can end in a tie if four (4) full innings have been played if there isn't enough time to finish playing six (6) innings. A new inning cannot be started after 90 minutes from the actual start time. Also, coaches are required to communicate to the umpire at the beginning of the game the actual start time to limit the first pitcher from each team to four warmup pitches each inning. The intention of this rule is to speed up play and encourage coaches to get their pitchers warmed up while their team is at bat.

AT BAT:

10. Batting Order: Continuous batting order will be used in a game.
11. Late Players: Players arriving after the official start of the game are added to the batting order in the last position of the original batting order (example, if the late arriving player was the 12th player to arrive, he/she would follow the 11th player in the original batting order. If the 11th player in the batting order were scheduled to lead off the next inning the late arriving player would bat second that inning).
12. Sliding: Sliding feet first is required when advancing to second, third and home base if a player is stationed at the base and has the ball or is prepared to catch the ball. Head-first sliding is allowed when returning to a base. Under no circumstance may a runner intentionally collide with a fielder. (Modification to Rule 7.08(a)(3).) If a player does not abide by these rules, he/she will be called out. 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 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)

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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.

13. Advancing (Stealing): Once a player has reached any base they are able to advance to the next base (steal.) There is no leading off. Base runners can advance as soon as the ball cross the plate. Base runners on third base may advance on any play to home (e.g. a passed ball, error, etc.). They cannot remain in a leadoff position “taunting” the pitcher. Once the pitcher is in control of the ball on the mound, base runner must get on the current base or be advancing to the next base.
14. Base Breakaway: 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:

15. Positional Play: Every player of a team roster will play a minimum of two (2) innings (six (6) outs) in the infield and a minimum of one (1) inning (three (3) outs) in the outfield for each six (6) innings game. No player will play more than two (2) innings at any one position during a game (except pitchers, see below). Free substitution of defensive players is allowed except that a pitcher, once removed, may not pitch again in that game. (Modification to Rule 3.03.) Coaches must prepare a roster with positions for each player for all six (6)innings and provide a copy to the opposing team.
16. Minimum Play: Minimum playing time rules (modifications to regulation IV(i)):
- a. No more than six (6) defensive outs at any one (1) position during a game, with the following exceptions:
 - i. A pitcher may pitch more than six (6) defensive outs during a game, subject to established pitching rest rules. A pitcher may not re-enter the game to pitch after being removed as the pitcher.
 - ii. A catcher may not catch more than 6 defensive outs during a game. A catcher may reenter the game as catcher after having been previously removed as the catcher provided they did not pitch.
 - iii. Since catching requires the same repetitive arm motion as pitching: Players catching two (2) innings are limited to throw 40 pitches.

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- b. No player may sit out a second inning until all players have entered the game.
Exception: A player may be removed or held out of a game for disciplinary or health reasons. The manager should discuss the situation with the umpire and opposing manager and there must be an agreement reached. The manager should also discuss the situation with the player's guardian after the game.
 - c. Each player must play a minimum of three (3) defensive innings in the field and bat at least one (1) time if a complete six (6) inning game is played. If a complete game is not played and a player fails to get his required playing time, that player must start the next game to assure the player of three (3) innings of play. All players must have entered the game defensively by the 4th inning. Exception: A player may be removed or held out of a game for disciplinary or health reasons. The manager should discuss the situation with the umpire and opposing manager and there must be an agreement reached. The manager should also discuss the situation with the player's guardian after the game.
 - d. Starting positions should be varied during the season and a variety of pitchers should be used.
17. Player Count: A team may place up to 9 fielders in the field during a game. A minimum of eight (8) players are required to play a game.
18. Defensive Positions: Only six (6) infielders are allowed. An outfielder will not be placed on the infield dirt or used as a short fielder in the outfield.
19. Hit Batters: A pitcher who hits three (3) batters with pitches in one (1) inning or hits four (4) total batters during a game must be immediately removed from the pitcher position for the duration of that game.
20. Call Ups: Call-ups may be made if a coach knows that 10 or fewer players will be present for a particular game. The number of call-ups shall not be more than required to have 11 players. A player's first responsibility is always to their assigned team and thus cannot play up if he/she has a game scheduled at the same time. Each such substitute will wear his or her regular team jersey. A substitute will be placed at the end of the batting order for that particular game and will not be allowed to pitch. The coach will work with the player agent (division coordinator) regarding all substitutions or call ups.

Pitching

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21. A player who has attained the league age of 12 (before September 1) is not eligible to pitch in Minors A.
22. A player once removed as a pitcher may not pitch again in the same game.
23. There is no limit to the number of pitchers a team may use.
24. A player who is 11 years old may not pitch more than 85 pitches in a game. A player who is 9-10 years old may not pitch more than 75 pitches in a game. A player who is 8 years old may not pitch more than 50 pitches in a game.
25. Pitchers must adhere to the following rest requirements:
 - a. 1-20 pitches in a game, 0 calendar days of rest required
 - b. 21-35 pitches in a game, 1 calendar days of rest required
 - c. 36-50 pitches in a game, 2 calendar days of rest required
 - d. 51-65 pitches in a game, 3 calendar days of rest require
 - e. For 10 year olds: 66-75 pitches in a game, 4 calendar days of must be observed
 - f. For 11 year olds: 66-85 pitches in a game, 4 calendar days of rest required
26. A pitcher cannot pitch in more than one game a day. (i.e., double headers, continuation of a game, and another game).
27. A manager is responsible for knowing when a pitcher must be removed from a game. Use of an ineligible pitcher may result in a forfeiture of the game after the remainder of the game is played out. A forfeiture will be determined by the HALL Executive Committee if needed.
28. Intentional walks are not allowed. A pitcher may not deliver the ball to a catcher who is not set in the catcher's box.
29. A pitcher who delivers 21 or more pitches in a game cannot play the position of catcher for the remainder of that day.
30. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before the player has pitched a ball to the batter, shall not be considered a violation.
31. Pitches thrown in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against the pitcher's eligibility. The Pitcher may pitch in subsequent games according to the pitch count rules above.

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32. Breaking pitches (curve balls, sliders, etc.) are not allowed and considered illegal pitches. Breaking pitches should not be thrown in practices. If a breaking pitch is thrown in a game, the umpires and coaches will conference and the pitcher will be given a warning. This pitch will be considered a ball. If the pitcher throws a second breaking pitch, the pitcher will be removed as pitcher for the remainder of the game and will not play in the remainder of the inning he/she was removed from.
33. The home team (official scorekeeper and pitch count recorder) shall inform the umpire when a pitcher has reached his/her 85th pitch of the game (75th if age 9 or 10, and 50th if age 8). The umpire will notify the pitcher's manager that the pitcher must be removed in accordance with the above rules. The pitcher is allowed to finish pitching to a batter if he/she reaches the 85th/75th/50th pitch while pitching to that batter. **Failure by the scorekeeper or the umpire does not relieve the manager of the responsibility to remove the pitcher when that pitcher is no longer eligible.**
34. All pitch counts must be logged in the Minors A pitching log book by the home team in the concession stand and agreed upon by both managers during the post-game meeting to verify accuracy.
35. It is in the best interest of your team and our league to develop as many pitchers and catchers as possible.

Safety:

- Use helmets equipped with face masks and chin straps that fit. This is true whether the player is wearing a helmet they supply themselves or a helmet supplied by HALL.
- It is strongly suggested that all players wear a cup or pelvic protector.
- Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, or any hard cosmetic / decorative items. (EXCEPTION: Jewelry that alerts medical personnel to a specific condition is permissible).
- Catchers must always wear a cup and a mask with a throat guard and full catcher's gear.
- All pitchers must wear either the league provided heart guard or an undershirt with integrated heart guard.
- 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 unless: coaching a base, warming up as a pitcher, catcher, or protector for previous two players. The person protecting must wear a helmet.
- Only the player batting can hold a bat. No players in dugouts can hold bats.

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- Coaches may not warm up pitchers before or during the game unless they have 10 or fewer players and get permission from the head umpire. A facemask IS required for adults.
- During a game, pitchers must warm-up in bullpen area between the outfield foul line and the fence, inside the playing field. At no time are pitchers allowed to warm up outside the fenced area.
- All managers and coaches will remain fully within the dugout or within the base coaches' boxes.
- 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.
- Play according to the league and division rules. Don't change things because you don't agree with them.
- 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.
- Starting in 2018, Little League requires bats must meet the USA Baseball standard – approved bats will display the USA Baseball logo. An illegal bat must be removed. Any bat that has been altered shall be removed from play.