



Minors Rules

(Younger teams ~6-8 years)



General Game Rules

1. All players will bat – whether they are playing in the field or not.
2. An inning consists of 3 outs, 5 runs, or a team batting through their lineup, which ever comes first. (If one team has more players, the team with the least number of players bats the same number of players as the team with more).
3. Bats must be kept within the dugout. There is not an on-deck area. **Under no circumstances, should the players be swinging the bats near the dugout or inside the dugout.**
4. All players that are not batting must stay in the dugout.
5. One coach should be in the dugout at all times.
6. No infield practice before the first game or in between games.
7. Games are 6 innings or 2 hours. You can start the top of the next inning as long as it starts before the time limit is up; you then finish out the inning. The last game of the day can be played until it gets too dark to play, and the managers will agree when to call the game.
8. Rotation of players. We suggest that all team members play every position at some point in the season to determine where they are best suited.
9. Managers will turn in their lineup card at the end of the game, with positions and innings on them, to the umpire.
10. An 8-player minimum is required to field a team. You can pick up players from other teams, but they must be 8 years old or younger and a Cedarburg Little League player. If you pick up players from another team, they can only play the outfield and they will bat at the end of the batting order.
11. There is a 10 run rule. If the home team is ahead by 10 or more runs after 3 ½ innings (**this rule applies for any time thereafter 3 ½ innings**) they don't bat in the bottom of the 4th inning. If they are ahead by less than 10 runs heading into the bottom of the 4th inning, the home team bats. If the home team crosses the 10 run threshold in the bottom of the fourth inning, the game stops when this 10 run threshold is reached, even if the inning has not been completed. If the away team is ahead by 10 or more runs at the end of the 4th inning, the game ends and they are declared the winner. If a team wins via the 10 run rule, the losing team may stay to practice, and the winning team would leave.
12. There is NO infield fly rule.
13. When a team is on defense, two coaches are allowed in the outfield to coach players.
14. Protective cups are suggested for boys.

Running

15. There are NO lead-offs. The runner must wait until the batter makes contact before he/she leaves the base.
16. Overthrows are a dead ball. Runners cannot advance.
17. Running the bases – when a ball is hit into the outfield, and the outfielder has the ball, you run at your own risk (see exception below in rule #18). When the ball is returned to the infield, you may not run. This is defined as when an infielder has possession of the ball or the ball is in the infield. We do not want runners running until they get tagged out.
18. Runners cannot advance on caught fly balls to the outfield.
19. A courtesy runner for the catcher is recommended when there are 2 outs. The player making the last out will be the runner. This allows you to get your catcher ready for your next defensive inning.

Over for pitching



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Pitching/Hitting

20. Pitching rules for player pitch:
 - a. There will be player pitching in the minor league from the mound. There will be strikeouts and walks using player pitch. The mound will be placed at 46 feet. This is from the back tip of the plate to the front of the rubber.
 - b. The Little League pitch count rule will be used. One parent from each team will count the number of pitches for each pitcher. At the end of every half inning the two parents will decide on the pitch count for that pitcher and report it to the umpire. The umpire will record the pitch count on the score sheet for that pitcher. After the game, both managers will update their teams pitching eligibility sheet and initial the opposing team's sheet.
 - c. If a pitcher pitches more than 50 pitches in a game they may not pitch in the next game.
 - d. A pitcher may play catcher after he/she pitches.
 - e. There are 2 walks per inning per team, after that, once 2 walks have been given, and the count goes to 4 balls, the coach for the batting team will come in and pitch to that batter, until he/she is either out or gets a hit. Then the Minor league pitcher will come back in to pitch to the next batter, and if that batter gets to a 4 ball count, then the coach will come in again and pitch to that batter until he/she is out or gets a hit.
 - f. If a pitch from another player hits the batter, they receive first base and it does NOT count as a walk for that inning. If a coach hit's a player, they do not receive first base.
21. If using a pitching machine, each batter will get 8 pitches. (Coach pitch may also be used with these same rules, as the primary pitching method, but must be agree upon by both teams. If both coaches cannot agree upon using coach pitch, then player pitch will be the method of pitching used.) There are NO walks. Umpires will NOT call strikes if the batter does not swing, otherwise three swinging strikes is an out (a foul ball on the third strike is not an out). If the batter does not put the ball in play in 8 pitches, the batter is out, with the following exception. If the batter fouls the 8th pitch or successive pitches after the 8th pitch, he/she will continue to bat until the batter does not swing, swings and misses, or puts the ball in play. Five pitches will be pitched and then the balls returned to the pitcher for the next five pitches. Even if the catcher catches the pitch he/she should throw it off to the side. Encourage your player to swing, especially as they approach the 8th pitch. A coach whose team is in the field will retrieve the pitched balls and return them to the coach at the pitching mound.
22. Pitching machine speed (if used) – managers should try to agree on a speed, but it can be adjusted for each team.