

DUNBAR LITTLE LEAGUE

MINOR B RULES

All Little League baseball rules (see Official Rules of Baseball available through Baseball Canada) will apply in addition to those listed below. If a situation arises where a decision cannot be reached, send the base runners back to the bases before the play commenced and replay it.

Please avoid arguments at all costs.

A. GAME DURATION

1. All games will be five innings long.
2. If the game is tied at the end of five innings, the coaches will decide if they wish to play an extra inning or call the game a tie. A sixth inning may not start after 7:45 p.m. (weekday games) or if another game is scheduled in less than one-half hour (weekend game).
3. **2-2-5-5-Unlimited.** A maximum of two runs can be scored each of the 1st and 2nd innings. A maximum of five runs can be scored in each of the 3rd and 4th innings. The fifth inning has unlimited runs and three outs must be made.
4. If a team is ahead by seven runs after four complete innings, then the trailing team will bat in the top half of the fifth inning regardless of whether or not they are the visiting team. If they do not catch up, the game will end after 4 1/2 innings. The winning team may bat in the bottom of the fifth inning if both coaches agree, but the score at the end of 4 1/2 is the official result.
5. If under the above rule a visiting team is leading, then they will remain on the field for the bottom of the fourth and the top of the fifth innings. They must, however, change positions according to Rules C-5 and C-6 between innings.

B. PITCHING MACHINE

1. The pitching machine, operated by the batting team coach, is to be used for all pitching. Under **no** circumstances may a child operate the pitching machine.
2. A dead-ball circle is to be painted around the pitching machine. Any ball hit lower than six feet as it passes through or over the dead-ball circle should immediately be called dead and replayed. It does **not** count as one of the five pitches. Umpires should call "Dead Ball!" loudly and quickly to avoid any confusion. There is no dispute allowed on this or any other call.
3. Before feeding the ball into the machine, the coach should hold the ball up in his hand, making sure that the batter is focused on the machine.
4. Only one ball, or its replacement if damaged, should be used for the entire game.

C. NUMBER OF PLAYERS AND POSITIONS

1. A minimum of eight players is needed to start a game. If the eight players are not present within five minutes after the start time, the game will be forfeited. The game may be played by either borrowing players or with a lesser number, but the forfeiture will stand even if the necessary players arrive after the forfeit is declared.
2. All players will bat in order regardless of whether they are playing in the field.
3. If you have a roster of 13 players – every player must be a “Spare” once during a five inning game. If you have a roster of 12 players or less, no player shall be spare more than once in a five inning game.
4. A maximum of 10 players may play in the field at one time; four of these must be in the outfield (left, left-centre, right and right-centre fields).
5. The infield consists of a 1st, 2nd, 3rd baseman, pitcher, shortstop and a catcher.
6. Players may play no more than three innings (out of five) in the infield (excluding the catcher).
7. The pitcher, shortstop and 1st base are considered "key" positions. A player may **not** play a key position two innings in a row and may not play the same key position twice in a five inning game.
8. If a sixth inning is played, the above two rules are waived, although a player may still not play a key position two innings in a row.

D. EQUIPMENT

1. All batters must use Dunbar Little League Bats.
2. All batters and runners must wear batting helmets with chin straps done up during games and practices.
3. Long pants must be worn.
4. Catchers must wear all catcher's equipment as supplied.

E. UMPIRES

1. The Plate Umpire will be provided by DLL. If the Plate Umpire does not show up, then the home team will provide a Plate Umpire.
2. Scorekeepers are to be provided by the home team; the first base umpire will be provided by the visiting team.
3. Home Plate Umpire is responsible for Home Plate and 3rd Base. First Base Umpire is responsible for 1st and 2nd base. Home Plate Umpire can overrule 1st Base Umpire.
4. The Plate Umpire's word is final and no arguments are acceptable on any call.
5. The Plate Umpire is to call "Batter Up" before the batter can enter the batting area and "Play Ball" before the batter takes their first swing.
6. Only the team batting is permitted to have coaches on the field (1st Base Coach, 3rd Base Coach and Pitching Machine Coach). All other Coaches must remain in the Dugout area. First and third

F. THE FIELD

1. Bases are spaced 45 feet apart. A line should be chalked between the bases to mark the half way point.
2. Infielders must be behind the base lines before each pitch.
3. The four outfielders must be approximately 30 feet beyond the baselines before each pitch.
4. Foul lines should extend 120 feet from home plate to left and right field. The arc connecting the ends of these two lines forms the home-run/double line.
5. A circle approximately eight feet in diameter will be chalked around the pitching machine. Any ball hit through this circle lower than six feet is dead and the umpire will immediately call out "Dead Ball!". It does **not** count as one of the five pitches.

G. BATTING

1. Each batter is allowed a maximum of five pitches. If a batter strikes out swinging before the five pitches, then they will be called out. At the coach's discretion, extra swings may be allowed for some players, especially early in the season.
2. Foul balls will only count as first and second strikes. A foul ball on the fifth pitch does not result in an out.
3. A fair ball which rolls into foul territory in the outfield and crosses the natural extension of the homerun line is called a double.
4. A fair ball which rolls into foul territory in the outfield and crosses the natural extension of the backstop becomes a dead ball. The runner may advance to the next base if he/she reached the half-way mark to that base at the time the ball was called dead.
5. A ball hit on the ground over the home-run line is called a "Ground Rule Double". It is a "Ground Rule Double" even if an outfielder touches it before it crosses the line.
6. If, in the umpire's opinion, the outfielder deliberately knocks the ball over the home-run line to invoke the ground-rule double, the runner(s) may be awarded an extra base.
7. A ball hit in the air over the home-run line is a home-run.
8. No bunting is permitted.
9. A batter is called out if he/she throws the bat.
10. There is no "on-deck" swinging. All batters must wait at the bench until their turn and the umpire calls "Batter Up".

H. RUNNING

1. On hits to the outfield, a runner may not advance once the ball has been thrown back into the infield area (being the area inside the proper baselines and the backstop) or if it has been controlled by an infielder. It is not necessary for the baseman to catch the ball in order to stop the runners, unless he/she is cutting the ball off in the outfield area (well beyond the baselines).

2. It is the umpire's decision as to whether the runner had advanced half-way to the next base before the ball had returned to the infield. If the runner has not sufficiently advanced, then he/she must return to the previous base.
3. A runner may be tagged out for overrunning the base on an overthrow (known as "runner's peril").
4. **DLL Local rules - Advancing on overthrows**
 1. To First base - Batters **cannot** advance to second base on overthrows to first base.
 2. To Second Base - once the ball is controlled by an **infielder** a runner **cannot** advance to third base.
 3. To Third Base - No Runs can be scored on an overthrow.
 4. Throw from outfield to Second Base and the ball stays in the outfield..Runner **can** advance.

This is to encourage players fielding ground balls to attempt the out rather than playing it safe.

5. Runners may continue to advance until the ball is returned to the infield.
6. There are no lead-offs or base stealing.
7. There is no "Tagging Up" – (Sacrifice Fly)
8. There is no infield fly rule.

Please remember that the only object of Little League is for the kids to have fun! As volunteers, we should not be the centre of the action; we should remain on the sidelines and ensure that this goal is met.

Thanks and have a great season!