

American & National Little Leagues

Minor League Rules for 2008

1. The "infield Fly Rule" is in effect and will be called by the home plate umpire.
2. No new inning starts after one hour and thirty minutes from the start of the game. The umpire should announce the start time of the game.
3. Games are five innings long. In case of a tie, extra innings are allowed, if they are completed within the one hour and forty minutes time limit.
4. Six runs per inning except for the 5th inning which is unlimited.
5. Ten run rule after three and a half innings.
6. Ten fielders play defense with four of them in the outfield.
7. Minimum of eight players at game time or game is forfeited. There will be no rules like "mandatory outs" if a team is shorthanded.
8. Each player must play in the field for at least two defensive innings.
9. Free substitution with equal playing time encouraged.
10. All players bat.
11. Coaches pitch during the first half of the season. During this time, the umpire calls only strikes, no balls. Players can strike out but cannot walk or take first after being hit by a pitch and cannot steal.
12. Coaches much pitch from the pitching rubber.
13. No defensive coaches are allowed on the field.
14. During the second half of the season, players pitch. When players pitch, an oversized home plate will be used. The count will start with the first pitch.
15. Pitchers can pitch only three innings per game and the innings must be consecutive. The maximum amount of innings per week is six and there must be a rest between outings. The week starts on Sunday and ends on Saturday.
16. Stealing is allowed in the second half of the season.
17. Players cannot steal home (but can steal 2nd and 3rd).
18. When the catcher attempts to throw down to 3rd base on an attempted steal of 3rd, the runner may not advance home.
19. No bunting.
20. The home team has the option of supplying the base umpire. If there is not base umpired, the home plate umpire will call the bases. The home team supplies a scoreboard operator for games held at Fairfax Field.
21. The home team is responsible for placing bases and returning them after the game.
22. Team pop should be purchased at the concession stand after the game. No carry-ins.
23. Umpires will call a pitch strike if it is in the strike zone and the batter does not swing. This rule is in effect the entire season.
24. Players pitch in the second half of the season, the league championship game and the league tournament. Pitchers are allowed a maximum of three walks per inning. On any walk (after the third), a coach from the batter's team will finish pitching to that batter. The batter must hit the ball or strike out. Any strikes incurred by the batter from the opposing team's pitcher will be carried over to the coach pitcher. After each batter completes his/her at bat with the coach pitcher, the player pitcher resumes pitching with the next batter.
25. The umpires will only be addressed as and will only answer if addressed as "Ump" or "Blue".