



Lower Merion Little League

[www.lmll.org](http://www.lmll.org)

[Support@lmll.org](mailto:Support@lmll.org) for  
questions

## 2018 Minors Division (7 year olds) Rules and Regulations

*Minors division is an instructional baseball season with machine pitch.*

### **Brief Rules Highlights:**

#### *Pitching/batting:*

- Machine pitch or **Coach Pitch** entire game.
- Batter is retired (out) after 6 pitches if no hit.
- For the first 3 games, half-innings end after full lineup bats.
- Beginning with the 4<sup>th</sup> game, half-innings end after 3 outs, 6 runs score or full lineup bats.
- No score is kept (bat-around rules).

#### *Fielding/other:*

- Hit ball returned to pitcher ends play. Mid-point base rule for runners.
- A legitimate fielding out (caught fly, tag out, or force out at base) retires runner/batter. *Rewards good defense, and gives fielding a purpose.*
- Kids catch with catching equipment and cup. (If no player feels comfortable catching, a coach can catch.)
- No stealing or base leading.
- Feet-first only sliding allowed.

### **Official Game Rules**

#### **A. General**

1. **Duration.** Games are 6 innings or less. A new inning may not begin after 1 hour and 45 minutes of play.
2. **Field.** Minor division games use a 60-foot Little League diamond.

## B. Batting

1. **Bat-around rule.** Every player on a team bats in the lineup.
2. **Batting order.** Batting orders are fixed for the duration of the game. The order should be posted by the head coach prior to the game's start.
3. **"6-pitch-and-out" rule** Each batter receives up to a maximum of 6 pitches. A batter who fails to put the ball into play after 6 pitches is out.
4. **Strike outs:** A batter will be called out on the 6<sup>th</sup> strike (i.e., 6 pitches). Note in this division we want to teach the kids to swing at pitches.

### *Recommendations to coaches about batting, and rationale:*

- a. The purpose of retiring a batter after 6 pitches is to teach kids to swing, and not to watch pitches go by. Too many *upper division* kids don't take a cut at the ball – we want to fix this at an earlier age. Teach kids to swing if the ball is near the plate, so they don't get '6 pitched-out' waiting for the perfect pitch.
- b. Change the batting order every game. Let every kid be a leadoff batter once.

## C. Pitching / catching

1. **Machine or coach pitch all games.** Fielding team's coach pitches to other team's players so that coach can instruct his/her team while on the mound.
2. **6 pitch limit per batter.** A batter that receiving 6 pitches who does not place ball into fair play after 6 pitches is out, and returns to bench.
3. Coaches operating the pitching machine may not field a hit ball or assist in plays.
4. Balls hitting the pitching machine are dead and each player is awarding 1 base.
5. **Pitcher's Helper:** A defensive player should stand near the pitching machine\_(and must have one foot inside the mound) to field balls hit to the pitcher position, and to catch balls from fielders in order to end a play. Pitcher's Helpers must wear batting helmets.
6. **Kids play catcher.** A player in full catcher equipment may play catcher (and must wear a protective cup).

## D. Base running and fielding

1. **A play ends** if the ball is returned to the pitcher and the pitcher is at the mound.
2. **No base leading and no stealing** in Minors division.
3. **Base runner avoids contact.** Runners should be encouraged to slide feet first if a play will be close.
4. **10 player team takes field.** A team fields up to 10 players with 4 outfielders for each inning. Additional outfielders also allowed.
5. **Rotate positions.** Coaches should rotate positions so all players have approximately equal time at each position over the course of the season.

6. **A runner** may advance 1 base on an overthrow/error. Runners should not advance more than 1 base on multiple overthrows/errors.

#### **E. Safety Rules**

1. **Batting helmets.** All batters, base runners, and players at 1<sup>st</sup> & 3<sup>rd</sup> base-coaching positions shall wear a batting helmet.
2. **No on-deck swinging.** There is no on deck batter (a batter swinging a bat in preparation for a plate appearance) in Little League.
3. **No head-first sliding.** There are no head first slides permitted.
4. **No intentional contact.** A base runner may not intentionally contact a defensive player. Base runners should slide feet first when a play will be close.
5. **USA Certified bats required.** All bats must be approved for Little League play. 27 inch and greater bats need to be USA Bat Certified. Legacy little league approved bats with the USA Bat sticker are allowed in 2018.
6. **Injury reports.** The head coach of any player experiencing an injury during the game shall complete an injury report via the Online Reporting System on the League website.

#### **F. Field & Other**

1. The home team occupies the first-base side bench.
2. No one is to stand directly behind the back stop during a game.
3. There are no forfeited games if a team is short players. Coaches may swap players by mutual agreement on the spot to balance teams.
4. **Conduct.** Managers are responsible for the behavior of their coaches, players, parents and spectators supporting their team. Any person who is verbally or physically abusive to a player, coach, parent, or spectator should be asked to cease by the head coach, and may be asked to leave the game.