

Tampa Bay Little League

Minor B1 Division Rules

Updated: 11/30/24

Tampa Bay Little League will follow the official Little League Minor Rules and Regulations, with the following exceptions and additions:

1. Game Setups

- **Game Length:**
 - Maximum of 5 innings or 1 hour and 45 minutes.
 - No inning may start after 8:00 PM on school nights.
 - No pitches thrown after 8:15 PM (Mon-Thurs).
- **Run Limits:**
 - 4-run limit per inning for the first 10 games.
 - The last inning (5th) is an open inning with a maximum of 8 runs.
 - Losing coach must call the open inning before it starts.
 - Ties are allowed.

2. Team Composition and Player Participation

- **Defensive Players:**
 - 10 defensive players (6 infielders, 4 outfielders).
 - Outfielders cannot be positioned directly behind second base.
 - Teams may play with 9 players (3 outfielders) if short-handed.
- **Insufficient Players**
 - Teams unexpectedly have fewer than 9 players, they may borrow from the opposing team.
 - Borrowed players must play the 3rd outfield position.
 - Borrowed players remain in their team's batting order Request for pool player must go through your division agent at least 24 hours in advance of the game.
- **Pool Players**
 - When games start counting toward playoffs, you must have a pool player, no barrowing
 - Request for a pool player must go through your division agent at least 24 hours in advance of the game.
 - Request for more than two pool players will be denied. If you need more than 2 pool player your team will forfeit the game, but can scrimmage with the other team.
- Pool players must bat last and play in the outfield.
- **Late Players**
 - Late players may be inserted into the game, but must bat at the bottom of the batting order

- There is no automatic out for a late player unless team is playing with a barrowed player
- **Minimum Play Requirement:**
 - All players must play at least 9 defensive outs.
 - If a game is shortened, incomplete play carries over to the next game.
- **Home Team Responsibilities**
 - Provide game balls and occupy the 3rd base dugout.

3. Equipment Regulations

- **Protective Gear:**
 - Catchers must wear full protective gear, including a cup.
 - Batters must wear helmets with cages (mandatory park rule).

Bat Restrictions:

- Bats must have a USA stamp. No USSA bat may be used. It is an automatic out
- Players may not hold or swing bats in the dugout.
- Bats can only be used at home plate. No on deck batters

4. Batting Rules

Batting Order:

- A continuous batting order must be used throughout the game.

Batting Regulations:

- No drop 3rd strike rule.
- Infield fly rule does not apply.

Throwing Bats:

1. First offense: Warning by umpire.
2. Second offense: Player is called out.

Music Policy:

- No walk-up music allowed.
- Music can be played pre-game and between innings but must stop before play resumes.

Bunting Rules:

- No bunting or fake bunting is allowed.

5. Baserunning Rules

Stealing:

- No stealing allowed. Runners must stay on the bag until the ball is in play.

Runner Advancement:

- Runners advance only on hit balls.
- Runners may advance until an infielder controls the ball in the infield.
- Umpire judgment determines halfway advancement.

Overthrows:

- Runners may advance one base on an overthrow.

- If the ball enters the outfield on a play at 2nd, runners may continue advancing until an infielder gains control.

Sliding Rules:

- No sliding into first base or headfirst slides into any base; runners will be called out.

Special Pinch Runner:

- Only allowed for the catcher with two outs or if three runs have been scored in the inning.
- The last out will serve as the pinch runner.

6. Pitching Rules

Pitcher Eligibility:

- Any player may pitch; no limit to the number of pitchers per game.
- A removed pitcher cannot return to pitch.

Pitch Count Limits:

- 7-year-olds: 35 pitches per day.
- 8-year-olds: 45 pitches per day.
- 9-year-olds: 55 pitches per day.

Mandatory Rest Days:

- 1-20 pitches: No rest required.
- 21-35 pitches: 1 day rest.
- 36-50 pitches: 2 days rest.
- 51-65 pitches: 3 days rest.
- 66+ pitches: 4 days rest.

Pitching Restrictions:

- Pitchers throwing 41+ pitches cannot play catcher that day.
- Catchers in 4+ innings cannot pitch on the same day.
- Pitchers hitting 3 batters in a game must be removed.
- Intentional walks are not allowed.

7. Scorekeeping & Tournament Rules

Game Changer

- Coaches must use Game Changer
- The sole purpose of the use of GameChanger is so TBLL can verify the amount of games a player has played and the number of pitches a player threw in a game
- You are free to have other statistics, but it will have **ZERO** influence on decisions for allstars/friendship team

Tournament Seeding:

- The last 10 games count toward standings.

Tie-breakers:

1. Head-to-head record.
2. Runs against.
3. Coin flip.

Score Reporting:

- Winning teams must report scores, including losses to interlocking teams.

8. Coaching and Conduct Rules

Coaching Staff:

- Each team is allowed 1 manager and 3 coaches.
- A designated dugout coach must maintain order.

Base Coaches:

- Only approved coaches or parents (with background checks) are allowed.
- Everyone must wear their lanyard when on the field

Field Conduct:

- Coaches must remain in designated areas; parents must stay in the stands.

Game Ejections:

- Ejected individuals must leave the park and will miss the next game.
- Additional disciplinary action may be determined by the board.

9. Field Preparation and Maintenance

Field Preparation:

- Home teams must drag and line the field before each game.
- Do not drag wet clay; use a plastic rake instead.
- Avoid dragging clay into the grass.

Rain Procedures:

- Infields take about an hour to drain.

Game Cancellations:

- Notify your division agent
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