

TAMPA BAY LITTLE LEAGUE

Minor A Division Rules

Updated 11/21/2024

Tampa Bay Little League Rules and Regulations

The following rules apply in addition to the official Little League Major Rules and Regulations:

1. Game Setup

- **Defensive Players:** Each team will have 9 defensive players (6 infielders and 3 outfielders).
- **Insufficient Players/Pool Players:**
 - In first 10 games, a team may play with 8 players and borrow a 9th player from the opposing team.
 - Borrowed players must be the last batter in the opponent's lineup or the last batted out and will bat only in their original team's lineup.
 - Teams with only 8 players do not have to take an automatic out
- **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.
- **Mandatory Play:**
 - All players must play at least 6 defensive outs and bat.
 - If the game is shortened, unmet playtime carries over to the next game. They must start and play the remainder of his outs from previous game and the next six outs before being removed

2. Equipment and Safety

- **Game Balls:** Provided by the home team (home team uses the 3rd base dugout).
- **Protective Gear:**
 - Catchers must wear full protective equipment.
 - Catchers must use a catcher's mitt
 - All players must wear a cup.
 - Batters must wear helmets with cages (mandatory).
- **Bats:**

- All bats must have USA stamp. No USSSA bat may be used. It is an automatic out
- Throwing bats results in a warning for the first offense. A second offense calls the batter out.
- Repeated offenses may disqualify the batter for the game.
- **On-Deck Circle:**
 - On-deck batters are not allowed. Players can only hold or swing bats at home plate.

3. Gameplay Rules

- **Drop 3rd Strike:** Not Enforced.
- **Infield Fly Rule:** Enforced.
- **Bunting:**
 - Allowed, including fake bunting.
 - Fake bunt followed by swinging is not allowed.
- **Stealing:**
 - Runners may steal once the ball reaches the plate.
 - Runners leaving early must return unless out on a play.
- **Pinch Runners:** Allowed only to replace the catcher with two outs or after four runs in an inning. Use the last recorded out as the runner.
- **Sliding:**
 - No mandatory sliding rule.
 - Runners may slide or avoid tags but must not make malicious contact.
 - Can only slide head first going back to a base. All other head first slides will be called out
 - No sliding into first.

4. Game Management

- **Game Duration:**
 - Maximum 6 innings or 1 hour and 45 minutes.
 - No inning starts after the time limit or 8:45 PM on school nights.
- **Run Rules:**
 - 10-run rule applies after 4 innings.
 - A 5-run limit per inning, except the last inning (open inning).
 - 5th run can not be scored on a passed ball
 - Open innings must be declared by the losing manager before the inning starts.
 - 6th inning is automatically an open inning
 - There is no maximum amount of runs in an open inning.
- **Tie Games:**
 - Extra innings allowed if within the time limit.
- **Pitcher Limits:**
 - 3 hit batters result in removal from the mound for the rest of the game.
 - Intentional walks are allowed.

5. Pitching Regulations

- **Pitch Limits by Age:**
 - 9-10 years: 75 pitches per day.
 - 11-12 years: 85 pitches per day.
- **Rest Requirements:**
 - 66+ pitches: 4 calendar days.
 - 51-65 pitches: 3 calendar days.
 - 36-50 pitches: 2 calendar days.
 - 21-35 pitches: 1 calendar day.
 - 1-20 pitches: No rest required.
- **Catchers as Pitchers:**
 - A pitcher with 41+ pitches cannot play catcher that day.
 - Players catching 4+ innings cannot pitch that day.

6. Field and Equipment Maintenance

- **Field Prep:**
 - Home team drags and lines the field before each game.
 - Use plastic rakes when fields are wet.
 - Drag clay parallel to grass, not towards it.
- **Rain Delays:** Fields usually drain in 1 hour if maintained properly.
- **Post-Game Duties:**
 - Both teams ensure the scoreboard is put away.
 - Tarps for the pitcher's mound (blue) and home plate (red) are replaced.
 - Field lights must be turned off

7. Administrative Rules and GameChanger

- Coaches must use GameChanger
- 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 team
- **Cancellations:** Please notify the division agent.
- **Coaching and Parent Rules:**
 - One manager and three coaches per team.
 - Coaches must pass background checks to serve as base coaches.
 - Managers and coaches must wear their lanyard or will not be allowed on the field
- **Disciplinary Actions:**
 - Ejected individuals must leave the park and may face further consequences.
- **Player Placement:** Decisions are made by the League President and other officials. Managers/coaches must not discuss placement with anyone unless initiated by league officials.