

PINE ISLAND LITTLE LEAGUE RULES – MINOR LEAGUE

1. 5 inning game, 10 run rule after 4 innings.
2. A team may score a maximum of five runs per inning, except in the last inning of the game.
 - In the last inning, each team may score as many runs as possible in their half inning as long as the score differential does not exceed 10 runs.
3. Use the Hoffmann Rule (All players hit)
4. Play 10 players on defense (4 outfielders). Free defensive substitutions.
5. A player pitcher will pitch for the first 2 innings.
6. No balks will be called but the umpire will make the pitcher aware if it happens
7. A member of the Pine Island Little League staff pitch for 3 innings. Strikes will be called.
8. Automatic out on the 3rd strike (even if catcher drops the ball).
9. If a pitcher walks 4 batters in an inning, a staff member will be used to complete the inning.
10. All catchers are required to wear a protective cup while catching.
11. All players must wear a face mask while warming up a pitcher.
12. Runners may not leave the base until the ball is put into play. Runners may take a 3-4 step "lead" after the ball has crossed the plate. A player caught leaving early or "leading" further than 3-4 steps will result in a team warning. If a 2nd offense occurs it will be declared an out.
13. No stealing bases
14. No advancing bases on a passed ball
15. Infield fly rule will be in effect.
16. You must have 7 players from your roster to start the game. If you do not have 7 players, you must forfeit the game. If you do have 7 players, you may draft one player, but they must be registered to play in the Minors at PI, and they must play in the outfield and cannot hit. If a team

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has to forfeit the game, we will still allow the forfeiting team to draft players so we can play a game.

**** All rules are subject to change to improve the Pine Island Little League Program. ****