



Minor B Division

All rules in the “Official Playing Rules” Sections of the **Little League Rule Book** apply to the Minor B Division with the following exceptions:

1. **The field will have a home run line 180 - 200 feet from home plate. Field locations which have a temporary or permanent fence may be at a distance of approximately 200 feet.** Any batted ball that bounces or rolls over the home run line, will be ruled a “Ground Rule Double.” Any batted ball that goes over the line before touching the ground is a home run. All outfielders must maintain beyond the outfield hash line prior to any pitched ball. The hash line will be an arc from foul line to foul line measured at a distance of 85 feet from the back center of the pitching rubber.
2. **All members of the entire roster who are present will be included in the batting order at all times.** All players must play at least every other inning in the field until each player has played at least three (3) innings and each player has played at least one (1) inning in an infield position, no exceptions. No player is permitted to sit out for a second defensive inning until all players in the batting order have sat out at least once on defense. Infield positions include pitcher, catcher, first base, second base, third base and shortstop. *If a player does not play the minimum required number of outs in a game, that player shall start the next scheduled game and fulfill the minimum play requirements for the previous game and the minimum play for the current game before being substituted in that game.* There is no limit on the number of substitutions a manager may make in an inning and no restrictions on minimum playing time before a player may be substituted.
3. **A game will consist of six (6) innings or one hour and forty-five (1:45) minutes, whichever comes first.** There will be a minimum of four (4) innings for an official game (3 ½ innings if the home team is ahead). No new inning can start after one hour and forty-five (1:45) minutes from the official game start time. Games ended as a result of the time limit shall constitute a complete game regardless of the number of innings played. At least nine (9) players must be present on each team before a game may be legally started.
4. **In the event of a tie score at the time limit, one (1) additional inning will be played in an attempt to break the tie.** If the score remains tied, the game will end in a tie.
5. **Bunting is not allowed.**
6. **Runners may not advance on passed balls, wild pitches or throws back to the pitcher.** There will be no base stealing under any circumstances. When the defensive team makes an overthrow that goes out of play, the ball is considered dead and the runners advance one (1)

base. (RULING: At the moment a thrown ball passes out of play, each runner advances one (1) base past the last base he/she has legally touched). If ball remains in play on the overthrow, the runner may advance at his own risk, but no more than one (1) base from the start of the original play.

7. **Only three (3) adults are allowed in the dugout at any time once a game has started.** Two (2) adult Coaches, or one (1) adult and one (1) player may be used as the base coaches, at the manager's discretion. If a player is used as a base coach, they must wear a batting helmet while in the coach's box. The base coaches of the offensive team are allowed on the field and must remain within the confines of the coach's box at all times during the inning while the game is in play. Managers and coaches of the defensive team are not allowed on the field during the game unless an official time out has been granted by the home plate umpire. At least one (1) adult must be present in the dugout at all times. Any adult in the dugout must have an RPLL Volunteer Application filed with the League and a background check performed.
8. **The offensive team will be allowed to score a maximum of five (5) runs per inning, or three (3) outs, whichever comes first.** The five (5) run limit rule applies to the entire season and applies to every inning played. A "Mercy Rule" will be in force for the entire season. If a team is ahead by eleven (11) or more runs after 5 innings (4½ innings if the home team still leads after the visiting team has batted in the top of the fifth (5th) inning), the game shall be called complete.
9. **There will be no standings kept for the first three (3) games.** Beginning with the fourth (4th) game, standings will be kept. The "Mercy Rule" shall not be enforced in the first three (3) games.
10. **Standings will be kept beginning with the fourth (4th) game of the season.** Beginning with the fourth (4th) game, a "Mercy Rule" will be in force for the rest of the season. If a team is ahead by eleven (11) or more runs after 5 innings (4½ innings if the home team still leads after the visiting team has batted in the top of the fifth (5th) inning), the game shall be called complete. Teams will be seeded in a divisional tournament to determine the Minor B Division Champions. Standings will be maintained on the RPLL website using a 3/1 point system. Each regular season win will be worth 3 points. A game that ends in a tie shall be worth 1 point. Final points for each team will be used to determine final regular season division standings and playoff seeding. Should there be a tie, we will use the head to head record of the tied teams to determine the Conference Champion(s). Should that fail to produce the winner, we will use their Inter-Division records to determine the Conference Champion(s). Should that fail to produce the winner, the team with the least number of runs allowed defensively during regular season play will determine the Conference Champion (s). Any tournament played is for fun and "bragging rights" only.

During playoffs, the higher seed shall begin the tournament as the home team. If a lower seeded team beats a higher seeded team. then that lower seed shall inherit home field advantage. In the event that both original teams enter the losers bracket, then the ORIGINAL seeding will be used for home/away team determination.