

## **2009 LITTLE PRAIRIE LEAGUE “B” RULES**

1. Players can not turn 13 before May 1<sup>st</sup>
2. No bat over 32 inches long and not larger than 2 ¼ inch barrel. Boy’s bats only. No girl’s softball bats allowed.
3. No metal cleats allowed
4. Bases are 60 feet apart; pitchers will pitch from 46 feet.
5. All games are 6 innings with no new inning starting after 1 hour and 20 minutes (although extra innings can be used in a tied game, time permitting). 4 innings is considered a complete game. At the end of 4 innings, if any team leads by 10 runs, the game will end. Home team must bat before darkness, unless they are leading.
6. There may be up to 10 players playing in the field (using four distinct outfielders with 10 players). At least 8 players are required to start a game; any less is an automatic forfeit of the game. If a team has 8 or 9 players, there is no automatic out for the 9<sup>th</sup> or 10<sup>th</sup> position. It is each coach’s choice on whether to bat their entire roster or to bat only the 10 players in the field. Please let the other team know what you are doing prior to the game.
7. The batter at the plate and all base runners must wear a batting helmet. Catchers must wear a protective helmet with their facemasks whenever they catch, including warm up pitches.
8. A pitcher is allowed to pitch three innings per game. One pitch constitutes an inning. Once a pitcher is removed from that position, he may reenter that position as the pitcher only once later in the game as long as he has not pitched more than three innings.
9. Dropped 3<sup>rd</sup> strike and infield fly rule is in effect per Little League rules.
10. If batter squares to bunt, the batter cannot swing away. The batter will be out if he swings.
11. Base runner must slide to avoid contact with opposing players when played upon; otherwise he may be called out. This is the umpire’s decision.
12. The runner may leave the base after the pitched ball crosses the plate. A player will be called out if he leaves early.
13. A runner may steal only one base at a time on an overthrow or passed ball. The runner must occupy the base for one pitch before he can steal another base. The runner advances at his own risk. A runner can be tagged out if he advances more than one base on an overthrow or passed ball.
14. A runner on 3<sup>rd</sup> base may not steal home; unless the runner on 3<sup>rd</sup> base is played upon.
15. The batter being walked may attempt second base on a passed ball.
16. The ball is live when thrown back to the pitcher.
17. Every player of eligible age will play at least two innings and bat one time, if possible.
18. Umpire’s decision on the field is final.

***Cups and other safety equipment are strongly recommended!***