

# HALF MOON BAY LITTLE LEAGUE BASEBALL

## MINORS DIVISION LOCAL RULES

### 2026 SEASON

Updated 01/6/2026

*This document defines the Half Moon Bay Little League (HMBLL) Local Rules for the Minors Division. The Local Rules have been adopted by the HMBLL Board of Directors as additions to the rules and regulations contained within the Official Regulations and Playing Rules booklet published annually by Little League Baseball® (AKA The Green Book). If there is not a specific rule called out here; the default rule is from the Green Book. All local rules shall remain in effect for both regular season and post season.*

<b>Game Duration</b>	A new inning cannot start after 2 hours and 15 minutes from first pitch starting time as recorded by the home team scorekeeper in the official scorebook.
<b>Schedule</b>	After the start of Daylight Savings Time, 2 games per week (1 weekday and 1 Saturday) are scheduled except when an extra weeknight game is played to make up for a rainout potentially resulting in 3 games played in a week. No double-headers are permitted as defined in Rule 4.13
<b>Team Roster / Pool</b>	Player Pool will be maintained per Regulation V(c). Teams playing with 8 players will be forced to take an out for the 9th position in the batting line-up each turn at bat. If coaches agree upon something different at the start of the game, that is up to the two coaches who both must agree. Also, the umpire should be made aware of the change at the start of the game. If a player leaves a game, they are allowed to but must inform an official (i.e. umpire and other team coach); otherwise it will be deemed an out.
<b>Players 10yrs(+)</b>	All players 10-years old or older (based on Little League Age as of Aug 31 of the season) not drafted in the Majors Division shall be drafted in the Minor Division.
<b>Mandatory Play</b>	Every rostered Player present at the start of the game will participate in each game for a minimum of 9 defensive outs, 3 of the defensive outs have to be at an infield position. If mandatory play is not met for a Player in any regulation game (4-6 innings of play), the Player must start the next scheduled game, complete any previous requirement of mandatory play, and complete mandatory play for the current game before being removed from defensive play. See Regulation IV(i), Note 2 for clarification. This rule is not in effect for late arrivals or early departures.
<b>Approved Bats</b>	Bats must meet USA Baseball Bat standard (USABat)
<b>Continuous Batting</b>	Minors Division uses continuous batting lineups. Continuous batting order is defined in Rule 4.04. See also 4.01.
<b>Throwing Bats</b>	A batter throwing a bat in a manner the umpire deems to be unsafe is issued a warning. A batter throwing a bat in an unsafe manner again in the same game, is not allowed to bat for the remainder of the game. If a batter becomes ineligible during an at-bat, the next batter in the lineup bats and assumes the ineligible batter's ball/strike count.
<b>Pitch Count</b>	If a player reaches their soft count pitch limit in the middle of an at-bat, they are permitted to complete the at-bat and then must be replaced by another pitcher. Penalty for not following HMBLL Pitch count limits may result in the suspension of the manager for one game and possible forfeit of the game.

Date	# of Pitches (soft count)	Managers must enter pitch counts on the HMBLL website after each game.
Preseason thru March 12	35	
March 13 thru April 2	50	
April 3 thru Tourney	65 (50 for 8-yr olds)	

**Pitching Days of Rest** 51-65 pitches – 3 days rest  
36-50 pitches – 2 days rest  
21-35 pitches – 1 days rest  
1-20 pitches– 0 days rest

\*The days of rest count starts the day following a player pitched. For example, if a player 65 pitches on Saturday, they cannot pitch again until Wednesday. Rest day calculations are based on “soft” pitch count (not actual pitches thrown).

#### **Pitching / Catching**

- If a player has caught more than 3 innings (meaning 3 innings + 1 pitch) they are not eligible to pitch for the remainder of the day.
- If a player who has played the position of catcher moves to the pitcher position and throws 21 pitchers or more in the same day, they may not return to the catcher position for the remainder of that day.
- If a player delivers 41 or more pitches that player may not play the position of catcher for the remainder of that day.

\*Pitcher/catcher eligibility calculations are based on “soft” pitch count (not actual pitches thrown).

**Game Play 5-Run Rule** After scoring a fifth run in an inning, the team’s at bat is over. The 5-run rule (Rule 5.07) is suspended in the last inning for both teams. Umpires must notify both managers and scorekeepers at the beginning of the inning that it is to be the last inning (4th, 5th, or 6th inning) played and game will end once the inning ends per Rule 5.07 or home team scores a winning run.

**Stealing Home** No run can be scored from 3rd Base by the act of stealing home on a passed ball, wild pitch, or throw back to the pitcher from the catcher. After the 3rd weekend of the regular season (i.e. For the 2025 season - starting March 22, 2025), this rule is lifted.

**Mercy Rule** 10-Run Rule after four innings per Rules 4.10(e). Games ended by “mercy rule” as written in Little League Rule 4.10(e) are automatically reported to the Players’ Agent via the HMBLL game score system for review by the Players’ Agent. In the course of a team winning by “mercy rule,” the Players’ Agent will suspend for 1 game any manager or coach deemed to have encouraged players to continue to run the bases to “run up the score,” or behave in an otherwise unsportsmanlike manner. The mercy rule differs from the 5-run rule in that the 5-run rule is the maximum number of runs a team can score before retiring that half-inning until the six-inning. Example: team A may score the maximum 5-points for four innings straight giving them a score of 20 in the end of their ½ inning of the fourth inning, while team B may not have maxed out their scoring opportunities and thus, may finish the fourth inning

behind team A by 10 points. If team B is the home team, the mercy rule would not be called until the finish of the fourth inning; if team B is the away team, the mercy rule would be called at 4.5 innings.

**Field Prep**

The home team uses the dugout along the 3rd base line and prepares the field for play. The away team drags the infield after the game, and puts all field equipment away after the game.

**Postseason Play**

Minors champions are determined by a postseason double-elimination tournament. Tournament seeding will be by blind draw. Guest players are not permitted during HMBLL tournament.

**Managing/Coaching**

*All local rules shall remain in effect for both regular season and post season.*

Only the four rostered adults\* per team are allowed on field or in the dugout during a game for coaching purposes only. No one except those four rostered coaches are allowed on the field at any time while the game is in progress. Coaches may coach, pitch, or monitor the dugout. No coaching from the stands. There must to be one adult rostered coach in the dugout at all times.

- Offensive Team: Base coaches may be players or coaches (if a player is used, they must wear a batting helmet).

Hats: All managers and coaches will wear the league-provided hats during games.

\*unless by exception due to child need and approval by the division player agent

**Positive Coaching Alliance (PCA):** All managers and at least two coaches must attend the PCA workshop provided by HMBLL. Managers that fail to attend the workshop forfeit all games until PCA certification is attained.

For additional clarification on rules regarding field maintenance, safety, batting cages and snack bar duty, please see the following league publications:

- STANDARD PROCEDURES
- SAFETY MANUAL
- BATTING CAGE PROCEDURES
- SNACK BAR DUTY