

### Dual County B Ball

The National Little League Rules will be followed with the exceptions as adopted by the managers of the teams of the Dual County League.

#### LEAGUE FORMATS:

- League format will be determined by consensus at the preseason meetings.
- Games are scheduled, to each coach's discretion of how many, at the pre-season mtg.
  - 2026 League Board:
    - Board Member: Bryan Jenders: 262-853-7307 or [bryanjenders@gmail.com](mailto:bryanjenders@gmail.com)
    - Board Member: Tanya Burg: 262-894-2742 or [rubiconburgs@gmail.com](mailto:rubiconburgs@gmail.com)

#### INSURANCE:

- Each community will handle the insurance needs of their teams.

#### LEAGUE FEES:

- **\$50.00 per team** payable to **Dual County Little League** (All-Star & Home Run Hitting Trophies, All Star Umpires as needed)
- Paid by the 2nd Spring League meeting for B Ball/Bantam/Coach Pitch  
FEES ARE NON-REFUNDABLE

#### UMPIRES:

- Home team is responsible for providing 2 umpires/game. An adult volunteer may be used as the second umpire.
  - Umpires must be *at least 14 years of age.*
  - No drinking of alcohol/chew/or other drugs before or during the game duration

#### MINIMUM TO START A GAME:

- Teams must field 9 players to start and 8 players to continue a game.

#### GAME TIME LIMIT:

- No game will start after 6:00pm on fields without lights. **1 hour 45 min time limit on all games.**
  - ***No new inning will begin after the 1-hour 45 min limit has been reached unless the game is tied,*** in which the game can continue until a winner is determined if agreed upon by both coaches, unless ruled unsafe due to darkness or weather.

#### RAIN CANCELLATION POLICY:

- Home team should contact the opposing team **2 hours prior** to the scheduled game time.

#### MAKE UPS & RESCHEDULING:

- If a game cancellation occurs, arrangements for rescheduling the game are not mandatory. Coaches rescheduling a game will only do so at the agreement of the opposing coach (field availability and umpires) with a date that is agreeable to all involved.

#### FIELD SIZE:

- Downsized field. Pitching distance is 46 ft. The distance between bases is 60 ft.
  - If not regulation backstop, markings must be provided.

#### BAT SPECIFICATIONS:

- Bats stamped/approved "USA" only! Max 2 5/8" barrel. No wood bats allowed.

- Possession of an illegal bat will, on first notice, be given an out to the player/team in possession
- Possession of an illegal bat, upon second notice, will result in a forfeit of the team in possession

#### EQUIPMENT:

- Rawling RLLB1 or Diamond DLL-1 baseballs, two provided by the home team.
- NO METAL SPIKES!
- All catchers **must** wear a protective cup when catching.
  - If not in place when asked by a coach or umpire there will be a 15 MINUTE OR LESS DELAY.
  - If not in place within 15 min of being asked to wear a protective cup, the team will FORFEIT the game.

#### PLAYERS

- Players cannot be 11 years of age before May 1<sup>st</sup> of the current year.

#### FORFEIT RULE:

- A 20-minute grace period will be given before the game is forfeited. If a team gets a late travel start, a call should be made to inform the home team of a possible delay in starting the game.

#### RUN RULE:

- Games consist of 6 full innings **or 1 hour 45 minutes, whichever comes first.**
  - A team may not score more than 5 runs/inning with the exception of the **declared** last inning, then it is unlimited **for both the home and away team**
    - If a team scores 5 runs in an inning that half of the inning is over regardless of how many many outs the team has.
  - If a team is ahead by 12 runs or more after 4 completed innings = game over.
  - If a team goes ahead by 12 or more runs after the 4th inning, the inning has to be completed before the game is over.

#### SCORE REPORTING

- Scores do not need to be reported. League standings are not kept. No play offs.

#### PITCHING:

- League Play – MAX of 3 innings/game
  - Players may *leave and return to pitching, as long as they have not exceeded 3 innings.*  
*NOTE: one pitch in an inning = 1 inning.*
  - No player **should** pitch more than a total of 6 innings within a period of 4 consecutive days.
  - These are max limits for pitchers & it is expected that coaches will use good judgement.
  - No balk rule is in effect

#### BATTING ORDER:

- Teams must bat all players and the batting order can not change once the game begins.
- In the event of an injury/illness, a player will be passed over for batting without taking an out.

#### RE-ENTRY RULE/SUBSTITUTIONS:

- With the exception of the pitcher (see above Pitching), no substitution rule is in effect.
- Coaches may freely substitute w/no maximum or minimum number of innings
- Highly encouraged to play ALL players at least one inning at this level.
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**BUNTING:**

- Bunting is NOT allowed and the batter will immediately be called out.
- The ball is dead and runners may NOT advance.

**COURTESY RUNNERS:**

- A courtesy runner may be used for the catcher, but it is not mandatory.
- The last one who made an out should go in to replace the catcher.

**COLLISION AVOIDANCE:**

- A runner is out when he does not slide or attempt to avoid a collision with a fielder who is waiting to make a play.
  - This applies to ANY base. If no attempt is made, the runner will be called out.
  - This is a discretionary call by the umpire trying to enforce the rule.
  - The umpire has the right to eject any player or coach for unsportsmanlike conduct.

**STEALING/LEADING OFF:**

\*\*\*\*\* THIS TO BE AGREED UPON BEFORE THE GAME.:

- To stay with current rule or go with modified stealing
  - Split vote and the game stays with current stealing rule
- CURRENT RULE: Stealing is not permitted unless the defensive team attempts to throw a base runner out.
  - Example, after a pitch is thrown the catcher throws to 1<sup>st</sup> base in an attempt to tag runner on 1<sup>st</sup> out. Runner on 1<sup>st</sup> may advance to 2<sup>nd</sup> at his own risk. Any other runners on base may also advance at their own risk.
  - No advancing on wild pitches/passed balls
- MODIFIED RULE:
  - Runners cannot leave the base until the ball has crossed the plate. 1st offense the runner is not called out, but a team warning is issued. 2nd offense the runner is called out. Dead ball.
  - No stealing home at any time
  - No stealing if a team is up by more than 5 runs
  - No stealing on an overthrow to a stolen base (for example: if a player steals 2nd base and the catcher throws down but the ball ends up in the outfield, that runner cannot advance). This does not include throwing behind a runner to try to get them out during their lead-off.
  - No more than **2 ATTEMPTED steals per inning: a double steal counts as 2 steals**
- REGARDLESS OF CHOICE ABOVE:
  - Any runner leading off before the ball crosses the plate is automatically out.
    - The ball and strike count on the batter remains the same as before the pitch & dead ball.
  - Warning should be given if lead off is more than ¼ distance to the next base.
    - If continual warning is needed, the runner will be called out but pitch count remains.
  - Runners must be sent back to third base if no play has been made on that runner or any other runner on base. If the runner touches home plate the runner is out.
- **Dropped 3rd Strike is NOT in effect.** If the catcher drops the ball on a third strike the batter is out and the ball is live.

**INFIELD FLY RULE:**

- There is NO infield fly rule.

**SLIDING:**

- Head first sliding is NOT allowed. If attempted into a base or home plate, he will be out.
- A runner may dive back head first to a base that he has already reached to prevent being tagged.