

2026 Tri-Town Minors & Majors Divisions

(BAA, DBSL, RYSBA)

COACH'S HANDBOOK



VERSION: 2026 v2

Last updated: May 15, 2026

**The Little League Rulebook will govern the rules of this division.
In addition, the following will be used by the 3 town Interleague and take
precedence over the Little League rule book**

1. General Rules

- a. Governing rules are LITTLE LEAGUE unless noted.
- b. Town Directors will make the call for weather postponements.
 - i. It may be possible to play at one complex and not the others
 - ii. Games should be canceled no later than 1 hour prior to scheduled start time to avoid umpire cancellation fees.
- c. Interleague play – Home town is the home team, unless special circumstances determine otherwise, in which case the scheduled home team will be the home team in the visitor's town.
- d. The Home team is responsible for pre-game and post-game field preparations.
- e. The Home team is responsible to provide 2 new game balls, provided by the home teams league.
- f. Each team is responsible for cleaning their dugout and removing all bottles, plates, cups and trash.
- g. Umpire will determine the end of the game.
- h. If a game is halted by an umpire due to darkness, the final score will be reverted back to the last full inning of completion.
 - i. A minimum of 4 innings has to be played (or 3 ½ if the home team is winning) to be recorded as an official game.
- i. If a game has not completed 3 innings, and the game is halted for any reason, the game will restart from the beginning. If the game is tied and one pitch is thrown in the fourth inning, the game will be resumed from that point at a later date. If 3 1/2 innings are played and the home team is winning, the game is deemed official.
- j. All managers and assistant coaches must fill out a CORI form, to its league CORI representative.
- k. **NO ARGUING BALLS AND STRIKES!**
- l. Only managers are allowed to discuss/appeal umpire's calls.
 - i. All other coaches should remain in the dugout area.
- m. A manager may protest a league rule, not a judgement call.
 - i. If a manager wishes to protest a game, he should let the umpire and opposing manager know why he is protesting a rule. Both managers, witnessed by the umpire, should make a note in each team's scorebook, and continue the game. The protesting manager, after the game, should then contact a division VP, within 24 hours of the start of the protested game. At that point, a ruling will be made amongst the 3 towns.
- n. ***Managers are responsible for their team, including players, assistant coaches, and parents/fans. Any coach and/or player ejected from a game will result in an automatic 1 game suspension. Any team's parents/fans ejected from a game, must immediately leave the premises, and MAY result in a coach being suspended. A second ejection will lead to a 3-game suspension. A third ejection/suspension could result in a season long suspension upon board approval.***
- o. All teams make the playoffs. Playoff formats may change year to year, depending on the number of teams in each division. Regular season standings will be used for playoff seedings.

2. GAME RULES

- a. Start time for weekday games is 5:45 pm.
 - i. Berkley and Dighton have lights, so later games may be scheduled, if needed.
- b. Saturday games, if needed, will be scheduled by field availability.
- c. 8 players are required to start a game. If someone gets injured/sick, a team may finish with 7 players. The injured/sick player's spot is simply skipped over. **NO OUT IS RECORDED.** Any player/s showing up, after the game has started, should be added to the last spot in the batting order. All efforts should be made to get the player his minimum fielding requirements.
- d. **MAJOR Division Rule** - There are no time limits for games.
- e. **MINOR Division Rule** -- 4 Run Limit per inning. **Any inning starting after 1:30 will be considered an "Unlimited Scoring" inning. No inning may start after 1:45.**
- f. 10 Run Mercy Rule after 4 innings.
 - i. 3 ½ if the home team is winning.
- g. **MAJORS Division Rule – Ties are NOT allowed.**
 - i. If after 6 innings, the game is tied – the 7th inning will start using the "*International Tie-Breaker Rule*" which states that starting in the top of the 7th inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base.
 1. **EXAMPLE:** *If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base.*
- h. **Minor Division Rule – Ties are allowed for the regular season.**
 - i. 2 points are awarded for a win, 1 point for a tie and zero points for a loss
- i. All equipment should be kept in the dugout or on deck area.
- j. No batting practice is allowed on the playing field prior to game, to allow for field prep and player pre-game warm ups.
- k. Managers/Coaches should discourage players from digging holes in the field and/or any other damage to the field/complex.
- l. **After each game the coaches will send scores and pitching stats (pitchers full name, age, number of innings pitched as well as number of pitches thrown) to an email chain, so VP's can record scores on their respective websites.**
 - i. If a game is called due to weather or darkness, and is to be completed at a later date, the pitching stats of that game must still be recorded, and count against a pitcher's total innings for that week.
- m. Managers should not enter scores to the website or alter the game schedule, without Division VP's authority.
- n. Managers should not re-schedule games with other managers, without the Division VP's authority.
- o. Assuming that the field is fully prepped, and there is enough time before the game starts - Infield/Warm-up begins 25 minutes prior to the game.
 - i. The Home team goes first for 10 minutes (5:15 – 5:25).
 - ii. The Visitor is second (5:25-5:35).
 - iii. If a team begins their warm-up time late, they can not extend it. Use it or lose it.
- p. A player may be "called up" from a lower division to fill a roster spot, in the case of a team being short players for a game.
 - i. The lower division player can't miss his team's game, to play for an upper division team.
 - ii. A "called up" player cannot pitch for the team he is assisting.
 - iii. The "called up" player must be part of the continuous batting order.

- iv. The player should bat last in the batting order and must play at least 3 innings in the field.

3. BATTING

a. Legal Bat Definition

- i. Non-wood or laminated bats must have a USA Baseball Stamp on them.
- ii. Solid one-piece wooden bats do not require a stamp
 - 1. Max. diameter is 2 5/8"

b. Handling of illegal bats

- i. *A batter will be called out if he enters the batter's box, with one or both feet entirely on the ground with an illegal bat or is discovered having used an illegal bat prior to the next batter entering the batter's box. If the infraction is discovered before the next player enters the batter's box, and the ball was put in play – (1) the batter is out and all runners must return to their original bases or (2) the manager of the defensive team may advise the plate umpire of his decision to decline the penalty and accept the play that occurred while using the illegal bat. Such an election shall be made immediately at the end of the play. Subsequent uses of illegal bats may result in the player and/or manager being suspended.*

c. Continuous Batting Order - All players must be placed in the batting order and remain there throughout the game. Injury or illness exempted.

- i. *If a player is injured or sick, simply skip his spot in the order. NO OUT IS RECORDED. If a player shows up late he should be added to the end of the batting order.*

d. The on deck batter must wear a helmet. Only one player in the on-deck area at a time.

e. The batter must make an effort to avoid being HIT BY A PITCH, or it will not be a hit by pitch call.

- i. This determination is based on the UMPIRES OPINION!!!

f. NO SLASH BUNTING!!!!

g. Major Division Rule – The “Dropped 3rd strike” rule is in effect.

4. Pitching

a. General

- i. A manager may utilize as many pitchers of any age, he wishes, provided he adheres to the INTERLEAGUE pitching rules and restrictions.
- ii. The purpose of these rules are to promote the pitching development of younger players throughout the leagues.
- iii. A pitcher that has been removed from the game as a pitcher CAN NOT be re-entered as a pitcher.
- iv. The pitcher should be in contact with the rubber.
- v. A manager/coach may go to the mound 1 time per inning to visit the pitcher. On the second trip, the player must be removed as a pitcher. A player must be removed as pitcher, on a 3rd visit to the mound during a game.
- vi. A manager/coach's trip to the mound, due to injury and with umpire's consent, is not considered a visit to the mound.
- vii. Warmup pitches
 - 1. A returning pitcher is allowed 2 warm up pitches, before each inning.
 - 2. A new pitcher is allowed 5 pitches to warm up.
- viii. **A pitcher can only pitch 6 innings per week.** The week starts on Mon-Sun.

b. MAJOR Division Rules

- i. **It is mandatory that a coach utilize NON-12 YEAR-OLD pitcher's a minimum number of innings per season.**
 - 1. *The number of innings may change from year to year, due to the amount of Regular Season Games played.*

- a. EX. 14 game schedule = 28 innings non-12 year old pitching / 16 game schedule = 32 innings.
 - 2. *A coach does not have to use a "non 12 year old" 2 innings/game. He only has to get the minimum innings required completed by the end of the regular season.*
 - 3. ***Failure to conform to this rule will result in a manager using non-12 year old pitching, until all required innings are completed, to start the playoffs.***
 - a. REMINDER – This rule may have to be adjusted year to year, depending on division roster sizes.
 - ii. A NON-12 YEAR OLD INNING = 3 OUTS OR 6 BATTERS!!!
 - iii. If the pitcher hits 3 batters in one inning or a total of 5 in a game, they must be removed.
 - iv. Pitchers may not start pitching to a new batter once they have reached 60 pitches in a game during either the regular or playoffs.
 - v. If a pitcher pitches over 3 innings in any game, they will not be allowed to pitch until they have rested 3 days.
 - vi. If a pitcher pitches 3 innings or less, they will not be able to pitch until they have rested for 1 day.
 - vii. At no time, can a player pitch in back-to-back days. *(This rule may be altered for playoffs)*
- c. **MINOR Division Rules**
- i. A manager must pitch ½ of the team's roster a minimum of 2 innings/season.
 - 1. The purpose of this rule is to promote the pitching development of younger players throughout the leagues.
 - 2. Example
 - a. 10 player roster = At least 5 players must pitch a minimum of 2 innings during the regular season.
 - b. 11-13 player roster = At least 6 players must pitch a minimum of 2 innings during the regular season.
 - 3. ***Failure to conform to this rule will result in a manager fulfilling this requirement in his team's first playoff game.***
 - ii. If the pitcher hits 3 batters in one inning or a total of 4 in a game, they must be removed.
 - iii. Any pitch or warm-up thrown, in an inning by a pitcher, constitutes one (1) inning of pitching.
 - iv. Pitchers can only pitch 3 innings maximum per game, and must have at least 1 day rest between games.
 - v. Pitchers may not start pitching to a new batter once they have reached 60 pitches in a game during either the regular season or playoffs.

5. Baserunning

- a. **MAJOR Division Rule** – THE INFIELD FLY RULE IS ENFORCED!!
- b. SLIDE OR AVOID RULE - Runners must slide on a close play or they could be called out. It is at the discretion of the umpire, as to if any contact interfered with a defensive player making a play. Coaches should instruct their players to slide on all close plays.
- c. Runners must slide feet first into a base. A runner may dive, head first, back to a base.
- d. Stealing can only take place once the baseball has passed the plate.
- e. Once a pitcher establishes contact with the Rubber, the base runner must return to the base once progress stops.

- i. Example: batter is walked and the batter then attempts to go from batter's box through 1st base to 2nd while the pitcher is in contact with the rubber- he must keep continued progress. If the runner stops at any point between 1st and 2nd he/she must return to 1st. This goes for any base.
- f. No runner may leave the base before the ball has crossed the plate. Leading may only occur AFTER the pitch has crossed the plate. A runner leading off a base is subject to a pickoff attempt and may be called out should they be tagged before returning or advancing to a base.
 - i. **MAJOR Division Rule** – Any pick off or stolen base attempt that is misplayed would allow a runner to advance as many bases as he can, at his own risk.
 - ii. **MINOR Division Rule** – Runners may only advance one base, after any attempted steal or pickoff attempt.
- g. **MAJOR LEAGUE RULE** - Runners may advance from 3rd to home in all situations that the ball is still in play.
- h. **MINOR LEAGUE RULE – Base runners may only attempt to steal home twice per inning. Running more than half way down the base line is considered an attempt.**
 - i. Examples
 - 1. The player steals home and scores. That is an attempt.
 - 2. A player steals home and is called out. That is an attempt.
 - 3. A player scores from 3rd on a pass ball. That is an attempt.
 - ii. **After two steal attempts a baserunner on third may only advance home on a pickoff attempt to third, batted ball, or force via walk. ie. Attempts to throw out runners at second base or pickoff attempts at first would not allow the baserunner on third to advance.**
- i. **MAJORS Division Rule** – The Dropped 3rd strike rule is in effect.
- j. If a catcher is on the bases, with 2 out in the inning – a coach may use a pinch runner (last out), so that the catcher is able to get his gear on in a timely manner.
- k. No pinch runners may be used, unless a player has been injured, in this case the last batter who was deemed out, shall run for that player.

6. Fielding

- a. All players must play a minimum of 3 innings defensively. In the event of darkness or weather causing the premature ending to a game, any player who has not played their 3 innings will be scheduled to start and play 3 innings the next game.
- b. **MINOR Division Rule** – defense consists of 4 outfielders. All 4 must be in the outfield grass.
- c. Unlimited/free defensive substitutions.
- d. The catcher should be ready to start the next inning, if not batting, by wearing catching equipment.
- e. Any player warming up the pitcher must wear a catcher's mask.
- f. Efforts should be made to allow each player to play a couple of innings in the infield per game, during the regular season.

7. Rehoboth rules

- a. All helmets must have a face shield/cage.
- b. The AWAY team is responsible for preparing the field before games. (Rehoboth – in town rule)
- c. The AWAY team is responsible for returning bases and any equipment after the game. (Rehoboth – in town rule)
- d. The HOME team will use the 3rd base dugout. (Rehoboth – in town rule)
- e. The HOME team has access to the field 1 batting cage starting 45 minutes before game time. (Rehoboth in town rule)
- f. When playing at a different complex, make sure your dugout is clean of trash and any debris, before leaving.

Field Locations –

Berkley – Rezendes Complex – 60 Anthony St. Berkley Ma.

Dighton – Lopes Complex – 2580 Maple St. Dighton Ma.

Rehoboth – Red McPhillips Field – 40 Martin St. Rehoboth Ma.

MAJOR LEAGUE PITCHING AID

- 1) If a player pitches 3 complete innings or less, in a game - 1 calendar day of rest is mandatory.
- 2) If a player pitches more than 3 innings, in a game – 3 calendar days of rest is mandatory.
- 3) A player cannot pitch more than 6 innings in one week. A pitching week begins on Monday and ends on Sunday.

The following formula may be used to determine when a player is eligible to pitch –

If a player pitches in MORE than 3 innings on		He is able to pitch again on
Monday		Friday
Tuesday		Saturday
Wednesday		Sunday
Thursday		Monday
Friday		Tuesday
Saturday		Wednesday
Sunday		Thursday

- 4) A pitcher replaced during a game with another pitcher, cannot pitch again in that game.
- 5) Innings pitched in games declared no contest, due to rain, darkness, or forfeit **DO** count against a pitcher’s eligibility for the week.
- 6) Violation of the pitching rules will result in a team forfeiture of game.
- 7) Playoff pitching rules will be determined prior to the playoffs beginning.