



2025 House Rules

Minors Canadian & American League

1. All rules as per 2025 Little League Rules except as amended herein.
2. Dropped third strike rule and the Infield Fly rule will **NOT** be observed by FCLL in Minors Canadian and/or American.
3. There is **NO** advancing on pass balls. Base runners must stay on the base they are on and can only advance bases on a hit or overthrow.
4. FCLL has received a waiver allowing Junior Umpires to work games for Minors, Majors (without an adult umpire) and there will be a zero-tolerance policy in place for any verbal abuse of these umpires by parents, managers, and players. We will hold the Manager responsible for any parents, grand parents, an/or players who do not adhere to this policy.
5. Chinstraps or Face Guards on helmets are recommended but not mandatory. If a chin strap is worn it must be done up. Athletic cups are mandatory. Catchers must also wear long model chest protectors, shin guards, full helmets and throat protectors.
6. Warm up pitches to begin the 1st inning of each game (for both the visitor and home team) are limited to 7 per pitcher.
7. Warm up pitches between innings are limited to 5 per pitcher.
8. Only the Manager can call for time to speak with the Umpire.
9. Sunflower seeds (aka Spitz) are not allowed or in the dugout on the field they are a distraction to the players and could become a safety issue.

Pitching

1. All Little League Canada pitching and catching rules shall be followed at all times throughout the regular season and playoffs.

Number of Pitches

Below are the maximum numbers for pitches in a game for a single player:

- Month of April & May: 35 max per game
- Month of June & Playoffs: 50 max per game

Days of Rest

Below are the days of rest which must be given to a player after they have pitched in a game:

- 1-20 Pitches = 0 Days Rest
 - 21-35 Pitches = 1 Day Rest
 - 36-50 = 2 Days Rest
 - 51-65 = 3 Days Rest
2. The pitching rubber may be placed 44 feet from the back tip of home plate vs. regulation 46ft 6 inches. The purpose of this is to help the pitching accuracy and confidence and try to create a game with better flow for both defense and offence.
 3. Upon agreement at the diamond by both Managers pitchers who need the extra distance to get it to the plate can move up to 42 feet to pitch.
 4. Each team must begin each game with players pitching. If one or both teams are struggling to find success with a pitcher or pitchers at any point in the game, then both Managers can discuss the option to utilize a coach to pitch to the players to help with confidence and try to create a game with better flow for both defense and offence. This format will be played all season long with the hope that by playoffs all innings can be played with players pitching.
 5. To encourage kids to swing the bat and provide more fielding opportunities FCLL adopted the below rule in 2025:
 - If a batter is walked (4 balls) then the coach will enter the game and pitch to the batter to induce game play.
 - If a batter has a 4-1 or 4-2 count they will be given the 2 coach pitches (both strikes). If the batter fails to hit they are out.
 - If the batter has a 4-0 count they will receive 3 pitches (all strikes) to try and hit. If the batter fails to hit they are out.

- If that batter fouls off their final coach pitch they will continue to receive another pitch until they either hit or strike out.
- All players are out after coach throw pitches – there are no walks

Time Limits

1. Five (5) run maximum per inning or three outs, whichever comes first. There will be no open innings during the regular season.
2. No new innings shall begin after 8:00pm.
 - a. For the playoffs only one inning can start after 8:00pm and once that inning is finished then the game is considered complete. Teams must complete 4 innings for game to be official or 3.5innings if the home team leading. If not complete, the Director is to be contacted to arrange a time for game completion.
 - b. The Umpire will determine which watch/clock will determine the official game time.
 - c. The mercy rule is in effect; i.e. the game is over after 4 innings if one team is leading by 10 or more runs (3.5 innings if it's the home team leading by 10).
3. If an inning ends within 15 minutes of the applicable Curfew Time, then "*Last Inning*" shall automatically be called and this should be communicated to both Managers by the Umpire. "*Last Inning*" can be called earlier than this but only if both Managers mutually agree to do so and this must be communicated to the Umpire in advance of the first pitch of the inning being thrown.
4. Tie games are allowed during the regular season but not during playoffs. Should a playoff game be tied at the completion of an inning in accordance with the above time rules, the game can be continued until 8:30PM or until a winner is determined (whichever event happens first). If the game is still tied at 8:30PM the umpire and the managers can agree to play one more inning to try and determine a winner. If the game is still tied after the final inning has been played due to time limits the game shall be suspended at that point and the completion of the game will be rescheduled by the Director.
5. The umpire will determine which watch/clock will determine the official time and this should be confirmed between the Umpire and the Managers at the plate meeting.

Scoring & Pitch Counts

1. The Visiting Team for each game is the official Pitch Counter and is responsible for inputting the pitching names and respective pitch counts utilized by both teams into the official Pitch Count Google doc provided by the League Director.
2. The Home Team is the official Score Keeper and must email the score to the League Director and copy the opposing Manager.
- 3.