

2025 "B" Prairie League Rules.

1. Players can not turn 13 before May 1st or 6th grade level.
2. The Little Prairie League will allow both youth (2 1/4" barrel) and Youth Big Barrel (2 5/8" and 2 3/4" barrels) bats. All youth bats must be USSSA, BBCOR or USABat certified.
3. No metal cleats allowed
4. Bases are 65 feet apart; pitchers will pitch from 50 feet.
5. There will be no time limit on single games or final scheduled games unless agreed upon prior to game time with both coaches. Otherwise, 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. Teams can only score a max of 5 runs per inning with the final inning of the game being unlimited.
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 9th or 10th 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 3rd strike will not be enforced. The batter is out. Runners may advance. Infield fly rule is in effect.
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 leaves the hand. 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 3rd base may not steal home; unless the runner on 3rd 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.

18. Umpire's decision on the field is final.
19. Free substitution on the field is allowed at any time.
20. Complete roster must be batted in order.

Cups and safety equipment are strongly encouraged!