



2026 Bremen Youth Baseball Minor League Rules Cheat Sheet

Hitting

- After 4 balls, the batter will throw the ball up and hit it.
 - Each batter may have one practice toss which will not count as a strike. **(NEW 2026)**
 - This is limited to the first toss.
 - Any additional tosses after the first will count as a strike.
 - A foul ball after throwing the ball up and hitting it will result in a strike (except on the 3rd strike). A swing and miss will result in a strike.
 - A foul ball is called on any ball that is hit in front of the home plate and DOES NOT reach the infield grass or equivalent. **(NEW 2026)**
- No Bunting allowed.
 - A light swing that results in a hit is subject to the umpires discretion
- There is no dropped third strike rule. Batter is out regardless of if strike is caught.
- Thrown bats will receive 1 warning, then the result is an out for further offense

Pitching:

- Pitch counts will be in effect
- Pitchers may throw 75 pitches in a single day. **(NEW 2026)**
- Pitch Count Limits are:
 - 0-20 No rest needed
 - 21-35 1 day rest is needed
 - 36-50 2 days rest is needed
 - 51-65 3 days rest is needed
 - 66-75 MAX 4 days rest is needed
- When a pitcher reaches their pitch count limit in the middle of an at bat, the pitcher may finish the at bat.
 - The first pitch to a pitcher's last batter is the last pitch that needs to be recorded.
 - EX. The pitcher starts a batter with pitch 49, and after 7 pitches gets the batter out. The final pitch count for this pitcher is 49.
 - After each half inning of pitching, a coach must report the pitch count of his pitcher before his team bats. If a team disputes a pitch count, they must appeal the pitch count total immediately to the home plate umpire. **(NEW 2026)**

Base Running:

- Overthrows: Runners may advance on overthrows at their own risk until a dead ball is called.
- Runners may steal 2nd or 3rd base once the ball crosses the plate.
 - Runners may only advance 1 base total on an overthrow(s), and are not allowed to steal home.
- The stealing of home is not allowed. **(NEW 2026)**
 - EX. The runner steals second base, and there is an overthrow. The runner may also

take

third base only if it is unoccupied. If there is an additional overthrow of third base the runner cannot advance to home.

- EX. The runner steals third base, and there is an overthrow. The runner may not advance to home.
- EX. Runners are on 1st and 3rd. The runner at 1st tries to steal 2nd, and there is an overthrow. The runner at 3rd cannot advance to home.
- Runners cannot steal home under any circumstance.
- Players must slide if a play is made at the base or be called out at the umpire's discretion. No headfirst slides, unless returning to a base. If they slide headfirst illegally, they will be called out.
- Courtesy runners for the catcher allowed with 2 outs. (Player who made last out)

Fielding:

- A maximum of 10 fielders are allowed at a time (4 Outfielders)
- Infield Fly Rule Applies
- Dead ball is declared when the pitcher has the ball in the dirt area surrounding the mound or player calls for time.
- Only two coaches on the field at any time on offense (1st and 3rd).

General Game Information

- Games start at (5:30 and 7:30)
- 6 innings, all kid-pitch
- 1 hour 45 minute time limit starting at the first pitch (check your watch)
- If tied after 1:45, the game ends in a tie.
- 7 runs per inning limit - except the 5th and 6th (10 run limit) **(NEW 2026)**
- 10 Run Mercy Rule after 4 innings.
- Players who show up late must be placed at the end of the batting order.
- A fill-in player must play in the outfield and hit at the bottom of the lineup.

Weather Shortened Games:

- If lightning, 30 minute delay.
- Games are complete after 4 innings of 3 ½ innings if the home team is winning