



2020 Minors/Mustang BASEBALL RULES

Rev.3 7-22-20

AAYO, CBL, LITHYAA

9 & 10 Year Old's

Minor Boys division is a competitive baseball league geared to enhance the player's baseball skills learned in previous years while instilling a sense of sportsmanship and fair play. Each team will try to have an equal number of nine (9) year old and ten (10) year old players. It is our desire that all players will have an equal chance to develop.

The following is the hierarchy for rules precedence:

- 1: LITH Youth Athletic Association by-laws
- 2: Minor League Local Rules contained herein
- 3: Pony Baseball – Mustang Division – Rules and Regulations

Field Prep

Both teams are responsible for dragging the field, chalking the foul lines, setting the bases and putting them away before and after the game. Batter's box and pitching mounds should be tamped; baselines and base areas should be raked after last game of day. Dugouts are to be cleaned by each participating team.

1. LENGTH OF GAMES

The umpire will start the game timer as soon as the first pitch is made in the top of the first Inning.

- **No new inning shall start after 2 hours from the start of the game.**
- **Exception: 1 hour 45 minutes @ CDBL if night game scheduled directly after.**
- **Exception: Time limit is only waived for the Championship game.**
- **Games are six (6) innings long. In the event of rain, games are official after (4) innings of play, 3 ½ innings if home team is ahead.**
- **A complete ½ inning will be three (3) outs or five (5) runs scored. Max runs scored in any inning are 5, including the last inning.**
- **Suspended games that are not regulation will continue exactly where they left off when rescheduled.**

Note: An inning is considered to be started as soon as the last out of the previous inning has been made. If an inning cannot be completed due to darkness, the score goes back to previous completed inning unless the home team is ahead, and the top half of the inning is completed.

2. SLAUGHTER RULE

15 runs after 4 complete innings, 3 ½ if home team is ahead.

12 runs after 5 complete innings, 4 ½ if home team is ahead.

Slaughter is not in effect unless both age groups have fulfilled pitching requirements.

The 9-year-old requirement of 2 IP & the 10-year-old requirement of 1 IP must be completed before the end of the 4th inning in a six-inning game.

3. SPEED UP RULE

A pitcher will be allowed 8 warm-up pitches in the first inning and 5 warm-up pitches each of the following innings. New pitchers entering during an inning will be allowed 5 warm-up pitches.

4. NUMBER OF PLAYERS

A minimum of eight (8) players are required to play. If any team cannot start a game because of a lack of players then the umpire will allow a 10 minute grace period. Once this grace period has expired the game will be declared a forfeit.

5. CALL UP PLAYERS

Borrowing a player from another league team at the same level is prohibited. (It is allowed if the opposing team wishes they can give them a player for a defensive position). Players registered in a league one level below (at that leagues oldest age group) the team requesting can play up provided:

- The player cannot pitch.
- Must bat last in the order.
- Is considered one of the minimum players.
- Must wear their uniform from their lower level team.

6. PLAYER REDUCTION

- After a game has started, play will continue even if illness or injury reduces the number of players below the minimum to have started the game. An injured player's spot in the batting order will **not** be called an out. The batting order will just skip that spot.
- An ejected player's batting position **will** be called out each time he/she is due up but no longer in the game.

7. MINIMUM PLAYING TIME

- No player may sit twice before each player sits once.
- All players must play four (4) innings on defense per game (Minimum of 1 inning in the infield and 1 inning in the outfield before the end of the 4th inning), unless the game is shortened due to weather or darkness.

8. FIELD DIMENSIONS

- The pitching rubber will be forty-six (46) feet from the plate. Bases will be sixty-five(65) feet apart.
- CDBL bases are 60 feet apart.

9. SCORE KEEPING

- The home team will keep the official score and should verify the score after each completed inning with the visiting team's scorekeeper. Defensive changes do not have to be conveyed to the scorekeeper.

10. UNIFORMS

- To play in the game, a player must wear a complete uniform. Jerseys should be tucked in and no clothing of any kind should be worn over the uniform. No jewelry of any kind can be worn during games.

11. PITCHING

- All players should be encouraged to pitch.
- The Pitching week starts on Sunday and ends on Saturday.
- 3 Outs will = 1 inning pitched.
- A Pitcher must be removed from mound if they hit two (2) batters in an inning or 3 in a game.
- If a pitcher is removed from the game or moved to another position, they cannot return to pitch in that game.
- A pitcher cannot pitch more than two innings (6 OUTS) in a game or four innings (24 OUTS) per week. One (1) pitch is equal to one (1) inning – this only means that 1 pitch in a game counts for 1 inning for the week but does not satisfy the in-game rule. For example, a pitcher comes in the bottom of 6th inning and throws 1 pitch to end the game. That gets recorded as 1 inning for the week, however only 1 out for the game.
- **PITCHING REQUIREMENT –**
Because this season (2020) is being played under very unusual circumstances. There is a compromise between the two leagues.
LITH TEAMS WILL STILL BE REQUIRED TO DO SO.
FOR CDBL TEAMS IT IS STRONGLY SUGGESTED.
 A 9-year-old or any combination of 9 year old's are required to pitch 2 Innings & a 10-year-old or any combination of 10-year-old's are required to pitch 1 Inning before the end of the 4th inning in a six-inning game. **ALL LITH TEAMS WILL STILL BE REQUIRED TO DO SO.**
 - **The 9 and/or 10 year old pitching rule for an inning will be satisfied if 5 runs are scored against the 9 and/or 10 year old pitcher(s) before 3 outs are made in that inning.**
 - **3 outs will constitute an "inning" for a pitcher. Said pitcher can pitch 1 out in an inning and come back to pitch 2 outs in the next inning for a total of 3 outs, 1 inning for the record. 6 outs max per pitcher per game.**
- A manager is allowed one (1) trip to the mound in any inning. On the second trip to the mound in one (1) inning, the pitcher must be removed. Injuries to defensive players shall not be considered unless there is strategic discussion. Any manager or coach instructing his pitcher during the time that his team is taking the field and warming up prior to the beginning of play for the ½ inning, shall ***not*** be charged with a trip to the mound.
- Managers, coaches or players may warm up a pitcher, but the player must wear a mask.
- Number of warm-up pitches between innings or for a new pitcher will be (8).

- Balks will not be called. The pitcher must start and deliver the ball from the pitching rubber.
- One (1) intentional walk is allowed per game. Pitches do not need to be thrown.
- In the event of three (3) games in a given week, the following pitching rule applies. A pitcher may throw four (5) innings in a given week, but not on consecutive days. Follow Pitching Rule for consecutive day restrictions. Should a fourth (4th) game be scheduled due to a weather make-up then Players will be awarded one (1) additional inning for that week.
- A pitcher removed from pitching cannot be brought back to pitch during the same game.
- Strike zone is defined as any ball crossing the area over the plate bounded by the edges of the plate, lower limit at the batters knee, upper limit at the armpits. Additional grace for this league is as follows (1) ball outside of the outside edge of the plate and (1) ball inside of the inside edge of the plate.

12. BATS

- All bats must be a USA certified or have the new USSSA BPF 1.15 stamp. 2 1/4", 2 5/8" and 2 3/4" barrels are all allowed, with no drop restrictions.

13. THROWING OF THE BAT

- Each player will receive (1) warning for throwing the bat. A second offense will be an automatic out, which will result in a dead ball situation.

14. BATTING

- Continuous batting order (roster batting in effect every game)
- A player arriving late must be placed in the bottom of the order and announced to the opposing teams scorekeeper.
- On deck hitter should be on the side of the hitter's back.
- No dropped third (3) strike.
- Bunting is allowed at any time.
- Fake bunt swing is not allowed. This will result in an immediate out.
- One at bat per game may be intentionally walked. Pitches do not need to be thrown. The manager will inform the umpire that he wants to intentionally walk the batter.

15. BATTING OUT OF ORDER

- Must be appealed by the other team.
- If improper batter is still batting when appealed, proper batter takes his place with the count as is.
- If improper batter reaches base or is out and appeal is made before pitch is thrown to next batter, proper batter is called out, next batter is player who follows proper batter.
- If no appeal is made until improper batter reaches base and a pitch is made to next player, next player should become whoever follows improper batter in lineup.

16. BASE RUNNING

- No leadoffs or stealing until the ball has crossed the plate. A warning will be issued to both teams after the first offense. Any player caught leading off or leaving early thereafter will be ruled an out. The pitch will be ruled a "no" pitch.

- **SUICIDE SQUEEZES AND STRAIGHT STEALS OF HOME ARE NOT ALLOWED AT ANY TIME!**
- **WALL AT THIRD RULE** – A runner on third must be batted in or walked in.
- You cannot advance home on an overthrown ball while stealing 3B.
- You cannot steal home at any time.
- You cannot advance a base on an overthrow from the catcher to the pitcher.
- **Infield fly rule is in effect.** With runners on 1st & 2nd or 1st, 2nd & 3rd and less than two outs (no provision for just one Runner on 1st), if the ball is batted up so that an infielder can make the catch (even if the pop up is into the outfield) then call "Infield Fly", batter is out. If the ball is close to the foul line, call "Infield Fly, if fair". A bunt and a line drive are not an infield fly. Runners can advance at risk (if the ball is caught they have to tag up). **The infield fly rule is assumed to be in effect even if the umpire fails to declare it. Therefore, the batter will be declared out.**
- Obstruction occurs when a defender while not in possession of the ball blocks or impedes the progress of the base runner. If obstruction is observed by the umpire, then the umpire will award the runner the bases he would have reached in the umpire's judgment. If the player advances after being obstructed upon and is tagged out at a subsequent base, then he will be ruled out.
- Courtesy Runner for catcher **playing the position the next inning** may be used at any time and should be used with 2 outs to allow catcher to be ready for the next inning. Courtesy Runner may be used with 2 outs for the Pitcher **playing the position the next inning.**

17. SLIDING

- Base runners must slide or avoid collisions on any play. Runner may be ruled out if there is no attempt to slide or get around (not over) fielder with ball or in position to receive ball waiting to make tag.
- No head first slides except back to the base. 1 warning per Team then it will be an automatic out for the player sliding head first.

18. SAFETY

- No metal spikes will be allowed
- Base runners and batters (at bat or on deck) must wear helmets. Catchers must wear a catcher's helmet and the complete set of catcher's equipment including a catcher's mitt.
- While batting only the batter and the player on deck should have a bat.
- All equipment is to be kept off the playing field and behind the dugout fence while not in use.
- Throwing of equipment (in anger), name calling or other misconduct will not be tolerated. The offender should be removed from the game and made to sit on the bench. Repeated offenses will be reported to the league director immediately.

19. GENERAL

- No additions will be made to the team roster unless approved by the Director of Baseball in accordance with the Executive Board.
- Free substitution is in effect.
- Ties after regulation play will result in a half win and half loss.

- The baseball and the field maintenance director will determine unplayable fields or rainouts and notify the division directors and/or coaches. If no cancellation is announced, then it is assumed that games will be played. Coaches should not take it upon themselves to cancel games.
- In the event of a rainout, Scheduling Director will re-schedule the game into the first available scheduled rain date while making every attempt to not exceed 3 games per week for either team.

20. END OF SEASON TOURNAMENT

- **Teams will be Seeded by a blind Draw.**

For FALL season, the ages in the above requirement are changed to (8) and (9/10) respectively since the kids are generally playing up for fall ball.

If a player has completed one full summer season at the minor level, and is competing in a second season (fall) at the same level, the said player will play the second season as a 10 year old pitcher regardless of the player's true age.