



## Minneapolis Youth Baseball Association

### 2022 Mini Millers Killebrew League (Kid Pitch) Rules

**Updated 5/25/2022**

#### I. EQUIPMENT AND SPECIFICATIONS

- a. **Field Dimensions** – All games will be played with base lengths of 60 feet and pitching distances of 46 feet
- b. **Shoes** – Molded cleats and cleat-less shoes such as tennis shoes are legal. Metal cleats are not allowed
- c. **Bats** - Metal or wood bats permitted. All bats must possess either the USSSA BPF stamp or the USA Baseball stamp.
- d. **Baseballs** – 1 new ball will be used per game, provided by the home team. Teams are expected to retrieve foul balls hit into their respective foul territory. Should extra balls be needed, teams will provide previously-used baseballs in good condition.
- e. **Batting Helmets** – All players must wear a batting helmet while batting. The batting helmet may be of any color, but may not have a reflective coating. The helmet must protect both ears, but otherwise may be of any design.
- f. **Other Mandatory Equipment** – All players identifying as male must wear protective cups

#### II. PREGAME

- a. **Warm-ups** – Teams are not permitted on the infield until 25 minutes before game time. At this point, each team, beginning with the visiting team, will have 10 minutes to take infield warm-ups. Both teams will clear the infield 5 minutes prior to game time. If field conditions are even remotely wet please conduct warm up in grass area or outside of the baselines.
- b. **Umpires Meeting** – 5 minutes before game time, the umpire will conduct a brief pre-game meeting with both head coaches, to discuss ground rules and any special points of emphasis. Home teams are listed on schedule and will have last at bat.

#### III. PLAYING RULES

- a. **Minimum Roster Size** – Each team must have 8 players to start and play the game. Rather than forfeiting, teams are encouraged to reschedule prior to the game if they believe they will not have 8 players. If a team's roster is reduced to less than 8 after the game begins, the game may continue using borrowed players from the opposing team in the outfield. When the departed player(s)'s spot comes up in the batting order, it will be recorded as an out.
- b. **Continuous Batting** – All teams will use continuous batting (all players hit regardless of whether they play the field in any given inning) and free substitution

- c. **Fielding Rule:** Each player plays once in the infield/outfield minimum per game. If a coach believes a player should not be in the infield due to safety concerns, the coach must discuss the concern with the player's parent(s) and receive approval from the Mini Millers League Office to not use the player in the infield.
- d. **Pitching Limits** – Players may pitch a maximum of 2 Innings per game and 3 Innings per week. A week is defined as running Sunday to Saturday. One pitch in an inning counts as one inning pitched. For example, a player who throws 1 pitch to complete the 1<sup>st</sup> inning and subsequently pitches the entire 2<sup>nd</sup> inning is credited with 2 Innings Pitched, and is ineligible to pitch the remainder of the game.
- e. **Pitching Limit Violations** – Coaches are expected to track innings pitched during the game and report them after the game. The reporting mechanism is yet to be determined. Violations will be handled as follows:
  - i. **Sportsmanship Principles** – MYBA assumes coaches operate under a code of sportsmanship. If a coach is aware the opposing team is about to use an ineligible pitcher, the right thing to do is notify the opposing coach they are about to commit a violation. However, this does not absolve coaches from monitoring their own Innings Pitched tracking, and should a violation occur, that pitchers's coach is ultimately accountable.
  - ii. **If the violation is discovered during the game** – Once it is determined a player has exceeded their maximum Innings Pitched for the game or the week, they will be immediately removed from the game. The umpire will eject the coach for the remainder of the game and report the violation to the League Commissioner. Please see rules III.e.iv through III.e.vi for protocol for additional protocols for disciplining the offending coach
  - iii. **If the violation is discovered after the game** – If a violation is identified after the game, the pitcher in question will be ineligible to pitch for the remainder of the week AND for the entire next week. The game will be forfeited with a score of 5-0
  - iv. **Coach Discipline, First Offense** – The first offense, whether reported during or after the game, will be assumed to be an honest mistake. The League Office will discuss the matter with the offending coach but no other action will be taken
  - v. **Coach Discipline, Second Offense** – We expect no coach will commit two pitching limit violations, but should it happen, the offending coach will be suspended for the next game.
  - vi. **Coach Discipline, Third Offense** – Pitching limits are fairly straightforward and reasonable. Any coach who commits 3 violations of these limits does not align with MYBA's philosophy for the Mini-Millers program, and will be relieved of their coaching duties for the remainder of the season.
- f. **Other Pitching Restrictions**
  - i. **Mandatory Removals** – Any pitcher who hits 3 batters must be removed as pitcher for the remainder of the game for safety purposes. Likewise, any player who puts 6 batters on base through any combination of walks and hit batsmen must be removed for the remainder of the game.

ii. **Legal and Illegal Pitches** – Fastball, change-ups, and knuckleballs are all legal pitches. All other pitches are illegal. Umpires are expected to understand that young players' pitches may naturally tail or inadvertently curve. However, if the umpire feels certain the player threw an illegal pitch, upon the first infraction, the pitch will be called a ball and the pitcher will be warned. Upon the second infraction, the pitch will be called a ball and the pitcher will be removed for the remainder of the game.

g. **Leading Off/Stealing** – Players may only lead off and steal when the ball crosses home plate. If a player leaves base early, the first violation will result in a dead ball, the runner returning to the previous base, and a warning to the bench. All subsequent violations will result in an out.

h. **Advancing on Wild Pitches** – Players may advance to any base EXCEPT home, on a wild pitch or passed ball. Players must “earn” the run on a hit.

i. **Other Base running Restrictions** – Players may not advance on the return throw from a catcher to pitcher, but may advance on errant pickoff throws. This does NOT apply to home

j. Home may only be taken on a ball batted in play, a walk, or a HBP

*Example: Torii is the baserunner at 2B and attempts to steal 3B. The throw from the catcher sails into the outfield. Torii must remain at 3B and may not attempt to score on the overthrow.*

k. **Courtesy Runners** – At any time, a courtesy runner may run for the catcher. The courtesy runner must be the last player to make an out.

#### IV. SCORE KEEPING AND TIME LIMITS

a. **Run Limits** – Teams may score a maximum of 5 runs for the first 4 innings. There is no run limit for the 5<sup>th</sup> inning and beyond

b. **Game Length** - Completed games are FINAL after 5 innings. If the game is tied after 5 innings and time conditions allow, extra innings may be played if both coaches and umpire agree. Otherwise, ties stand after 5 innings

c. **10 Run Rule** – A 10-rule will take effect for the 4<sup>th</sup> inning and beyond. If the home team leads by 10 or more after the visitors are retired in the 4<sup>th</sup> inning or any point thereafter, the game ends immediately. If the visiting team leads by 10 or more after the home team is retired in the 4<sup>th</sup> inning, the game ends immediately.

d. **Time Limits** – No new inning will begin after 1 hr 50 minutes have elapsed

e. **Suspended Games** - Games stopped by weather before 4 innings have been played are considered suspended, and will be completed at a later date.

f. **Official Book** - Home team will keep the official book and used for any questions.

#### V. STANDINGS

##### a. Points

i. **Wins** – 3 points

ii. **Ties** – 2 points

iii. **Losses** – 1 point

b. **Order of Finish** – Order of finish will be determined in the following manner

i. **Points Earned**

ii. **Run Differential (Maximum of +/- 10 per game)**

iii. **Runs Allowed**

- iv. Head-to-Head
- v. Coin Flip