

MINOR Division Rules

PITCHING:

1. No curve balls may be thrown at any level.
2. Pitching week: Tuesday through Monday.
3. Maximum number of innings each week: 6
4. If a pitcher delivers one pitch in an inning, that pitcher shall be charged for one inning pitched.
5. A maximum number of 55 pitches may be delivered per game.
6. Maximum number of pitches per game and subsequent required rest will be determined as follows:
 - a. 1-25 pitches requires no rest
 - b. 26-40 pitches requires 1 day rest
 - c. 41-55 pitches requires 2 days restRest example- A pitcher who throws more than 25 pitches must rest a full calendar day before pitching in another game. (Dave throws 26 pitches on Wednesday. He cannot pitch in a game until Friday.)
7. If the pitcher reaches a rest limit while facing their final batter, the pitcher may continue to pitch until the batter reaches base safely or is put out, unless he reaches his daily maximum of 55 pitches. The recorded pitch count shall revert to the threshold limit. (example, a pitcher starts pitching to a batter at 24 pitches and strikes the batter out on the 32nd pitch. His pitch count would revert back to 25 pitches and he would not have a required rest day. If a pitcher starts a batter at 52 pitches and reaches 55 pitches before the batter is out or reaches base he **MUST** be removed.
8. As a pitcher, if you are removed from the pitcher's position, you are **not** eligible to re-enter the game as a pitcher at a later time.

PITCHER TO CATCHER RESTRICTION:

1. A pitcher who throws more than two innings (any six outs in a game whether consecutive or not plus one more pitch) may not thereafter play catcher in the same game.

CONTACT RULE:

1. If a runner attempting to reach home plate or another base intentionally and maliciously runs into a defensive player in the area of home or a base, he will be called out or ejected from the game to be determined by the judgement of the umpire.

BASERUNNING:

1. When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and reached home plate. Once the catcher has secured the ball and the runner has stopped his forward progress, the runner must immediately return to the base.

SCORING:

1. Only 5 runs will count per inning. Once the 5th run in an inning is scored, the ball is dead and the inning is over, regardless of the number of outs. **This rule is not in effect in the sixth inning.** The rule is still in effect in the fifth inning, even if the fifth inning is deemed to be the last inning. (Yes, a team could essentially be prevented from having the opportunity to come back from a 5plus run deficit in their last at bat in the game.)
2. A game is over when one team is ahead by ten or more runs at the end of the fourth inning (if the home team has a lead of ten or more runs after the end of the top half of the fourth inning, the game is over).
3. At the start of each extra inning, a runner is placed on second base- the runner will be the last recorded batter of the previous inning. This format play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning, or (2) the home team scores the winning run in an uncompleted inning.

GAME RULES, OTHER RULES and PROCEDURES:

1. Infield fly rule is in effect.
2. Fake Bunt / Slash Bunt - A batter is out for illegal action when the player fakes a bunt and then takes a full swing, thus eliminating a player from fake bunting (slap-hitting) the ball. Penalty: Batter is out, the ball is dead, no runners may advance.
3. Anyone warming up a pitcher at **any location** shall wear a face mask. A throat protector is considered part of the catcher's mask.

4. No new inning may begin after two hours from a game's start time, unless the score is tied, daylight permits, and there is no game scheduled afterwards, in which case only one more inning shall be played. The pitching rules remain in effect in an extra inning game.
5. The minor division will be allowed to have **FOUR** rostered coaches. There will be no rotating coaches in & out; no exceptions.

On the subject of umpires, please remember that our league is united in its support of our umpires, including the volunteer umpires at the Rookie games. The umpires take all of the games seriously and do the best they can, without the benefit of a two-man crew. The umpires are our fellow coaches, friends, and members of our community. Please treat them, and ensure that your team's players and spectators treat them with the utmost respect.

TOURNAMENT RULES:

1. Game rules do not change during the tournament. The two top teams coming out of each division's tournament will play each other on Championship Day. The two top teams in each division are the two teams with the best tournament win/loss record. Since we have to account for tie ball games at the youth baseball level, if any tournament games end in a tie, a tie shall be worth a third of a win. Think of it as a win being valued at three points, a tie at one point, and a loss at no points.
2. To be eligible to participate in tournament play, a player, manager or coach must be listed on the regular season roster and on tournament rosters before competing in the first level of tournament play.