



## Minneapolis Youth Baseball Association – House League

### 2026 Carew League (Coach Pitch) Rules

#### 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** - All bats must possess either the USSSA BPF stamp or the USA Baseball stamp. 2 ¼” barrel bats may have unlimited weight differential. 2 5/8” (“big-barrel”) bats may have a -12 or less weight differential.  
*\*Weight differential explained:* Weight differential is simply the bat length in inches minus the bat weight in ounces. A bat which is 30” in length and weighs 20 oz. has a -10 (sometimes referred to as “drop 10”) weight differential. For big barrel bats, such a bat would be legal, but, a 30”/17 oz bat has a -13 weight differential and is not legal. However, a 30/17 bat with 2 ¼” barrel is legal.
- d. **Baseballs** – Each team will provide 1 new game ball per game. 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 for whom a protective cup is anatomically appropriate must wear one.

#### 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 areas 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. Batting** - Each player is given 4 strikes/fouls. If a player does not swing, the umpire will rule whether the pitch was a strike, with the standard being whether the pitch was reasonably hittable. There is no striking out in the Carew League; after 4 strikes, the umpire will bring a tee out, and the batter will hit the ball off the tee.
- d. Baserunning**

- i. On balls hit in play which do not leave the infield, all runners, including the batter, may advance no more than 2 bases beyond the base they originally occupied.

*Example: Kirby is batting with Kent on 1st base. Kirby hits a grounder to the shortstop. The shortstop attempts to throw to 2nd base but overthrows the target and the ball goes to the outfield. Kirby may take 2nd base at his own risk, and Kent may take 3rd base at his own risk. Regardless of the outcome, Kirby and Kent may not advance beyond 2nd and 3rd, respectively*

- ii. On balls hit in play to the outfield, all runners, including the batter, may take unlimited bases while the ball is in the outfield. When the ball is returned to the infield, even if the ball is not in the control of a defensive player, runners may only attempt to advance to the base they are attempting to take.

*Example 1: With empty bases, Mae hits the ball which the left fielder retrieves on a bounce. After Mae rounds 1st base, the left fielder quickly throws the ball to the shortstop. Mae can attempt to take 2nd base, but regardless of outcome, may advance no further.*

*Example 2: With Miguel on 1st base, Byron hits a deep ball into the outfield. The ball is returned to the infield as Byron has rounded 2nd base. If Miguel has rounded 3rd base, Miguel may attempt to score and Byron may attempt to take 3rd base. However, if Miguel has not reached 3rd base, Miguel may take 3rd base, but Byron must return to 2nd base.*

- iii. Leading off, stealing, and taking a base on a wild pitch/passed ball is not permitted.

- e. Positions** - Teams will use 10 players on defense: The normal 9 plus a fourth outfielder. If a team has less than 10 players, defensive positions should be eliminated in the following order: 4th OF, CF, C, P
- f. Playing Time/Positions** - "Plus 2 Rule": No player plays two innings in the infield before all others have done it once. No player plays 3 innings in the infield before all others have done it twice, etc. Coaches talk to the parent(s)/MYBA if they feel safety is a concern.
- g. Pitching** -
  - i. Coaches may pitch from any location and position which allows them to throw strikes with appropriate trajectory. MYBA recommends throwing from a kneeling position at a distance of 30-45'

- ii. In order to avoid situations where the Catcher is constantly retrieving passed balls, coaches shall bring the team's ball bucket with them to the mound and use multiple balls, as needed.
- iii. Any batted ball which strikes the ball bucket, the coach-pitcher, or any other equipment, will result in "no play". Runners will return to their bases, batter will resume hitting, and the previous pitch will not count against the batter's 4 pitch maximum.

#### **IV. SAFETY NETS**

- a. Portable net barriers have been purchased and are stored in the Armatage storage shed. Dibs opportunities are available for retrieving and setting up the safety nets in advance of games. However, coaches are responsible for making sure their team's barrier is in place prior to gameplay if playing on a field without dugout fencing. Use of the net barriers is mandatory. Any team failing to use the safety barrier while playing a game on a field without dugout fencing will forfeit that game. All players not in the field or batter's box should be instructed to remain behind these barriers at all times with their helmets on.

#### **V. SCORE KEEPING AND TIME LIMITS**

- a. **Run Limits** – Teams may score a maximum of 5 runs for the first 4 innings. Teams may score a maximum of 10 runs in the 5th inning.
- b. **10 Run Rule** – A 10-rule will take effect in 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, 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.
- c. **Time Limits** – No new inning will begin after 1 hour and 50 minutes have elapsed
- d. **Extra Innings**– If the game is tied at the end of 5 innings and conditions allow for continued play, extra inning may be played. Agreement between both coaches and umpire is needed. If conditions are such that the game can't be continued, it will be recorded as a tie game.
- 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 use it for any questions.

#### **VI. 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**