

Mosinee Youth Baseball, Inc.

Minor League Rules

STANDARD CAL RIPKEN RULES APPLY WITH THE FOLLOWING EXCEPTIONS:

1. Shoes with metal spikes are not allowed.
2. No jewelry (except Medical) may be worn during games. This included watches, bracelets, necklaces, and earrings. Corrective glasses are allowed for all positions. Sunglasses are not allowed for pitchers.
3. USA Stamped bats or wood bats are supported. USSSA bats are not allowed.
4. Each team must play with at least 8 players. If you play with 8 and a ball is hit to the open outfield position left vacated, your CF can put their hands up to call time. This will allow a double for the hitter and all base runners to be moved forward 2 bases.
5. Each team will be expected to field 10 players. (4 outfielders)
6. All players will be in the batting order whether playing the field or not.
7. A player who has sat out an inning must not sit out another inning unless every other player has sat out an equal number of innings. Bench-time must be evenly distributed among all players. Injuries are the exception to this rule.
8. ZERO TOLERANCE POLICY - No players, coaches, or fans are to make unsportsmanlike comments or actions toward the other team, fans or the umpire. Mosinee Youth Baseball has its own Zero Tolerance Policy which is incorporated into these rules by reference.
9. Game length will be six innings or one hour and 15 minutes - whichever comes first. No new inning should be started after the time limit has been reached although an inning in progress will be completed. Official time will be kept by the Umpire.
10. Regular season games that are tied upon reaching six complete innings or the time limit will end in a tie.
11. No intentional walks are allowed.
12. An Injured/Ill player can be removed from the game without penalty but will be out for the remainder of the game. If they do not wish to be out the remainder of the game, they can choose to take an out in place of their next at bat as an alternative.
13. A 5 run per inning rule is to be used during league play and a 10 run per inning rule is to be used in Tournament play. No runs are to be scored after the run limit is reached.
14. For City Tournament, the game ends if one team is up 15 runs after three innings, 10 runs after four innings, or eight runs after five innings.

15. A pitching machine will normally be used and will be operated by the coach of the offensive team. If conditions cause the pitching machine to be unreliable (both coaches must agree), coaches may pitch to their own team. Balls must be pitched over-hand and from the same distance as the pitching machine would use.
16. No Head First Sliding when advancing to a base or the runner will be called out even if not played on. If a runner is returning to a base after rounding, over-running, or leading off, that runner may go into the base being returned to hands-first without being called out.
17. When a runner is stealing home, the batter must leave the batter's box. Failure to do so obstructs play. The runner is ruled OUT and the batter continues their turn at bat.
18. An at-bat will be over when any of the following occur:
 - a. The batter hits a fair ball
 - b. Three swinging strikes
 - c. Five total pitches (whether swung at or not)
 - d. EXCEPTION: A player may not be called out on a foul ball. If the batter hits a foul ball on their third strike or fifth pitch, they are not out and will receive at least one more pitch.
19. If a batter is hit by a pitch or a runner is hurt while on base and unable to remain in the game, the player making the previous out may be used as a replacement. The injured player may reenter the game at a later time.
20. No lead offs
21. Fielders may not interfere with a base runner. Runners must be given their preferred path unless a play is being made on them.
22. Touching a base runner is allowed by coaches and fellow teammates as long as it does not help or impede the actual running of the bases.
23. While the ball is live, all runners must leave their helmets on until entering the dugout. Failure to do so will result in a team warning and the next offender will be charged with a team out.
24. If a team's catcher is on base with 2 outs, the player making the second out should be used as a courtesy runner.
25. Maximum of 3 adults per team allowed in the dugout during games.
26. Home team is responsible for supplying one scorekeeper.
27. Protective cup must be worn by the catcher while playing defense.

28. Fielders must be inside the BASELINE when calling "TIME" during the city tourney. During the regular season, the umps can support time being called if the fielder has the ball and are in the infield dirt. At the moment time is called, if a player is beyond the halfway mark of the bases, they move forward. If they are found to be before the halfway mark, they return to the previous base.
29. Defensive Coaches can be on the field during the regular season help assist kids in positions and awareness
30. If any defensive coach makes contact with a batted or thrown ball, the ball will be ruled dead and all base runners will advance one base.
31. If a batted ball hits the pitching machine prior to being touched by a defensive player, the ball will be ruled dead and will not count as one of the batters 5 pitches or 3 strikes.
32. If a ball in-play hits the pitching machine after being thrown or touched by a defensive player, play will continue.
33. Bunting is not allowed