

2022 MINORS BASEBALL LEAGUE RULES & INFORMATION

Oakdale Athletic Association

The mission of the OAA Minors League is to provide an enjoyable, positive environment in which participants learn baseball fundamentals and sportsmanship.

1. Season Schedule & Information

- 1.1. The season shall consist of at least 8 scheduled regular season games and at least 2 post season games.
- 1.2. Each team involved in a regular season game shall send an e-mail to minors@oaaonline.com including the team names and the final score.

2. Field Dimensions & Information

- 2.1. The distance between each base shall be 65 feet.
- 2.2. The distance between the front of the pitcher's plate and the rear point of home plate shall be 46 feet.
- 2.3. All defensive coaches must remain in the dugout, unless there is a timeout called for up to two (2) defensive conferences with the same pitcher or for an injury timeout.

3. Game Length

- 3.1. All regular season league games will be a maximum 6 innings in length. A new inning begins immediately after the third out or final at bat of the preceding inning and shall not begin after 90 minutes have elapsed. Innings started prior to 90 minutes shall be completed.
- 3.2. A half inning consists of three outs or 5 runs scored, whichever comes first. The run limit applies to all innings. Assuming time allows, the visiting should bat in the top half of the final inning regardless of whether they are losing by more than the run limit.
- 3.3. During the regular season, extra innings shall not be played. During the tournament, extra innings shall be played to determine a winner.
- 3.4. If weather, time, or darkness prevents a full 6 inning game, the following apply:
 - 3.4.1. If less than 3 ½ innings have completed, the entire game shall be replayed.
 - 3.4.2. If 3 ½ innings have completed, but less than 4 innings have completed, and
 - 3.4.2.1. the home team is winning, the game is complete and shall not be rescheduled. The final score shall be the score when the game was stopped.
 - 3.4.2.2. otherwise, the entire game shall be replayed.
 - 3.4.3. If 4 or more innings have completed, the game is complete and shall not be rescheduled. The final score shall be
 - 3.4.3.1 the score when the game was stopped whenever the home team scores more runs than does the visiting team in an incomplete inning. The rationale is having fewer completed offensive half innings should not disadvantage the home team.
 - 3.4.3.2 otherwise, the score as of the last completed inning.

4. Offense

4.1. A continuous batting order shall be used, which means players bat in order regardless of whether the player plays during the defensive half inning. The first batter of the second or subsequent inning is the player following the last completed at-bat in the preceding inning. A player entering the game late shall be added to the bottom of the batting order. A player leaving a game early may be skipped without penalty.

4.2. Batter is out on third strike, regardless of whether the catcher catches the pitch in flight. Ball is live.

4.3. Runners must not lead off before the pitch reaches home plate. A runner leaving a base before the ball is either hit or reaches home plate shall be called out. Zero warnings. Ball is immediately dead. Pitch is declared no-pitch. Remaining runners must not advance.

4.4. A runner must not steal home on a pitched ball before June 14th. **A runner attempting to do so shall be sent back to third. A runner may steal home only when the catcher throws the ball back and the pitcher cannot make a clean catch or if the catcher makes a play on any runner. If the pitcher makes a clean catch and has control of the ball the runner has to return to the last base.** On or after June 14th, a runner may steal home on a pitched ball.

4.5. A runner going more than three feet away from a normal path to a base to **avoid being tagged** shall be called out. Ball remains in play. A runner may go more than three feet away from a normal path to a base to avoid a fielder who is fielding a batted ball.

4.6. A courtesy runner (the most recent player to be put out) will be allowed for a player injured in the game, or if a base runner will be the catcher next inning and there are 2 outs.

4.7. Infield fly rule. Purpose is to protect runners (not batter) from being victims of an easy double play. With less than two out, runners on first and second, or bases loaded, a batter hitting a fair fly ball which can be caught by an infielder with ordinary effort shall be called out. Ball is live. Normal fly ball rules apply to runners, i.e. must tag up if the ball is caught.

4.8. If the umpire determines that a player has thrown his bat, a warning shall be given to the batter and his team. Each subsequent batter on the warned team throwing his bat shall be called out. Ball is dead. Runners shall not advance.

4.9. A batter having an illegal bat in the batter's box prior to hitting a fair ball, shall be immediately called out. When a batter hits a fair ball using an illegal bat, the defensive team may choose between the result of the play or the batter being called out and all runners return to base occupied at time of pitch. The illegal bat must be discovered and the defense must choose before the first pitch to the next batter.

4.10. Collisions. Interference and obstruction are difficult calls for umpires. These calls often involve judgment and the umpire's judgment shall prevail. Coaches are strongly encouraged to understand the rules, particularly concerning interference and obstruction, and teach them to each player. In this regard, our league rules are similar to Official Baseball Rules with one exception: extra caution is expected of runners to avoid collisions with fielders by either sliding or avoiding significant contact. Additional thoughts:

4.10.1. Any player intentionally initiating malicious contact with another player shall be removed from at least the remainder of the game and potentially from the

league. This is often a difficult call because the umpire must assess the player's intent. Obstruction is not a license for a runner to maliciously collide with a fielder. In a case like this, obstruction may be called, but the runner shall be removed from at least the remainder of the game and a substitute runner employed if necessary.

4.10.2. A runner initiating significant contact with a fielder, who has possession of the ball or is fielding a thrown ball, without making an effort to slide or to avoid contact, shall be called out.

4.10.3 A runner initiating contact intended to cause the fielder to drop the ball shall be called out.

4.10.4. A batter or runner impeding a fielder's ability to field a **batted** fair ball before it passes or touches an infielder other than the pitcher shall be called out.

4.10.5. A batter or runner **intentionally** impeding a fielder's ability to field a **batted** or **thrown** ball shall be called out. If the intentional interference is an obvious attempt to disrupt a double play, the runner committing the interference and the other batter/runner involved shall be called out.

4.10.6. In each of these cases of offensive interference, the ball is immediately dead and:

4.10.6.1. If batter did not reach first base prior to the incident, the batter, if not called out, is awarded first base, and all other runners shall return to base occupied at time of pitch delivery, unless forced to advance by batter.

4.10.6.2. If batter reached first base prior to the incident, the batter/runners not associated with the interference shall return to base last legally touched at the time of the interference, unless forced to advance by batter.

4.11. When a thrown ball goes out of play, the batter and each runner shall advance two bases from the base last legally touched at the time

4.11.1 of pitch when the errant throw was the first play made by an infielder and the ball was released before all runners, including the batter, advanced one base.

4.11.2 the ball was released from the thrower's hand in all other cases.

4.11.3 Note: Circumstances may prevent advancing two bases. For example: the batter has passed first base but the runner initially on first has not yet reached second base, and an outfielder throws the ball out of play. The runner is awarded second and third, and therefore the batter, although having passed first base is awarded only second base.

4.12 Bunting is allowed.

4.13 Sliding, head first or otherwise, is allowed.

5. **Defense**

5.1. The defensive team shall position up to 9 players in the field. Outfielders must be in the outfield grass when a pitch reaches home plate.

5.2. Free substitution. Fielders may re-enter at any time. However, once a pitcher is replaced, he must not re-enter as a pitcher.

5.2. Pitching. During the regular season, each pitcher is allowed to pitch for a maximum of nine (9) consecutive outs per game or per 48 hour period. During the tournament, just nine (9)

consecutive outs per game. Once this limit is reached, the pitcher must be replaced. A head coach or delegate is responsible for monitoring own team's pitch count.

5.3. At this level of play, there will be no pitcher balks (illegal pitches).

5.4. Playing time for each player shall be as equal as possible during a game. For example, a player shall not sit on the bench a second inning until each player has sat at least one inning.

5.5. Each player must play a minimum of one inning in the infield prior to the end of the 5th inning.

5.6. Disciplinary action may be an exception to equal participation. If this occurs, discuss with parents, notify the director by email (minors@oaaonline.com), and notify opposing coach before the game begins.

6. Uniforms and Equipment

6.1. All batters and base runners must wear double ear-flap batting helmets.

6.2. Catchers must wear a protective skull helmet and mask, chest protector, shin guards, groin protector, and catcher's glove.

6.3. Players should wear the matching hats and jerseys issued to the team.

6.4. Players should wear long pants or baseball pants to protect legs while sliding.

6.5. Players must **not** wear metal spikes. Players should wear non-metal cleats or athletic shoes.

8.6. A small barrel bat (2 ¼ inches in diameter can be used if it:

8.6.1 has the USABat image imprinted on the bat, or

8.6.2 has the USSSA image imprinted on the bat, or

8.6.3 has the old BPF 1.15 text imprinted on the bat, or

8.6.4 is wooden.

8.7. A big barrel bat (larger than 2 ¼ inches in diameter can be used if it:

8.7.1 has the USABat image imprinted on the bat, or

8.7.1 has the new USSSA image imprinted on the bat, or

8.7.2 has the BBCOR image imprinted on the bat, or

8.7.3 is wooden.

9. Game Rescheduling

9.1. A game should be rescheduled if less than eight players are available to play. The opposing coach should be notified at least 24 hours before game time. Insufficient notification is subject to forfeit at the opposing coach's discretion.

9.2. The game should be replayed at a time and place agreed upon by both coaches. It is critical that all games are made up prior to the tournament considering the regular season results may be used to determine tournament placement.

9.3. If lightning is seen, the game shall be stopped immediately. A game must not resume before 20 consecutive minutes without lightning.

10. Additional Guidelines

10.1. If any rule(s) are not specified above, umpires will follow MN State High School Baseball Rules.

10.2. Good sportsmanship must be shown at all times. Disrespectful and disparaging comments should be discouraged.

10.3. Alcohol is prohibited on and around the field and in the parking lots. This includes coaches and parents, games and practices.

Please remember this is an instructional, recreational baseball league. Adults are setting an example for the kids.