

## Minors Division Rules (2<sup>nd</sup> Grade/ 7-8 year olds)

Base Distance	60 Ft.
Pitching Distance	40-42 Ft.
Innings	90 minute game
Max Players on Field	10
Max Players in infield	4
Walks per Inning	3
Intentional walk	No
Balks called	No
Steals per inning	None – Final 3 weeks 2 steals are allowed per inn
Leading	No
Stealing home	No
Delayed stealing	No
Double stealing	No
Advance on catcher's overthrow	No
Infield fly	No
Bunting	No
Advance dropped 3rd strike	No
Sacrifice fly	No
Manager in field	Yes, 1 Allowed
Max inning per pitcher per game	2
Max Innings per pitcher per week	6
Hit batters per inning - pitcher removed	2
Hit batters per game - pitcher removed	3
Hit batter awarded first base	Yes
Max Runs per inning	4
Max Runs per last inning	Unlimited
Bat Restriction: max diameter	USA Baseball Label ONLY

## Minors Division Rules

1. Walks will consist of 3 balls per batter. Once the pitcher reaches the 3 walk maximum in an inning, the manager of the batting team will finish pitching the inning. The same pitcher is allowed to pitch the next inning.
2. One pitch = one inning pitched. A pitcher must pitch consecutive innings in a game. Once a pitcher is removed he is not allowed to pitch for the remainder of that game. Pitch counts must be recorded and limits be imposed on pitchers. No pitcher should throw more than 66 pitches in a game. However, a pitcher may exceed 66 pitches only to finish pitching to a batter. For example, pitcher has 61 pitches, the count goes to 3-2, the pitcher may finish pitching to the batter, even though they exceed 66. Once the total pitch count has been calculated, a pitcher must take defined amount of days off from pitcher as follows:  
  
0 to 35 Pitches = 1 Days Rest  
36 to 50 Pitches = 2 Days Rest  
51 to 66 Pitches = 3 Days Rest
3. Infielders should be positioned at least 40 feet from home plate.
4. If a home run is hit, all runs will count regardless of inning. This exception only applies if it is an actual home run and does not apply if the batter reaches home as a result of error(s) in the field.
5. The ball should be ruled dead when an infielder, pitcher or catcher has possession of the ball and is not attempting to make a play. The fielders should be taught to call time out by shouting "Time". Runners may advance until ball is ruled dead or "Time" is called.
6. Pitcher must be removed from game if 3 batters are hit by pitch in a game or 2 batters in a row. A hit batter is a hit batter whether the ball bounces or not. This would still be an indication that the pitcher lost control of the pitch.
7. Stealing – No steals in this division for the first 2/3 of the season. Coaches should work with players to understand the passed ball "stealing" aspect as the season progresses. For the final 3 weeks of the year, players are allowed to steal 2<sup>nd</sup> and 3<sup>rd</sup> base only. A maximum of 2 steals per inning will be allowed.
8. Batters have the option to wear helmets with or without protective cages/faceshields. Players and parents should be made aware of the risks All helmets must be NOCSAE approved.
9. Game is 90 minutes long. The remaining 20-30 minutes should be used to play a competitive fun game. An example of the competitive game would be home run derby off a tee (who hits it the furthest), rabbit (race), throwing the ball to knock balls off tees, etc
10. Mercy Rule – 15 run lead after 4 completed innings (3 ½ innings for home team lead)
11. A Pitcher is allowed to catch only BEFORE pitching in the game. No pitcher is allowed to play catcher after they pitch – for the safety of the players. No Exceptions.
12. TEAMS MUST LINE UP FOR HANDSHAKE AFTER EVERY GAME!