



Division Rules – 2023

(as of 4/11/2023)

Minors Baseball

1. Length of games: Games will consist of 6 innings or 2 hours of play, whichever comes first. If the game starts late, note the start time in your scorebook and confirm that time with the opposing manager and the umpire. No new inning can start after the one hour and 45 minute mark. If a new inning starts prior to the 1:45 mark, that inning is to be played to completion. Exception: if you have the last scheduled game of the day, you may play your game to its conclusion.

2. Division consists of 3rd and 4th grade students and select 5th graders.

3. Everybody Hits: if a player is at the game, he/she is in the batting order and takes his/her turn every time through the lineup. For example, if you have 10 players at a game, there should be 10 players in your batting order. There will only be a maximum nine players in the field

4. It is the responsibility of the offensive team's manager/coach to ensure the players are batting in the correct position in the batting order. If a player bats out of order and it is caught before completion of the at-bat, the correct player can take his/her spot in the box at any time before the out-of-order batter becomes a base runner or is put out. (The count is assumed by the proper batter.). When the out-of-order batter becomes a base runner or is put out, the defensive team must appeal to the umpire before the first pitch to the next batter. If successful in appealing, the batter will be out and any advancement of other base runners is nullified.

5. The manager must remove a pitcher when that pitcher reaches the limit below for his/her age group as noted below.

a. Age 11-12: 85 pitches per day

b. Age 9-10: 75 pitches per day

c. Age 7-8: 50 pitches per day

6. One exception to the rule listed in no. 4 above is that if a pitcher reaches the above limit while facing a batter, the pitcher may continue to pitch until (1) that batter reaches base; (2) that batter is put out; or (3) the third out is made to complete the half-inning.

7. A pitcher removed from the pitching position may remain in the game at another position. However, a pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

8. A player who catches 3 or more innings cannot then be entered into that game as a pitcher.

9. Pitchers who are league-age 14 and under must adhere to the following rest requirements:

- a. If a player pitches 1-20 pitches in a day, no (0) calendar days of rest must be observed.
- b. If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- c. If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- d. If a player pitches 51 – 65 pitches in a day, three (3) calendar days of rest must be observed.
- e. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

10. The infield fly rule is NOT to be used in Minors games. Managers/coaches must inform the umpires when going over the ground rules that the infield fly rule will not be in effect.

11. Stealing of second base and home are NOT permitted in Minors. Leading is also not permitted. Runners can only steal third base.

12. There is a 5 run per half-inning maximum. After the 5th run is scored, the inning is over. For example, if your team has scored 4 runs in an inning, and a player hits a grand slam, only the 5th run counts (but you can count the grand slam in your team's personal stats). The only inning in which runs are not capped is the final inning. Only the umpire can declare an inning other than the 5th to be the final frame. Only complete final innings can be unlimited. For example, if a team bats in the top of the 5th and scores 5 runs, but the umpire says it's getting too dark and the bottom half of that inning will be the end, the home team does not get unlimited scoring because the visiting team was capped.

13. Mercy rule: if one team is winning by 10 or more runs after the LOSING TEAM has batted 4 times and the inning is complete, the game is over. However, if the visiting team is up by 15 or more runs after the top of the 4th inning, there is no need for the home team to bat because they cannot score more than 5 runs in the bottom of the 4th inning and would still be losing by at least 10 runs. Should the umpire officially declare the 4th inning to be the last inning, the home team would bat, because in that case the 5 run limit rule would be lifted. If the visiting team goes up by 10 or more runs in the top of the 5th inning then the home team will hit in the bottom of the 5th and the 5 run limit is still in effect unless the 5th inning is declared to be the last inning by the umpire.

14. Players arriving late for games must be inserted at the bottom of the batting order if they have already missed their first at-bat.

15. If a batter throws his/her bat, the umpire will warn the player that he/she will be ejected from the game if it happens again. The batter is ejected the second time the bat is thrown.

16. If a pitcher hits a total of 3 batters in one game, he/she must be removed from the mound.

17. Home team is responsible for preparing the field for the game including dragging the field if needed, lining the field, lining batter's boxes, watering the infield and , if a game was played before, watering the mound. They are also responsible to bring all equipment back to the snack shack and cover the mound after.

18. No hidden ball tricks or deception plays will be allowed.

19. Batting: Slashing will not be allowed. A player who slashes will be called out. The ball is dead. No baserunners may advance.

20. Trips to the Mound: When a manager or coach makes their 2nd mound visit for the same pitcher in an inning, that pitcher must be removed from the game. Calling a pitcher or catcher to the sideline will be considered a trip to the mound. Once a pitcher is removed from the mound they can be re-entered at any position (with consideration for rule #7 for a pitcher re-entering as a catcher)

21. Only USA stamped bats are allowed. USSSA bats are not approved. If a batter is found using a non-league approved bat, an out will be given to his team and the player will not bat. If he reaches while using the non-league approved bat, the player will be called out, and anyone on base reverts back to bases they were on prior to the hit.

22. Call Ups: While Minors team can play with 8 players, or borrow a right fielder from the opposing team. If ample time is given call ups will work in this fashion - A select group of board-approved Instructional AA players may be called up to fill in spots if needed to get to the minimum number of 9 players on a team. All call-ups require the approval of the appropriate Level Coordinator. Any call-up will bat last in the batting order and play outfield. If the Instructional AA players are not available, all 3rd grade Minors will be contacted to fill in. The call-up/fill list will be first come, first serve and work like a waiver wire. Once a player fills in, he or she will move to the bottom of the list.

23. Players are required to wear a helmet with a jaw guard when batting.