



Minor Boys Rules 2017 Season

1. LINEUPS

- A. Starting lineups will consist of a maximum of 9 players in the field, with the balance of players being designated as Extra Players. NOTE: The Extra Players must also play a minimum of 3 innings in the field, remaining in the same position in the batting order after they are inserted into a defensive position, meaning unlimited defensive substitutions but the batting order must stay the same.
- B. Batting line-up will consist of the entire roster of players present at the start of the game. Any additions made to the lineups after the books are set and “ground rules” reviewed by the umpire, must be added to the bottom of the lineup and must wait to enter the game, until the next full inning starts.
- C. A team is allowed to begin any game provided they have at least 8 players, from their roster, in their game lineup. If a team does not have 8 players present at the scheduled start time of the game, they will be allowed 15 minutes for additional players to arrive. If 15 minutes after the scheduled start time of the game a team cannot register a lineup of 8 players present from their roster, they must forfeit the game. There will be a 9-player batting roster and a team starting with 8 players must record an out each time the 9th batting position (the absent players batting position) is scheduled to come to bat. Coaches are not obligated to observe rule 1f for any players arriving after the first legal pitch in the 4th inning.
- D. If a player is injured or must leave the game for any reason causing the batting roster to drop below 9 players, the coach has the option to forfeit or to play on with less than 9 players. In the event that the injury drops the roster below the 8 player minimum, the game may still continue or be forfeited at the coaches discretion, however each absent player below nine will count as an out during their scheduled at-bat.
- E. For injuries or abandoned roster slots that **DO NOT** drop the roster below the 9-batter limit, those “holes” in the roster will be skipped over. Note: If several players leave a game in the same inning, causing the roster to drop below the 9-batter limit, the batting position which causes the 1st offense to the rule will be the slot that will be called out. *(ie... Batters 5, 7 & 9 of an 11-batter roster leave the game and batter 6 is the top of the order for the next inning. Batter 7 is the 1st hole (skipped)- drops roster to 10; batter 9 is the 2nd hole (skipped)- drops roster to 9 and batter 5 then becomes the 1st offense below 9- and becomes the slot that takes the automatic out.*

- F. All players will play a minimum of 3 innings in the field and have registered at least one “at bat” per game.

NOTE: Coaches of the “home” team are obligated to satisfy all requirements of this rule by substituting for a player “due up” within the next 6 batters beginning in the fourth inning to prevent a player from not receiving an “at bat” as the home team will not bat in the bottom of the 6th inning if they have the lead after the top of the 6th inning. If a team fails to meet these requirements and the league’s Board of Directors receives a protest, an audit of the scorebooks will be conducted. If found in violation of this rule, the offending team will forfeit the game.

- G. A team's ‘At Bat’ will consist of 3 outs or a maximum of 6 runs in an inning; whichever comes first.
- H. If a team scores 6 runs before 3 outs are registered the play will be called dead and the inning will be called over once the pitcher secures the ball and assumes a position of standing on the pitching rubber while in possession of the ball, after the last eligible batter has hit. The most batters allowed in any 1 inning shall be **per rule 1G.**

2. GROUND RULES

- A. Ground rules for each game will be determined before the start of play by the umpire and coaches from both teams. During ground rules the umpire must reinforce a warning that any player (*intentionally and recklessly or unintentionally*) throwing their bat will result in that player being called out. The umpire’s discretion has final authority. Also during ground rules the umpire must reinforce that any player recklessly and intentionally throwing any equipment (helmets, gloves, etc.) may be ejected from the game or the field completely at the sole discretion of the umpire.

NOTE: *it is Important that young players begin to associate the dangerous act of allowing their bat to fly loose during batting as an automatic out and therefore should be avoided at all cost.*

- B. All games will be scheduled for 6 innings. Games may be called due to darkness or inclement weather. Four full innings will constitute a complete game. A home team winning at the start of, or during any part of, the bottom of the 4th (or any subsequent) inning constitutes a complete inning in the event a game is called. If a game is called before 4 complete innings, the game will be replayed from the beginning. If a game is called before an inning is complete the score reverts back to what it was at the completion of the last full inning. When there is inclement weather the game will be delayed up to 30 minutes. If after 30 minutes the conditions are not suitable for game play (i.e. still raining, fields are sloppy, darkness) then the preceding rule will apply. If there is lightning or lightning is heard overhead the game will be suspended. A game will not restart until 20 minutes after the lightning has subsided. The top of any inning must start prior to 8 PM during May, and by 8:15 in June for games played on Monday through Friday. No new innings may start after 2 hours have elapsed from the games scheduled start time for weekend games, regardless if there is an available field. All games concluding in a tie score, as a result of the game being called, due to weather, time or lighting will be registered as a tie. If time allows, extra inning(s) may be played.

- C. The **mercy rule (15 run rule)** is in effect for this division. If after 4 full innings the home team has a lead of 15 or more runs, the away team has the top of the next inning to reduce the home teams lead to less than 15 runs or the game will be declared complete by the umpire. If after 4 full innings the away team has the lead by 15 or more runs the game will be declared complete by the umpire. If in any subsequent innings the away team has a lead of 15 or more runs they will complete their turn at bat and the home team will have the bottom half of the inning to reduce the away teams lead to less than 15 runs. If the home team fails to do this, the umpire shall declare the game complete.
- D. Players may not wear jewelry (earring, necklaces or bracelets); NO exceptions.
- E. Players **may not wear metal spikes. No open toed or open heeled footwear**, i.e. sandals, flip-flops, are allowed. League supplied team jerseys and hat, along with grey baseball pants must be worn by all players. Socks are a requirement.
- F. Protective **cups** and athletic supporters are **required** for any player fielding the **catcher's position**. Protective cups are strongly recommended for all players.
- G. **Helmets are mandatory** for any player at bat, on base, "on deck", coaching a base, pitchers warming up on the pitcher's mound. **Catcher's helmet and mask is mandatory** for any player warming up a pitcher, either on or off the field, or playing the catchers position during a game or practice.
- H. **Infield fly rule will NOT be in effect.**
- I. **Bases will be 60 feet apart.** The **pitchers rubber** will be **46 feet** from the rear tip of homeplate.
- J. The umpire or coaches may call a time out if a discussion of a play is necessary. The umpire makes all final decisions on all plays.

3. PITCHING

- A. The pitching week is defined as Sunday to Saturday. One pitch thrown constitutes (1) inning pitched. (3) Innings is the maximum allowed to be pitched by any one player within a game and (9) inning total is the maximum innings per pitching week. Any player **pitching 1 – 3 innings** in a game is **required one calendar day rest** before pitching again.

NOTE: A "**calendar day**" is not defined by a 24 hour period. Example; If player pitched in a Wednesday game, he may pitch again on Friday of that week.

NOTE: A **scorebook** for each team will be kept and **signed by the opposing coaches** after each game and remain available for review by the league's Board of Directors for where the game was played, at all times. The scorebook requires teams to **show how many innings each pitcher pitched at the end of every game**. Recall that 1 pitch thrown constitutes an inning pitched. It is

mandatory opposing scorekeepers compare/provide lineups prior to starting the game, and scoring and substitutions at the completion of every half inning.

- B. **Balks will not be called, but pitchers should be instructed what one is.**
- C. If any **pitcher hits 3 batters** with a pitched ball in the same game, that pitcher must be **removed from the pitching position** for the **duration of that game.**
- D. Any coach may come out twice in one inning to visit with the pitcher. When any coach makes the 3rd visit to that pitcher in that inning, that player must be removed from the pitching position. Total visits to an individual pitcher during the course of a game are limited to 3. If a 4th visit to that same pitcher is taken, that pitcher must be removed from the pitching position for the duration of that game.
- E. There will be no walks. Players pitch to opposing batters for the entire game with the exception that if 4 pitches thrown to a batter in a single at bat are called “balls” by the umpire, the fielding teams coach or other adult assistant will come in and pitch to the batter; unless otherwise determined by the coaches prior to the game. The coach will be allowed 5 pitches to this batter. When the adult is pitching, the **child fielding the pitchers position** is to be placed on **either side of the adult AND** must **NOT be standing in front of the adult.** The child may be no closer to home plate than the location of the pitcher’s plate. The adult pitcher should make no attempt to field the ball, except to protect himself. Any batted ball that touches the adult pitcher is still live and play continues. If the adult pitcher catches a ball hit in the air, he is to drop the ball to the ground immediately as it is a live ball and play will continue.
- F. Any player once removed from the pitcher’s position in a game, may not return to the pitchers position during that game. Only 5 pitchers may be used in any one game.
- G. When a coach or adult assistant pitches to a player the coach or adult assistant must simulate a fastball and be near the pitching rubber. The ball should have a straight trajectory and have no arc on it.

4. BASERUNNING AND HITTING

- A. **Overthrows** that go **out of play** will result in the base runner being awarded the **base he is running to and the next base.**
- B. **Stealing is NOT permitted.** There is **no leading off.** A base runner is not permitted to leave a base until the ball has crossed home plate. **If the runner is not attempting to** advance to the next base, and the **ball is** returned and **secured by** the **pitcher** within a **6 foot radius** of the **pitchers plate**, the **runner is required to return to base they last occupied** and await the next pitch. Any movement by the runner attempting to draw a “pickoff” type throw from the pitcher once the pitcher has secured control within the 6 foot radius of the pitchers plate will be considered a **delay of game**

warranting **one warning** from the umpire. Every further delay caused by this action will result in the base runner being called out. This warning applies to both teams and any subsequent base runners.

- C. **Sliding is required.** A base runner must slide to avoid any **collision (solid, forceful impact)**, whether the collision is deliberate or accidental, with the defensive player **either waiting for, securing, or in possession of the ball**. Failure to avoid a collision caused by the base runner not sliding will result in the runner immediately being called out. There will be NO head first sliding.

NOTE: Coaches must familiarize themselves with the obstruction rules which will be enforced.

- D. There is NO stealing of first base on a dropped 3rd strike. The ball is dead upon a 3rd strike being called.
- E. A base runner, or batter-runner, struck by a batted ball in any base path before it touches any fielder or umpire will immediately be called out.
- F. A batted ball that strikes any part of the batters' person while in the batter's box is an immediate dead ball.
- G. A batted ball that bounces inside of or over any part of first or third base whereas the trajectory causes it to subsequently land in foul territory is a fair ball. A ball batted into the air beyond first or third base is always judged solely where it lands, provided the trajectory of the ball was not altered by any player, coach, umpire, spectator, or team and/or field equipment. A batted ball touched by a player in fair territory that first touches the ground in foul territory is a fair ball; a batted ball that ricochets off of the backstop or baseline fence and come back into fair territory is a foul ball.
- H. A batted ball struck directly off of home plate is a live ball, provided it remains in fair territory.

NOTE: A batted ball "chopped" directly off of home plate whose trajectory allows enough time for the catcher to catch the ball prior to it striking the ground is judged "fair" or "foul" solely on the position of the ball within or outside of the base lines when it comes in contact with the catcher's mitt.

- I. A runner who interferes with a fielder who is attempting to make a play on a batted ball will immediately be called out regardless if the interference was intentional or not. NOTE: "Any runner is out when running more than three feet away from a direct line between bases to avoid being tagged out, unless such action is to avoid interference with a fielder fielding a batted ball."
- J. A batter cannot step "on" or "over" home plate while at bat, as he will be immediately called out, UNLESS he is attempting to avoid being hit by the pitched ball. Batters hit by a pitched ball (including any part of the batter's uniform) will be awarded first base.

NOTE: The batter's hands and fingers are considered to be part of the bat while swinging. And

contact with a pitched ball, with either the hands or fingers during a swing will not result in the batter being awarded any of the privileges of a “hit” batter. The hand and fingers ARE NOT considered part of the bat when attempting to avoid being hit by a pitched ball. Contact of the hands, or fingers, and the ball while avoiding a pitched ball will create an immediate dead ball and permit the batter to be awarded first base. Batters must make an effort to avoid being hit by the ball. When a player fails to make any effort to avoid a pitched ball the umpire will call the pitch either strike or ball and NOT award the base.

K. Intentional **bunting is NOT legal**.

L. **Batting out of order**. When it is discovered that a player is batting “out of order” prior to becoming a base runner, he must be replaced by the correct batter, who will immediately enter the batter’s box and play resumes with the same count of balls/strikes (if previously called on wrong batter), and outs. No outs or penalties will be assessed.

i. All base running action during an “out of order” batter, providing it occurs prior to the wrong batter becoming a base runner will be legal and will not be changed or penalized.

ii. **All action resulting from a batter batting out of order will stand if the defense does not appeal prior to the first pitch to the next batter**. Proper action will continue with the batting order resuming with the next batter who normally follows the previous batter that just batted out of order. The batter who was supposed to bat previous to the last (out of order) batter simply loses his turn at bat.

iii. **If the defense appeals prior to the next pitch** to the next batter, the out of order batter’s status remains, however, the batter that was supposed to bat will be called out and any runners advancing or scoring shall be nullified and any base runners will return the base they occupied prior to the out of order batter receiving the first pitch in the batting out of order sequence. Play resumes with the proper batter (the batter batting out of order) being the batter again.

5. GENERAL LEAGUE RULES

A. **Unsportsmanlike Conduct** by players, coaches, or spectators will be dealt with by the umpire. One warning will be issued. If unsportsmanlike conduct continues, the offending person(s) will be ejected from the playing field, bench, or grandstand areas. This one warning will be issued to both teams’ coaches and applies to both teams. In extreme situations the umpires have authority to declare the game over and have the game forfeited to the opponent of the offending team or the offending team’s spectators.

B. **Tie Breakers** for the regular seasons final standings to determine tournament match ups will be decided in the following order when 2 teams are tied:

- i. Head to Head Won-Lost Record.
 - ii. Total runs Against Head to Head
 - iii. Coin Toss
- C. Tie Breakers for the regular seasons final standing to determine tournament match ups will be decided in the following order when 3 or more teams are tied:
- i. Head to Head winning percentage amongst all team tied.
 - ii. If 2 teams are still tied refer back to rule 5b for breaking this tie.
- D. Any team found to have played with ineligible players, or did not meet all rules regarding minimum innings played, a minimum of 1 complete at bat, and pitching rules will result in the offending team forfeiting the game in protest.
- E. The home team’s scorebook is the official scorebook of the game. Both coaches should be sure that this book is accurate before signing.
- F. All protests must be filled through Board of Directors where the game was played. At that point both boards will review the protest.
- G. Batters may only use bats with a 2 ¼ inch barrel, meets the following drop allowance and is Little League approved. (*February 2013*).

Baseball Barrel Size 2 ¼ inch		
Age	Under 7	8 -9
Length	24” – 26”	26” – 29”
Drop (no greater than)	-13.5 to -12	-13.5 to -10

6. PLAYOFFS

- A. All playoff games will be played in their entirety, until a winner is declared.
- B. Mercy rule still applies.
- C. If a game is called due to weather or time limit and the game ***is not*** official, the game will be rescheduled and replayed. Notify Div. Rep. to reschedule game.
- D. If a game is called due to weather or time limit and ***is*** an official game (4 innings), the game will be resumed from the point where the game was called. Coaches/scorekeepers on each team must review and confirm that books are accurate. The umpire of the game will initial the team books, as he is a witness to the called game. Notify Division Representative to schedule game to be resumed.

Note: games should be called at top or bottom of an inning whenever possible. If not possible... when play resumes... offensive players must stay in the same batting order as when game was called, unless LEGAL SUBSTITUTION is made. Defensive players that were in the game when the game was called, must take the field when game resumes. These players are allowed to play any position in the field except the pitcher. The player that was pitching when the game was called must be the same player that is pitching when game resumes, unless legal substitution is used and then pitching and substitution rules apply. The pitcher who started the game and pitched the first 3 innings is not eligible to pitch for the remainder of this game, regardless of any days of rest in between the time the game was called and when it was resumed.