



Minor League Rules

1. Games are six innings long. No new inning will start after 1 hour 15 minutes of game time. Game length general rule is 1 hour and 30 minutes. *(Game length/Time limits may vary depending on location. Talk with the host team coach and umpire prior to the game start to verify).
 - a. Pitchers are allowed 5 warm up pitches between innings and 8 if a new pitcher is brought in.
2. Games will end if the home team is ahead by 10 runs after 3 ½ innings of play. 4 complete innings for visiting team.
3. There will be a 5 run rule per inning.
 - a. In the final inning, when the home team is down by more than 5, they have the opportunity to tie the game but can't win in the final inning.
4. Ten players on the field at a time. Seven player minimum to begin play. No rovers allowed. Extra player must play additional spot in the outfield.
5. All players will bat, if a player is unable to continue to play, there will be no penalty to the offensive team when he is due up. If he is able, he can re-enter without penalty.
6. Batting order from game to game will be continuous, meaning if the 7th batter made the last out of the last game, then the 8th batter will lead off the next game. Continuous Batting Order (CBO) will help coaches essentially set one lineup for the entire season.
7. All players are limited to sitting out no more than 2 innings. All players must play at least 1 inning in the infield per game.
8. Bunting is allowed, **no fake bunting**. If a player fakes a bunt and then swings, **they will be automatically called out**.
9. The batter cannot run on a dropped third strike.
10. Players are allowed to advance 1 base per time on the base path. Runners are not allowed to leave the base before a pitch crosses home plate. If they leave early, the runner will be sent back to their original base and given a warning. If this continues, umpires may use discretion and call the base runner out. *No runner may score on a ball overthrown from the catcher back to the pitcher.
11. **Advancing home on a wild pitch or passed ball will not be allowed.**
 - a. If the catcher or another fielder retrieves the passed ball and returns the ball directly to the pitcher, the runner on third base cannot come home. This also applies if the pitcher muffs the return throw or the catcher throws the ball past the pitcher.

- b. **The only way a runner on third may advance home is if the catcher or pitcher attempts to make a play ON HIM at 3rd base OR he is hit home.**
 - i. Attempting a play must include making a throw in an attempt to put a base runner out. Pitchers and catchers should be instructed that no matter what the runner on third does, if they ignore him and do not throw at him, he will be required to return to his base before the next pitch.
 - c. Runners on 1st or 2nd cannot steal on the throwback to the pitcher even if the pitcher muffs the throwback. However, it is not a dead ball. If the pitcher or any other fielder retrieves the muffed throw and attempts to make a play on any base runner, the ball is live and any base runner off his base may be put out.
 - d. A ball is live and all base runners may advance when the ball is within the fences and in play. Runners may not advance once the ball is in the pitcher's glove.
 - e. **Runner are not allowed to advance on a wild pitch thrown by a coach.**
12. Walks: **No walks will be allowed during game play.** Coach will come in after the 4th called "ball" and will pitch. Pitch count remains the same for the at-bat. Coaches should be coaching kids to swing at pitches throughout all at-bats. *If the coach interferes with a live ball without making a reasonable attempt to get out of the play it will be an automatic out. Exception would be a line drive back at the coach at which point the ball is live off deflection of the coach.*
- a. *When coach is pitching, player pitcher should remain within 5-7 feet of coach to either left or right side. Playing the "pitcher" as a second shortstop or 2nd basemen will not be allowed.*
 - b. *Coach who is pitching should be set up on or near the pitching rubber (46").*
 - c. *No bunting is allowed when the coach is pitching.*
13. If a player is hit by a pitch, the player can choose to either take their base or continue the at-bat with the coach coming in to pitch. If a coach (pitching) hits his own player, the player must continue the at-bat.
14. Defensive players may not block the base without possession of the ball.
15. All runners must slide at 2nd base, 3rd base, and home plate on a close play or the runner will be called out. A "close play" is determined ONLY by the game official and will be ruled so by the home plate umpire ***Head first sliding is prohibited unless returning to the previous occupied base. If the base runner slides head first, runner will be called out.**
16. A player cannot play the same position for more than 2 consecutive innings. (except the pitcher and catcher)
17. Pitchers are allowed to pitch a maximum of 3 innings per game and 6 innings per calendar week (Monday-Sunday). **One full calendar day** of rest is required if 3 innings are pitched in one day. One thrown pitch is considered one inning.
18. Upon removing a player from the pitching mound, that player may not pitch again in the same game however, they may return in a different defensive position.
19. The batter and base runner must wear helmets at all times.

20. Rubber cleats or tennis shoes only. No metal cleats
21. **Bat Rule Updates:** All bats must be certified by the new USA Baseball Bat Standard and have the USA Baseball stamp on them. 2 5/8" bats are allowed with no restriction of length to weight ratio (drop). 2 1/4" bats will still be allowed if they too are stamped with the USA Baseball stamp. NO EXCEPTIONS
22. Bats should be no longer than 33 inches.
23. No defensive coaches allowed in the field
24. On deck batter allowed on field but must stay on side to batters back. Leadoff batter is allowed outside the dugout between half innings.
25. Games can be called by umpires due to weather, darkness, or any other safety reason deemed necessary by the umpire.
26. Field size is 46' pitching rubber with 60' base paths.
27. Visiting team will operate the scoreboard when applicable.
28. Coaches are allowed 2 visits to the mound per pitcher. Upon the 3rd visit, pitcher must be removed from the mound.
29. Courtesy runner may be used for the catcher **at any time** and encouraged with 2 outs. The runner will be the last player to make an out in the previous inning.
30. **No infield fly rule in Minors.**
31. No infield practice will be allowed within fair territory on the infield surface. Infield practice may be done in foul territory in front of your dugout.
32. Strike zone will be slightly modified and will be larger than standard to help encourage kids to swing at pitches. Roughly a ball inside and outside the plate wide and mid-shin to armpit tall.
33. Umpires decisions are final. Head coach is the only coach allowed to consult the official on a call and must do so respectfully.
34. The umpire will call missed bases, leading off, etc immediately upon observation. The defensive team does not have to make an appeal play.
35. **Sportsmanship:** Umpires have been directed to insure a game that is fun, and promotes good sportsmanship. To promote these goals, the umpires HAVE THE DISCRETION to remove a player or coach from a game for any (but not limited to) the following reason:
 - a. Player who deliberately or maliciously throws a bat, helmet, or other object
 - b. Any member of a team exhibiting behavior that is not in the spirit of fair play and good sportsmanship, especially if he/she has been previously warned about their behavior.
 - c. Member of a team uses profane or objectionable language while on the field or in the dugout.
 - d. No use of alcohol or tobacco products while in the dugouts or while on the field during play by managers, players, or coaches.
36. Managers and coaches are responsible for the attitudes and sportsmanship displayed by their team and should lead by example.