Minors - Grades 1-2 Rookies - Grades 3-4 Majors - Grades 5-6

- 1) The Ground Rules of the home team shall apply.
- 2) To help speed up the game: A courtesy runner for the catcher should be used with 2 outs to allow the catcher to change into his gear. Courtesy runner must be the batter that made the previous out.

To help speed up the game: Only 5 warm-up pitches allowed between innings.

- 3) The distance between the bases will be (60) feet in length.
- 4) The pitching rubber will be **(46)** feet from home plate.

5) Length of Game:

The length of the game for <u>Majors</u> and <u>Rookies</u> will be (6) innings long with no new innng starting after <u>1 Hour and 45 Minutes</u> from the Game Start Time, ** Unless agreed upon by the coaches and umpires.

The length of the game for <u>Minors</u> will be (6) innings long with no new inning starting after <u>1 Hour and 30 Minutes</u> from the Game Start Time, Unless agreed upon by the coaches and umpires.

- 6) If the home team is ahead by (12) or more runs after the 4th inning, the game is officially over. The game may continue for fun/practice if agreed upon by the coaches.
- 7) A team must field **(8)** players in order to start a game. Players arriving late must be added to the bottom of the batting order. **No Exceptions.**

Players arriving late may be put into a defensive position at any time.

- 8) There will be a **(15)** minute grace period from the scheduled starting time of a game to allow a team to field the **(8)** player minimum.
- 9) If a team fails to field the (8) player minimum in the allotted time, the game shall be declared a forfeit. Coaches may decide to divide their teams and play the game anyway but the forfeit still stands regardless of the outcome of the game.

10) A game is considered complete after (4) innings have been played.

11) Base Stealing:

<u>Minors</u>: No lead offs or base stealing is allowed.

<u>Rookies:</u> No lead offs or base stealing is allowed.

- **Majors:** The base runners are not allowed to lead off, however, they are allowed to steal after the pitched ball crosses home plate. Leading off prior to the pitch reaching home plate shall result in the player being called out.
 - ** No steaing of home plate is allowed.
 - ** Players may not score on a passed ball.

12) <u>Bunting:</u>

- Minors: No Bunting allowed.
- **Rookies:** No Bunting allowed.
- Majors: Bunting is allowed at this level.
- 13) In the event of a ball being thrown out of play, the runner will be awarded (1) base in addition to the base they were headed toward.

<u>Minors:</u> Once the ball reaches the infield, play stops. Runners can not continue running.

14) Pitching:

Minors:

The pitcher will be the coach (or any assistant) of the team that is batting. Only **swinging strikes** will be called so balls do not count.

All pitches should be thrown **overhand** and from the rubber so the players get used to that motion. For smaller players the coach may move closer to home plate.

Rookies:

If a pitcher has pitched ball four, the batter will be given (3) pitches and will be allowed (2) swings to put the ball in play. If a player does not put a ball into play within those 3 pitches, the batter will be called out.

However the batter cannot be called out on a foul ball. Coach must pitch from the rubber.

Rookies/Majors:

Pitchers will consist of team players. Each pitcher is allowed to pitch a maximum of (2) innngs per game.

Innings pitched must be consecutive.

A pitcher may not re-enter the game as a pitcher. The delivery of **(1)** pitch during an inning would qualify for an innng pitched.

- 15) If the catcher drops the ball on the third strike the batter is still out.
- 16) No balk rules or infield fly rules apply.
- 17) Base Coaches may be either players and/or coaches.
- 18) Substitute runners are not allowed, except for the catcher, or if a player becomes injured.
- 19) Shoes with metal spikes are not allowed.
- 20) Players must be wearing a helmet while they are either hitting, running bases, coaching a base, or waiting on deck to bat. The game shall not proceed until all players meeting the above criteria are wearing a helmet.
- 21) The batting order shall consist of all players on the team. Players arriving late must be added to the bottom of the batting order. No Exceptions.
- (10) defensive players are allowed on the field by allowing a fourth outfielder.
 All (4) outfielders must be on the outfield grass. All team players must play a defensive position for a minimum of (3) innings during a (6) inning game.
- A total of (7) runs is the maximum allowed per team during any (1) inning.
 Once the 7th run has crossed the plate, that side of the inning is over.
 This rule appies to all innings including the last.
- 24) The home team shall supply (2) game balls at the start of the game.At least (1) of these balls must be a new ball.
- 25) The home team is responsible for having the bases and umpires equipment brought to the game.

- 26) Fans directing abusive language toward a umpire, manager, or coach player or other personnel must be counseled by both teams managers to cease the activity. If the abuse continues the managers and umpires together must announce the game will be halted until the abusive fan leaves the ballpark.
 - ** No Alcoholic or hard liquor is allowed at any youth sports baseball/softball activity. Do not come to a game or practice under the influence or you may be asked to leave the premises. Smoking is not allowed in the dugout areas, on the field, or within 30 feet of the field area. This pertains to all coaches, parents, family members, and friends who are enjoying the game.
 - ** No pets are allowed at any league fields.
- 27) Players must slide into bases where the fielder has a play on them. Runners that run into fielders making a play will be called out. A second offense will suspend the player from the rest of the game.

** Player interference will be up to the discretion of the umpire.

- 28) The home team shall supply 2 Umpires. If the assigned umpire (s) do not show for the start of the game, every effort shall be made to play the game using substitute umpires who are agreeable to both teams and coaches.
 - Minors: Umpires for these games will be coaches, parents or older siblings of the participating teams.
- 29) An umpires decision that involves a judgement call such as, but not limited to, whether a ball is batted fair or foul, whether a pitch is a strike or ball, or wheher a played is safe or out, is final.
- 30) Any accidents must be reported to the governing bodies of both teams involved.
- 31) Only **rostered players** will be allowed to participate in league games and the end of season inter-league play-off games. **No Exceptions**