

Minor League Baseball Rules:

as of April 1, 2014

The first few scheduled games of the season will be scheduled as exhibition games with win/loss records not kept. The League Director will notify the Managers when the exhibition games are complete, and the official season games begin. If playoffs occur, teams will be selected on a lottery basis, (picked out of a hat).

1. Playing Time

- a. "Free substitution" of players in & out of the game. Three inning minimum per player rule applies (see rule 1b)
- b. Three full innings in the field minimum for all players. Players not playing three innings **MUST** start the next game and **MUST** play the first three full innings (minimum). The only exceptions to this rule are: player injury, player arriving late (after completion of first inning), player takes themselves out of the game before their three innings could be finished, player was ejected from game.
- c. Every player must play five full games during the season (3 in the first half and two in the second half).
- d. All players bat in the batting order.
- e. Pool players will not pitch or catch.

2. Pitching / Catching

- a. Pitchers may pitch no more than three innings in any game, six innings in any pitching week and are subject to all other Little League Pitching rules. A pitcher may pitch no more than two innings in each of their first two pitching appearance of the season.
- b. Please be aware of pitch counts and do not allow a pitcher to exceed pitches as listed in the Little League Rule book.
- c. A pitcher that hits three batters in a game must be removed from the game.
- d. Catchers must follow the Little League Rule on Catching. (Please see rule book).
- e. **All pitching and catching data must be recorded in the Minor League Record book located in the Refreshment Stand. This needs to be filled out completely after each game. (No partial innings, 1 pitch=1 inning). (Please note if this is not filled out completely your team will be credited with a loss).**
- f. Any other pitching rule not stated will be Little League book rule.
- g. **At no time can a manager or coach warm up their pitchers.**

3. Base Running

- a. Stolen bases-**No advancing** on overthrows.
- b. No delayed Steals (ex: after the active part of the play has ended, if the ball is being returned to the pitcher all base runners must return to the base and cannot advance. (If the catcher initiates a play by throwing to a player other than the pitcher runners may advance at their own risk).
- c. One base on an overthrow.
- d. Continuation play not permitted in Minor baseball. A walk is awarded first base and the batter may not advance to second on the same play.
- e. **No stealing home.**
- f. Courtesy runner for catcher is **REQUIRED** when catcher is on base with two outs (last batted out other than pitcher).
- g. Three outs or five runs per offensive half inning except in the 6th inning.
- h. 12 run mercy rule after the 4th inning or 3 ½ if home team is ahead.
- i. No base stealing when ahead by 10 run advantage after third inning

4. Batting

- a. All helmets must have a chin strap.
- b. No on deck circle batter so the only player with a bat should be the player up to bat.
- c. Players arriving after the lineup exchange will be placed last in the lineup
- d. Pool players will bat last.

5. Notes

- a. A game is considered complete if 4 complete innings have been played (3 ½ if home team is ahead).
- b. There will be no more than **1 manager and 2 coaches** allowed in the dugouts during a game. Children not on the official rosters are not permitted in the dugouts.
- c. **Both teams** must clean out the dugouts and refresh the fields after each game.