

Minor League Rules

Revised 4/10

Complete Game

- Six innings constitutes a game.
- In case of rain or darkness, three and one-half innings for home team and four innings for visiting team, if ahead shall constitute a game
- Rainouts should be rescheduled as soon as possible. Consult Schedule Coordinator for field availability. Both coaches should work directly with the schedule coordinator to reschedule the game.
- A maximum of 5 runs may be scored per inning. However, there is no limit to the number of runs that may be scored during the last inning.

Team and Playing Time

- A team consists of a minimum of 8 players. A team cannot draft additional players from other minor league teams. It is a forfeit if 8 players do not start the game or continue in the game.
- Game time is 6:00 pm on weekdays.
- Forfeit time is 6:15 on weekdays
- Saturday games will vary depending on schedule. Forfeit time is 15 minutes after scheduled start time.
- Each team is allowed 9 players defensively.
- No inning may start after 8:15 on weekdays
- No inning after 2:15 hours of cumulative game time on weekends.

Playing Area and Equipment

- Playing area is an imaginary line from the backstop, running parallel to the 1st and 3rd foul line.
- Playing field is the area bounded by home plate down each foul line.
- Base distance is 60 feet. Pitching rubber distance is 46 feet.
- Little League bats and balls are required. Only Little League 2 1/4" barrel bats are allowed. No big barrel bats.
- It is **mandatory** that catchers wear full protective gear, including cup protection while catching. The game will be forfeited if one team is unable to play a catcher without cup protection.
- Catchers must use catchers mitt unless agreed upon by both coaches.
- Area behind backstop is off limits to everyone.
- On deck batter must be on same side of plate as batter

Substitution

- Free substitution defensively except for the pitcher. If the pitcher is taken out, he cannot pitch again in that game, but may play other positions.
- Team must bat through the lineup. All players are in a batting order and bat.
- All players must play at least four innings if they are present at the start of the game. Each player must play at least one inning in the infield.

- No player can play more than 3 innings at one position per game.
- Courtesy runner for catcher after 2 outs (last out).
- Any late arriving players will be added to the bottom of the batting order and announced to the opposing team.

Pitching

- Pitchers are allowed to pitch a total of 6 innings in a 7-day calendar week. No more than 3 innings in a game. Calendar weeks roll over on Saturday at midnight.
- Three additional innings will be allowed for a make-up game, with 9 innings maximum for the week. Calendar weeks roll over on Saturday at midnight.
- Any partial inning or single pitch counts as an inning.
- For the benefit of the players, coaches are urged to carefully follow these rules.
- Two trips to the mound. The pitcher must be removed if a third trip to the mound is made.
- The pitcher must be removed if he/she hits two (2) batters in one inning.

Ball in Play

- Overthrow out of the playing area is a dead ball. The runner(s) is/are entitled to one base only.
- Overthrow in the playing field, the runner(s) may advance as far as possible at their own risk. Once player has the ball at the pitchers mound area, the runner(s) must hold to their base. If runner is halfway between bases when the pitcher gets the ball, they can continue to advance at their own risk.
- No lead-offs are allowed, but runner may take a step or two off base to reset themselves after a pitch, in doing this, the ball is still alive. (After the pitch crosses the plate.)
- No stealing is allowed. Once the pitcher has the ball, the runner(s) may not advance. An exception is if the ball gets by the pitcher and crosses the base path then the runner may advance.
- If a pitched ball goes at least 8 feet behind the catcher, the runner(s) may advance from 1st to 2nd base, or from 2nd to 3rd base at their own risk. If the runner is played upon and there is an overthrow in the playing field, the runner(s) may advance one base, including home.
- On a blocked ball by the catcher that goes to the side and not behind the catcher, the runner(s) may not advance.
- Bunting is allowed.
- If the bases are full and the batter walks, the run scores.
- If a runner is on third base and the ball gets by the catcher, they cannot advance or attempt to steal home.
- Sliding: The base runner must slide to avoid contact when a play is pending. The offensive or defensive player that promotes avoidable contact will be ruled against. Sliding is always deemed as an attempt to avoid contact. Any contact that is deemed flagrant by the board will receive a 2-game suspension. Penalties carry over to playoff games.

- Home plate, if contact is possible, (close play), the player must slide into home to avoid unnecessary contact. A player positioning his body between a runner and his destination (blocking the plate), is considered to be promoting contact. The umpires' discretion will stand.
- No drop third strike rule.

Coach Responsibilities

- The home team must provide 2 new game balls and a home plate umpire. The home plate umpire is always asked to umpire behind home plate.
- Coaches meet prior to start of each game with the umpire to discuss field of play rules, and any field circumstances.
- It is the responsibility of the coaches to **consistently set an example for players**. Instructing and coaching a respect for the game, their teammates, and the opposing team is essential for Elburn Baseball & Softball.
- Sportsmanship with healthy competition is to be stressed.
- Any disputes must be arbitrated in a positive, sportsmanlike, fashion. Improper behavior, foul language, and disrespect for umpires will not be tolerated. The discretion of the umpire stands if this behavior persists in a game. This includes parents and other spectators.
- Intentionally throwing equipment (helmets or bats), and swearing at an umpire are grounds for dismissal from the game.
- Throwing bats: 1st time = warning. 2nd time = an out.
- Please put bases away if you are the last game played on the field for the day.
- Please fill in holes around all bases and the pitchers mound.
- Please clean-up trash in dugout and around the field. The players should be encouraged to help.

Umpires

- Umpire should inspect bats in dugout for proper size prior to start of the game.
- Only head coaches may address umpire.