

Minor League 8,9,10 Player Pitch

General Rules

1. Each team will supply two new baseballs at the start of each game. The home team is responsible for paying the umpires.
 2. Games will be 6 innings long, time permitting. If game is tied after 6 innings, extra innings can be played to determine winner, time permitting. If no time is permitted, the game will end in a tie and points will be split.
- *NOTE if a game is not completed by the drop dead time then the game will revert back to the last completed inning.**
3. Speed up rule for catchers...If the catcher is on base when there are two outs, the last batted out will pinch run for the catcher so that they can get their catcher's gear on in preparation for the next inning.
 4. Unlimited substitutions on the field.
 5. Any player coming late will enter the bottom of the batting order and no inning is considered too late except for the last inning.
 6. If a player is injured and cannot play, their position in the batting order will be passed over without being recorded as an out. The player may return to the game after sitting out a ½ inning.
 7. Four coaches allowed in the dugout. Only adult coaches, are allowed to coach first and third base.
 8. Each player must play at least 3 innings in the field or half of the game in the field.
 9. The decision as to whether to play a game in inclement weather must be mutually agreed by both team's managers. The home team manager must call the Major League president and the chief umpire for any cancelled games. A field operations officer also has the right to call a game and may overrule team managers.
 10. Once the game begins the decision to stop play because of inclement weather or any other safety issue lies in the hands of the head umpire, field operations officer or a mutual agreement between the managers.
 - a. If a game is called after **"One Complete Inning"** is played the game will resume at that point of the game at a later date. All records including pitch count will be used.
 11. Respect all umpires decisions and set the proper example for your team. Ensure your players and your fans exhibit appropriate behavior. The umpire has the right to remove coaches, players, and fans from the game.
 12. If a player curses or throws any part of their equipment they will be subject to ejection or possible suspension.
 13. Uniforms must be worn and no shorts are permitted.
 14. Catchers must wear a cup.
 15. Both team coaching staffs will be responsible for field preparation and closing if they are the last game of the night. Home team is responsible for scheduling parents to work the snack stand for their game.

Pitching Rules

1. Any player on a league roster may pitch. There is no limit on the number of pitchers used in a game.
 2. All 6 innings will be kids pitch unless both managers agree that coaches should finish in the best interest of the game.
 3. It is the managers responsibility to report ineligible pitchers during the ground rules of each game.
 4. Pitchers will be held to a pitch count. We will follow the Little League rules, according to the little league rule book.
 5. **Pitch counts goes by age and are as follows:**
 - **7-8 50 pitches per day**
 - **9-10 75 pitches per day**
 6. When the pitcher meets the pitch count limit, he/she may continue the batter they are currently facing until that batter is out or reaches a base safely. The pitcher may remain in the game at another position.
 7. All pitchers age 14 and younger must adhere to the following rest requirements:
 - **66 pitches or more in a day, (4) four calendar days of rest must be observed.**
 - **51-65 pitches in a day, (3) three calendar days rest must be observed.**
 - **36-50 pitches in a day, (2) two calendar days rest must be observed.**
 - **21-35 pitches in a day, (1) one calendar days rest must be observed**
 - **1-20 pitches in a day, (0) no calendar day of rest is needed.**
- NOTE *** A pitcher who delivers **41 or more pitches** in a game cannot play the position of catcher for the remainder of the day.
8. Once a pitcher is removed from the mound, they cannot return to pitch for the duration of the game.
 9. Each team's scorekeeper will use a counter to keep the pitch count. The scorers will meet after each 1/2 inning to verify the count. Any discrepancies will be settled by the managers.
 10. A pitcher will be removed if 3 players in one inning or 5 batters in total are hit by a pitch.
 11. A manager or coach is permitted to visit with the pitcher 2 times in the same inning or 3 times total in a game.
 - a. The 3rd time in the inning or the 4th time in the game the pitcher needs to be removed.

Stealing

1. May steal 2nd and 3rd at their own risk. There is no leading on the 46/60 field and players must wait until the ball crosses the plate to steal a base.
- 2.
3. Runners cannot leave the base until the ball passes the batter. Each player will be given a warning and will be sent back to the base. After the warning, the player will be called out for any repeat during the game.
4. Once a runner makes a move to go back to the base they came from on a lead or steal they are committed to that base and cannot make a second attempt to steal until the next pitch. (Umpire Discretion)
5. Play is stopped and runners may not advance when the ball is thrown back to the pitcher, provided the pitcher is on the **mound**. (within 4' of the rubber in any direction and will be umpires discretion)
6. **A player is not permitted to steal on a walk. (only during regular season)**

Hitting and Base Running

1. Every rostered player present at the start of the game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.
2. During regular season, play there will be a 5-run limit per inning except for the last inning. In the last inning of play up to 10 runs will be allowed.
3. A game will end early when the lead of the game is 10 or more runs and the visiting team has completed 4 innings. At that point, the winner will be declared but the game should finish allowing the players to practice.
4. Base runners must avoid collisions with members of the defensive team, by either avoiding the defensive player or sliding. Sliding is of course preferred and what should be taught to the kids.
5. Base Runners MUST AVOID contact or slide into home plate if there is a play at the plate. Only feet first sliding on all bags. If a head first slide is attempted the runner is out. (umpire's discretion)
6. No hurdling or jumping over a defensive player is allowed at any base and will be called an automatic out.
7. Rule 3.09: Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time including in-game warm-up, pre-game warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen.
8. Rule 3.04: A player whose name is on the team's batting order may not become a substitute for another member of the team. Local league option: a local league may permit a "courtesy runner" for the catcher and/or pitcher of record when there are two (2) outs.

Exception: If the continuous batting order is used, the “courtesy runner” may be in the team’s batting order and must be the player in the batting order who made the last out. see 7.14(b).

Tournament Rule 9:

All Tournament Teams (Junior Division and below) must adopt a policy of a continuous batting order that will include all players on the team affidavit present at the start of the game, to appear in the batting order. Each player is required to bat in his/her respective spot in the batting order. A player may be entered and/or re-entered defensively in the game at any time, but is not required to play on defense.

Tournament Rule 3: A tournament team may permit a “courtesy runner” for the catcher and/or pitcher of record when there are two (2) outs. Utilizing continuous batting order, the courtesy runner may be in the team’s batting order and must be the player in the batting order who made the last out.

Run Rule:

Will be in effect for all games including playoffs and championship games. The game will be declared over and complete in these scenarios.

- **10 Run Rule** 10 runs after 4 innings on all field sizes
- **15 Run Rule** 15 runs after 3 innings.

GAME POSTPONEMENTS, MAKE-UP GAMES, POOL PLAYERS, REPLACEMENT PLAYERS

1. Any postponement of games for reasons other than weather must be approved by the division president, and must be approved at least 24 hrs in advance. Managers need to work together to approve the postponement first before notifying the divisional president.
2. A team needs to have 8 players to start and finish a game. If you start with 8 but have an injury or illness you may use a pool player from the division or managers could agree to borrow players to complete the game.
3. If you have less than nine players before the start of a game a list of pool players (Minor Division players only approved by the player agent) will be available to complete your roster for that game. A pool player must play in the outfield and bat in the last position. The pool player cannot play in the field more innings than a player on that team’s roster.
4. Pool players will be assigned to the team by the player agent or divisional president only.
5. There is a difference between a pool player and a replacement player. A pool player participates for a team for one game. A replacement player becomes a permanent member of the team’s roster and is assigned by the player agent from the waiting list of that division or the Minor Division.
6. If any team has an injured player that will miss more than 3 games, the manager must inform the division president and the player agent. The manager then has the choice of asking for a replacement player, which

is assigned by the player agent. Once a replacement player is assigned, that player becomes a permanent player on the team's roster, even if the injured player returns.

7. The Player Agent has the right to assign a replacement player to any roster, if there is a team that has problems fielding a team and has excessive postponements or excessive use of the pool players.
8. Any game postponed must be rescheduled by league administrator please email the cancelled game to Gino gino624@me.com with the subject cancelled game.

Other Points

- The home team is responsible for entering the final score and each manager enters pitch counts. After the game you are to go to the Dicks TSHQ apps to record this information. When entering a pitchers name you will use the first name and last initial with total pitch count. Before each game remember to get the umpires names so that you can enter them into the game results as well.
- If a team pitches an illegal pitcher due to a pitch count violation (**NOTE one pitch is considered a violation**) the opposing manager has up to 5 days to protest the game with the league president. The league president will then file the protest with the rules enforcement committee for a full review. If in fact an illegal pitcher was used fines will be as followed:
- 1st offense will carry a mandatory 1 game suspension of the team's manager and an automatic forfeit of the game in protest.
- 2nd offense will be an automatic forfeit of the protested game and the manager will go before the rules enforcement committee. Multiple suspensions or termination may be ruled.