

# Minors League Playing Rules

(rev. 02-12-2020)

Any problem with the interpretation of a rule shall be governed by the original intent of the Board of Directors. Minor League rosters will consist of players who are 8-9-years-old as of April 30<sup>th</sup>, of that year.

1. The batting order will consist of the entire roster of players present at the game. Players will bat regardless of whether they are playing defensively. If a player is injured and a substitute runner is required, the last batter out will be the substitute runner.
2. If a team does not have nine players, they can play the game with 8 players.
  - a) If a team does not have eight players or cannot field a team for any reason by fifteen minutes after the scheduled starting time of the game, they will forfeit the game. While the game is forfeited, we strongly encourage the teams to scrimmage during this allocated game time.
  - b) If a team has only eight players and a player is ejected from the game, they forfeit the game.
  - c) If a team has only nine players and a player is lost to injury, the team may continue to play with eight players. Less than eight players, regardless of the circumstances, the team will forfeit the game.
3. Free substitutions are allowed as long as players meet their minimum play requirement. Because Minor League games are often shortened and ended before six innings have been completed, all players must be substituted into the game to have defensively for two innings (six consecutive outs) by the end of the fourth inning. The purpose of this rule is to provide fairly even playing time for all players in a shortened game - so no player plays three innings in a four-inning game when another player plays only one. Re-entry is permitted freely, and all players must play defensively for three innings in a six-inning game.
4. A starting line-up shall be presented to the opposing manager or his assistant before the start of the game. It shall contain the names of all players and the positions of the starters. All substitutions must be announced to the opposing manager before they enter the game.
5. 5. PITCHING RULES
  - a) Pitching logs will be kept by the managers and will be available at the games.
  - b) The regular season pitching rules will be used for the playoffs, including between the end of the regular season and the start of the playoffs. This includes the rest rule.
  - c) Refer to section 13 of the General Rules for innings pitched information and rest rules.
  - d) There will be no intentional walks.

- e) The only pitches allowed are knuckleball, fastball, change up, side arm and submarine ball.
  - f) If a pitcher throws a trick pitch (i.e. curve, slider, etc.), the pitcher will have an automatic ball called against him. One trick pitch constitutes a warning from the plate umpire, if the pitcher throws another one the umpire must remove the player from the mound as a pitcher only.
6. Game score, including runs scored by both teams, the number of innings played, and the pitching log for both teams will be submitted by the winning manager to the league V.P., opposing manager, and communications officer within 24 hours of game completion. Failure to do so could result in a forfeit.
  7. No new inning may begin after 8 pm on weeknights and after two hours on weekends.
  8. There is a limit of 7 runs per team each inning, regardless of the number of outs. This will apply to all innings played.
  9. Bunting is allowed.
  10. The infield fly rule is in effect.
  11. Stealing is allowed. Unlimited stealing of second base and third base is allowed. No stealing of home.
    - a) Double stealing will be allowed in Minor League as defined as a player may steal second at the same time another player is stealing third.
    - b) Double stealing of two or more bases by a single runner is NOT allowed.
    - c) A base runner may only steal one base per pitch, so there must be another pitched ball before a player can advance a second base by stealing
    - d) There can be no further advancement on an overthrow to a base in an attempt to get the runner out. Any runner attempting to advance on an overthrow shall be at risk of being tagged out.
    - e) For a runner to score they must be forced home by a bases loaded walk or hit batsman or by a play that began with a batted ball.
    - f) The team that is leading by 10 or more runs may no longer steal while ahead by 10 or more runs.
    - g) Base runners shall not leave their base until the ball has been delivered and reached Home plate.
    - h) The ball is considered dead when the pitcher has the ball within the dirt area of the pitching mound. Runners may not advance or steal when the pitcher has the ball within the dirt area of the pitching mound.

12. The slaughter rule is in effect. The game is automatically over if after five innings, or four and one-half innings if the home team is ahead, one team has a lead of eight or more runs.
13. The manager will report immediately to the Player Agent any condition that necessitates a replacement player. No player may be brought up without notification of the Player Agent. The Player Agent will keep the Board of Directors advised of any replacement requirements. Managers will not contact the respective player until they have notified the Player Agent. The Player Agent will then notify the player, or at his option, permit the manager to contact the player directly. If a player is available but refuses a call up they will be ineligible to be called up to any other team for the remainder of the season.