



## 2022 Minors Division Rules

### 1. Coaches

- a. Coaches will be responsible for the conduct of assistant coaches, players and parents. If poor conduct continues after a warning (from either the umpire or the coach), the offender will be asked to leave. Refusal to leave will result in the game being stopped and the situation turned over to the league commissioner and executive committee.
- b. Coaches and umpires are responsible for keeping the backstop clear of all distractions. Parents are not permitted to sit or stand behind the backstop during games. Coaches are to be in the dugout at all times during game play unless they are coaching the bases. This is to be discussed in the pregame discussion with the umpire.
- c. Rattling of fences, yelling or trying to distract the opposing team/players is strictly prohibited and must be monitored by the head coach.
- d. One head coach and 3 assistant coaches are the maximum allowed on the playing field and bench area during a game. All coaches must have their appropriate clearances.
- e. Coaches must make sure that there are no 'unregistered' players, siblings, friends, etc. in or around the bench area and the playing field area.

### 2. Game Governance

- a. Warm Up and Game Times
  - The home team has the field for warmups from 5:10pm till 5:30pm.
  - The visiting team has the field for warmups from 5:30pm till 5:50pm.
  - At 5:50pm the head coaches should meet to review the rules and discuss any points of clarification.
  - The game begins at 6:00pm and will last 6 innings.
  - No new inning will start after 1 hour and 45 minutes from the first pitch.
  - Doubleheader games on lighted field:
    1. All doubleheader games will be 6 innings or a time of 1 hour and 30 minutes.
    2. The first game will begin at 6:00pm and has a hard stop time of 7:30pm.
- b. Playing Field
  - The home team will occupy the bench along the third base line.
  - Both teams are responsible for having the field ready to play, batter's box put down, foul lines drawn and the pitcher's mound made playable.
  - The home team is responsible for supplying game balls to the umpire.

-Both teams are responsible for seeing that the field is dug, pitcher's mound and bullpens are raked and that everything is put away and locked up. Please make sure that all dugouts are cleaned up and that no trash is left behind.

-The distance from the front of the pitching rubber to the back of home plate is 50 feet.

-The distance from the tip of home plate to the back corner of first/third base is 65 feet.

-The home team is responsible for operating the scoreboard, putting it away and locking it up.

#### c. Suspended Games

-In the event of darkness or inclement weather that does not allow a game to be played in its entirety, a game will be considered complete after 5 innings (4 ½ if the home team is ahead). However, the schedule may not allow for the suspended game to be finished, so the game may be considered final after three innings. The score will revert back to the last completed inning. Pitcher's innings and pitches will still count.

-When a game is rescheduled, play will resume exactly where it left off (outs, counts, runners, etc.) The home team score book will be the official record.

-The home team is responsible for postponing a game until it starts. After the game begins, the umpire in consultation with both coaches will make the decision. The safety of the players is paramount and should be the deciding factor.

-Tied Games: If the score is tie after the regulation number of innings, the game will end in a tie.

### 3. Players

a. All players must be fully registered with BMBL and be placed in the divisions listed based on their age on or before April 30<sup>th</sup> of the current year: Minors 9-10 year olds

b. The only players permitted off the bench are the on-deck batter and those preparing for entry into the game as instructed by the coach.

c. No players can be base coaches.

d. Any player warming up a pitch must wear FULL GEAR which includes a protective cup.

e. Free substitution will be allowed.

f. The batting order will consist of all players in uniform batting in rotation regardless if they have a position in the field or not. Any player arriving to the game late will be added to the bottom of the batting order. (Late arriving players must be announced to the opposing team upon arrival and entry into the game.)

g. Any player exiting the game who is not able to bat will have their spot in the order counted as an out, except in the case of a game ending injury.

h. Playing Time:

I 6 inning games, players must play at least four innings with at least one inning in the infield.

II A player playing the position of catcher may not catch more than 3 innings per game.

III 3 Inning Rule: players may not play any more than three innings combined as a pitcher and as a catcher. The first time a team violates this rule, it is a warning. The second time a team violates this rule, they will forfeit the game. The third time a team violates this rule, they will no longer be eligible for the playoffs.

#### **4. Pitching**

- a. A pitcher may not pitch more than two (2) innings per day.
- b. A pitcher may not pitch more than six (6) innings in a given week. (A week = Sun-Sat)
- c. A pitcher may not be permitted to throw more than 50 pitches per day. (If a 50 pitch count is reached during one 'at-bat', the pitcher may finish throwing to that hitter.)
- d. Required Rest Based on Pitch Counts
  1. 1-20 total pitches per day = 0 days of rest
  2. 21-35 total pitches per day = 1 calendar day of rest
  3. 36-50 total pitches per day = 2 calendar days of rest
  4. 51-65 total pitches per day = 3 calendar days of rest
  5. 66+ pitches total per day = 4 calendar days of rest
- e. Required rest is based on calendar days and not limited to the week the pitcher has thrown. A pitcher may pitch on consecutive days and/or in consecutive games.
- f. All pitch counts are to be checked between innings by the coaches to assure for accurate counts. The home team's count is final in the event of a discrepancy.
- g. All pitch counts and innings are to be reported to the Minors Commissioner no later than 8am the day after a game.

**\*Example 1:**

The Tigers play one game on Monday and one game on Tuesday. Player A pitches in three innings and throws 20 pitches total on Monday. Player A can pitch on Tuesday and can pitch up to 3 innings and/or 50 pitches in that game.

**\*Example 2:**

Player A from example above pitches in three innings and throws 40 pitches on Tuesday. Player A would need to rest for two calendar days (Wed and Thurs) and would be eligible to pitch next on Friday. Player A would be available for two (2) innings on Friday or Saturday games in these examples.

**\*Example 3:**

Player pitches 51 pitches over 3 innings in a game on Friday. That pitcher will have 3 calendar days rest and would be eligible to pitch next on the following Tuesday (Sat, Sun, Mon are required rest days).

- h. One pitch constitutes a full inning pitched but not a full inning of play.
- i. A pitcher who is removed from the mound, or does not return to the mound to start a new inning, may NOT return to pitch during the game.
- j. Eight (8) pitches are allowed to be thrown during a pitching change. (These pitches do not count toward the official pitch count.)
- k. Five (5) pitches are allowed to be thrown in between innings. (These pitches do not count towards the official pitch count.)
- l. One (1) free visit to the mound by a coach is permitted per inning. On the second visit, the pitcher must be removed from the mound.
- m. Pitchers may NOT wear wristbands, batting gloves, jewelry or any white apparel while on the mound.

- n. NO BREAKING BALLS (ie. Curve, slider, knuckleball, etc.) If a player throws a breaking ball, the first time it will be called a ball. A second breaking ball will result in the player being removed from the mound. The player does not need to leave the game, but he/she cannot return to the mound during that game.

## 5. Base Running

- a. A runner may not leave the base until the ball crosses the plate.
- b. If a runner leaves early, one warning will be issued per game, per team. A second occurrence will result in the runner being called out. In all occurrences, all runners must return to their original base.
- c. A runner may attempt to steal second and third base.
- d. Delayed stealing is NOT permitted.
- e. Stealing on throws back to the pitcher are NOT permitted except on overthrows. Runners can attempt to advance on an overthrow back to the pitcher.
- f. Baserunner on Third Base may advance home only in the following scenarios:
  - I Ball put into play by the batter or a bases loaded walk.
  - II A tag up on a fly ball out, including foul balls.\*In all other scenarios, the runner is frozen at third base.
- g. Base Runner at Third Base is NOT permitted to steal home.
  - Ex #1: Base runner on Second Base steals Third Base and the ball is thrown away trying to throw the runner out at Third Base. Runner can attempt to advance home.
  - Ex #2: Runner at Third Base may NOT advance home on a wild pitch or passed ball.
  - Ex #3: In a 1<sup>st</sup> and 3<sup>rd</sup> situation, when the runner at 1<sup>st</sup> attempts to steal Second Base, the runner at Third Base may NOT steal home on a throw to Second Base by the catcher.
- h. A batter cannot advance past first base on a walk.
- i. All play stops when the pitcher has control of the ball in the mound area.
- j. Head first sliding is forbidden and will result in the runner being called out with no warning, unless the runner is going back to the base.
- k. Contact Rule: Runners must attempt to avoid contact with a player making a play on him/her. If, in the judgement of the umpire, a runner makes avoidable contact, the runner will be called out. NOT a must slide rule.
- l. Any runner, who in the judgement of the umpire, maliciously runs over a player will be called out and will be disqualified for the rest of the game. A second offense will result in a two-game suspension. A third offense will result in the player being suspended for the remainder of the season, including league playoffs. Any malicious conduct must be reported by the head coach to the commissioner immediately.
- m. There is a four (4) run limit per inning during the regular season, including the last inning. Runs per inning will be unlimited during playoffs only.

## **6. Batting**

- a. All batters and base runners MUST wear a batting helmet.
- b. Any batter who throws the bat will receive ONE warning. A second occurrence by the same player in the same game will result in the batter being called out with no advancement of the runners.
- c. Drag bunting is allowed but not promoted.
- d. If a player fakes a bunt, then swings away, he/she will be called out and all runners will return to the base they occupied at the time of the incident.
- e. Players may use their own bats but, if need be, those bats must be made available for use by all players on the team.
- f. All bats must have a USA Baseball stamp. Full composite bats are NOT permitted to be used in BMBL events unless it carries a USA Baseball stamp. If a player uses an illegal bat without the USA Baseball stamp, the following will occur: the bat is removed from the game, the batter is out and the Head Coach will be removed from the game

## **7. Umpires**

- a. BMBL is providing paid umpires. The HOME team is responsible for paying the umpire with money provided by the league. The paid umpire controls all facets of the game and is the final authority.
- b. Umpires are not permitted behind the plate without the appropriate protective umpire equipment. No exceptions.
- c. There is no questioning balls and strikes of the umpires by any coach, player or parent. Also, there is no need to react negatively to calls with any loud or demonstrative behavior.

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