



2018 Minors Division Rules

1. COACHES

- a. Coaches will be responsible for the conduct of assistant coaches, players and parents. If poor conduct continues after one warning (either from 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. It is recommended that parents are not permitted to sit or stand behind the backstop during games.
- c. Rattling of fences and yelling at the opposing team/players is strictly prohibited and must be monitored by the head coach.
- d. One head coach and three assistant coaches are the maximum allowed on the playing field and bench area during a game.
- e. Coaches must make sure that there are no “un-registered” players, siblings, etc. in or around the bench area and the playing field area.

2. GAME GOVERNANCE

- a. WARM UP / FIELD PREP:
 - i. The home team has the field from 5:00 p.m. till 5:25 p.m. for warm up.
 - ii. The visiting team has the field from 5:25 p.m. till 5:50 p.m. for warm up.
 - iii. At 5:50 PM the batter’s box will be put down and the pitcher’s mound made playable by the Home Team.
 - iv. The game begins at 6:00 p.m. and will last 6 innings.
- b. PLAYING FIELD
 - i. The HOME team will occupy the bench along the THIRD BASE line.
 - ii. The HOME team is responsible for having the field ready for play and will supply the game balls.
 - iii. The HOME team is responsible for seeing that everything is put away and locked up. All trash picked up and the lights turned off. Rake, fill in holes and water batter’s box and pitcher’s mound.
 - iv. The distance from the front of the rubber to the back point of home plate shall be: Minor – 46 feet
 - v. The distance from the tip of home plate to the back corner of first/third base shall be: Minor – 65 feet
- c. SUSPENDED GAMES:
 - i. 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 complete innings (4 ½ if Home Team ahead)**.

- ii. When a game is rescheduled, play will resume exactly where it left off (outs, count, runners, etc.) The home team score book will be the official record.
- iii. The home team is responsible for postponing a game up 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.
- d. **TIED GAMES:**
 - i. If a score is tie after the regulation number of innings, the game will end in a tie.
- e. **DOUBLEHEADER** games on lighted fields:
 - i. ALL doubleheader games will be 6 INNINGS and will be subject to a two-hour time limit (whichever is reached first).
 - ii. The first game will begin at 6:00 p.m. and end at 8:00 p.m.
- f. **4 run limit per inning during regular season (unlimited during playoffs)**

3. PLAYERS

- a. ALL players MUST be fully registered and will be placed in one of the divisions listed below based on their age on April 30th of the current year:
 - i. T-ball – 5 and 6 year olds
 - ii. Knee-hi – 7 and 8 year olds
 - iii. Minor – 9 and 10 year olds
 - iv. Major – 11 and 12 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 pitcher must wear FULL GEAR TO INCLUDE 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. **PLAYING TIME:**
 - i. 6 inning games (Minor and Major)
 - 1. Players must play a minimum of 4 innings per game.
 - ii. MINOR division: players must play a at least one inning in the infield.
 - iii. A player playing the position of CATCHER may not catch more than 3 innings per game.

4. PITCHING (MINOR Division)

- a. A pitcher may not pitch more than two (2) innings per game.
- b. A pitcher may not pitch more than six (6) innings in a given week (a week is considered Sun->Sat).
- c. A pitcher may not be permitted to throw more than 50 pitches per game. (if a 50 pitch count is reached during one "at bat", the pitcher may finish throwing to that particular hitter)
- d. **Required Rest Based on Pitch Counts**
 - 1. 1-20 Pitches Total per Day - 0 Days Rest
 - 2. 21-35 Pitches Total per Day – 1 Calendar Day Rest
 - 3. 36-50 Pitches Total per Day - 2 Calendar Days Rest
 - 4. 50-65 Pitches Total per Day - 3 Calendar Days Rest
 - 5. 66+ Pitches Total per Day - 4 Calendar Days Rest

Required rest is based on calendar days and not limited to the week the pitcher has thrown in. A pitcher can pitch on consecutive days.

EXAMPLE 1: The Tigers play one game Monday and one game 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 60 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 (Wednesday, Thursday) and would be eligible to pitch next on Friday. Player A would be available for two (2) innings on Friday/Saturday game in these examples.

EXAMPLE 3: Player pitches 60 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 (Saturday, Sunday, Monday required rest)

- e. One pitch constitutes a full inning pitched but not a full inning of play.
- f. 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.
- g. Eight (8) pitches are allowed to be thrown during a pitching change. (these pitches do not count toward the official pitch count)
- h. Five (5) pitches are allowed to be thrown in between innings. (these pitches do not count toward the official pitch count)
- i. One (1) free visit to the mound by the coach is permitted per inning. On the second (2nd) visit, the pitcher must be removed from the mound.
- j. Pitchers may NOT wear wristbands, batting gloves, jewelry or any white apparel while on the mound.
- k. NO BREAKING BALLS. (i.e. curve, slider, knuckle ball, drop pitch, etc.) If a player throws a breaking ball, the first time it will be considered 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 be returned to the mound.
- l. BALKS. (MINOR DIVISION) Umpires will call DEAD BALL and explain to the pitcher what he/she did wrong. Balks must be blatant and the judgment of the umpire is final. No base runners will advance.
- m. PICKOFFS can be attempted in the MAJOR DIVISION only.

5. **BASE RUNNING** (Minors)

- 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.
 - No Delayed Stealing: No Stealing on the throwback to the pitcher but runners may advance on an overthrow of the pitcher
- d. Base Runner at Third Base may advance home only from the ball being put in play by the batter (or bases loaded walk)
- e. A runner on third base is considered "dead" after the play has ended.
 - Example: A baserunner who is stealing third base must stop at third base. A baserunner stealing second base and in the process of stealing second base the ball is overthrown can advance to third base but must stop at third base.
 - Example: In situations where a Baserunner is advancing to Third Base due to the actions of a batter (batted ball) then the Baserunner is free to

attempt to also advance home.

- f. ALL PLAY STOPS when the pitcher has control of the ball in the mound area.
- g. A runner cannot advance past the base entitled on a walk.
- h. No advancement of the batter on a dropped third strike.
- i. 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.
- j. Contact rule: Runner must attempt to avoid contact with a player making a play on him/her. If, in the judgment of the umpire, a runner makes avoidable contact, the runner will be called out. NOT a must slide rule.
- k. Any runner who, in the judgment 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.

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. 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.
- d. Players may use their own bats.
- e. Player owned bats must be made available for use by all players on the team.
- f. All personal owned bats must be league approved.
 - i. For the Spring 2018 season, the 2017 BMBL bat rules for in-town play apply as well as the new USA Baseball bat standard.
 - ii. All personal owned bats must be 2-1/4" barrel or carry the USA Baseball label.
 - iii. FULL composite bats are NOT permitted for use in BMBL events unless it carries the USA Baseball label. If a player uses a FULL composite bat without a USA Baseball label the following will occur:
 - The bat is removed from the game.
 - The batter is out.
 - The Head coach is removed from the game.

7. UMPIRES

- a. In the Minor and Major divisions, umpires will be scheduled by BMBL. The HOME team will be responsible for paying the umpires (money will be given in advance to the coaches by BMBL) and notifying the commissioner of any cancelled games.