

MINOR BASEBALL

PHILOSOPHY: Minors will be a league for boys and girls ages. Emphasis is on participation and instruction in throwing, hitting, catching, pitching, base running and defensive strategy. Managers, coaches, & parents must be patient with players. Remember: you are out there for the children; they are not out there for you.

LEAGUE RULES: NO HITTING BALLS INTO FENCE

1. A team on the field consists of 10 players (seven player minimum to start and/or end the game). The 10th player is to be used as an outfielder.
2. Games will be six innings. No new inning can start after 1 hour and 40 minutes from the start of game.
3. Games will start at the scheduled time or five minutes after the conclusion of the previous game. For the first scheduled game, 10 minutes grace will be allowed before a forfeit is called due to lack of players.
4. An inning will be three outs or 10 batters whichever comes first. In the sixth inning of the game, three outs must be recorded.
5. MERCY RULE: If a team is leading its opponent by 15 runs or more, after 3 ½ or four innings have been played, the game shall be terminated and the team in the lead declared the winner.
6. The batter is out when the third strike is called even if it is not caught by the catcher.
7. No throwing the bat. If a batter throws the bat (more than five feet or hits the catcher) the batter will be called out.
8. Pitchers get five warm up pitches or a one minute time limit between innings. This includes the first inning. Pitchers can not wear light undershirts under uniform.
9. If the pitcher hits two batters in one inning or three during the game, he must be removed as a pitcher for the remainder of the game.
10. On the second trip to the mound in any one inning to the same pitcher, that pitcher must be removed from that inning. A third trip to the mound for the same pitcher during a game will mean that pitcher is to be removed from the pitching position.
11. A pitcher who is removed from the pitching position can re-enter in the game as a pitcher just one additional turn. The additional turn cannot be in the same inning the pitcher was removed.
12. The pivot position of the pitcher must be in contact with the pitching rubber until the ball is released.
13. Runners cannot leave the base until the ball has reached home plate. There will be one warning per team, per game, afterward the runners will be called out.
14. A base runner must slide or give themselves up if there is a close play at a base/home plate.

15. No pitching balks are to be called.
16. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group, but the pitcher may remain in the game at another position.

<u>DIVISION</u>	<u>PITCHES</u>
Pitcher's Age 9-10	75 Pitches Per Day

Exception: If a pitcher reaches the limit for his/her age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs. That batter reaches base. That batter is put out.

Pitchers must adhere to the following rest requirements: (Does not include warm ups)

If a player pitches 61 or more pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 41-60 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 21-40 pitches in a day, one (1) calendar days of rest must be observed.

If a player pitches 1-20 pitches in a day, no (0) calendar day of rest must be observed.

A calendar day is one full day as it is seen on a calendar. A calendar day begins at midnight and ends at midnight the following evening.

17. Each team will be responsible for tracking their pitcher's pitch count. Umpire will check with team after each inning to verify pitch count. Tracking sheets will be provided by the Recreation Department.
18. When the play stops at 3rd base the following apply. No stealing home. Runner must be hit in, walked in or sacrificed in.
19. Runner on third base may leave the base after the ball has reached home plate. Catcher is allowed to try to throw the runner out. Runner cannot advance on the attempt or a wild throw.
20. All players must wear complete safety equipment including cup for boys.
21. Each team must use free substitution. Each player must play at least two innings defensively one (1) in the infield and (1) in the outfield. The catcher position may not change during an inning except for injury. A player cannot sit out two consecutive innings. All present players must be in the batting order and a continuous batting order must be used.
22. A player batting out of order will be replaced by the correct batter. The correct batter will assume the count of the correct order batter.
23. A player that leaves the game early is not called out when their turn at bat comes up, batting order shall continue in the same continuous order. The manager must notify the other team when a player has left.
24. If a player must leave mid-way through a game, batting shall continue in the same continuous order. (Example: the player who left the game is not permitted to return and his/her spot would be skipped in the batting order. No penalty shall be assessed.)
25. Umpires will not call a player out for missing a base unless the call is appealed by the opposing manager after time is called and before time resumes.

26. The distance between bases will be sixty feet. A forty-six feet pitching distance will be used.

27. No metal spikes allowed.

PROCEDURES:

1. All bats must be approved by Parks & Recreation baseball program staff. All barrels must be 2 ¼" or less. Wooden bats are permitted providing they meet the 2 ¼" or less barrel size. Must meet Little League standards.
2. Prior to the start of the game, the starting pitcher should throw at least 15 minutes to warm up his arm.
3. It is recommended that a runner be used for the catcher.
4. Managers & umpires are required to sign the scorebook at the end of the game.
5. Home Team Manager will be responsible for providing an umpire, if necessary. Visiting Team Manager will provide second umpire, if necessary.
6. Managers must maintain defensive player sheets and return them to the field supervisor at the Pollard Park Pole Barn.
7. Additional practices can be secured by permit.
8. All managers or coaches will return all equipment after the last game to a department representative inside the Pollard Pole Barn.

LEAGUE POLICIES:

1. Positive Cheering only. No comments are to be directed to opposing team or game officials.
2. Scores are kept in minor and major league levels. Scores and standings are kept at the 15-U level.
3. Players are not to wear jewelry or wrist bracelets of any kind.
4. No smoking, tobacco products, or alcohol allowed within 200 feet of any playing field.
5. No dogs are allowed on Township property. Only exception is at the park behind the Township Offices.
6. All "officials" practices and games are scheduled through the Parks & Recreation Department and are held at Township facilities unless otherwise noted on the official schedules.
7. Coaches are not to encourage or condone unnecessary roughness. Any player using unnecessary roughness will be called out and warned once per game. On a second occurrence, a player will be removed from the game. A second occurrence must be reported to the Parks & Recreation Department by the next business day. Additional penalties may be assessed.

8. A coach or manager who is ejected from a game will include a minimum suspension of 2 games with further review from department staff depending on infraction.
9. Coaches must return all equipment after the last game to a departmental representative.
10. In case of severe weather, cancellations will be posted by 4:30PM on our weather hotline. Hotline can be reached by dialing 586-949-0400, press 4, then 1. Cancellations will also be posted on our Department Facebook and Twitter pages.
11. In the case of severe weather that occurs after 4:30PM and prior to a practice/game time, cancellations will be determined by the league officials on the field at practice/game time. All players and coaches should report to the practice/game site.