

## Silver Spur Little League 2018

### MINORS RULES

#### SEASON

1. The season will consist of 16 intra-league games, split into two segments.
2. The first segment will be 8 games, with innings 1-3 machine pitch, innings 4-6 and any extra innings kid pitch.
3. The second segment will be 8 games each with innings 1-2 machine pitch, and innings 3-6 plus extra innings kid pitch.
4. All 16 games will count in the standings. There will be no regular season championship. The standings will be used for seeding the teams in a year end double elimination tournament.
5. If any teams are tied at the end of the regular season, a tiebreaker will determine the order for seeding purposes in the tournament. The first tiebreaker will be head to head record. **The second tiebreaker will be run differential.** If still tied, a coin toss will be used.

#### OBJECTIVES OF THE GAME - Rule 1.00

1. Little League Baseball in all divisions is a game between two teams of 9 players, under the direction of a manager and no more than two rostered coaches.
2. Competitive Minor Leagues and above may only use **9 players on defense.** (See Little League Official Rule Book, rules 4.16 and 4.17).
3. The objective of each team is to score more runs than the opponent. Umpires are encouraged to keep the game moving.

#### DEFINITION OF TERMS - Rule 2.0

1. See Little League Rulebook.

#### GAME PRELIMINARIES - Rule 3.0

1. See Little League Rulebook.

#### STARTING AND ENDING THE GAME - Rule 4.0

1. A copy of the batting order should be given to the umpire and the opposing manager.
  - A player arriving late shall be placed at the end of the batting order.
  - Home team shall provide sufficient game balls to the umpire.
  - All defensive players, with the exception of the catcher shall be in fair territory.
  - The pitcher during machine pitch shall have one foot on the mound, parallel to the rubber.
  - The offensive team may play two base coaches on the field. (see Rule 4.05 for eligibility of base coaches).
  - No manager, coach, or uniformed player may incite a demonstration by the spectators, use foul language targeting the opposing team, or intentionally distract the opposing team's pitcher or batter (See rule Rules 4.06 & 4.07 for penalties).
  - A regulation shall consist of 6 innings, unless lengthened because of tie, or called due to time constraints. If a game is called, it shall be a

regulation game if 4 innings were completed, or 3 1/2 innings are completed and the home team has scored more runs than the visiting team.

- Protesting a game shall only be considered when based on a violation or interpretation of a playing rule (See rule 4.19).
- No new inning shall begin after 1 hour and 45 minutes. No game shall last more than 2 hours and 15 minutes.

#### PUTTING THE BALL IN PLAY - Rule 5.0

##### 1. PLAYER PITCH RULES

- Umpire to be positioned behind catcher.
- Strike calls are at the discretion of the umpire. A wide strike zone is encouraged as being between the letters to the bottom of the knees and the width of the plate plus the ball off both corners.
- Players may only advance one base on steals.
- The infield fly rule does not apply in minors.
- There is a limit of one mound visit by the manager and/or coach per pitcher per game. Upon the second visit, the pitcher must be changed.
- In order to keep the game moving, pitchers are limited to 8 warm up pitches. Excessive timeouts or delays should be avoided.
- In addition to the pitch count rules imposed by Little League Baseball, no pitcher may pitch more than 6 consecutive outs or 2 innings, whichever is longer. No pitcher may reenter as a pitcher after being removed from the game as a pitcher.
- **A pitcher who has pitched more than 41 pitches may not play catcher for the rest of the game.**
- **A pitcher cannot walk 4 consecutive batters.**
  - On the fourth consecutive walk the batter will return to the batter's box, the manager or a coach for the team at bat will be allowed only 3 pitches to his own batter.
  - The manager or coach shall deliver his pitches from the pitcher's mound dirt,.
- There shall be no limit on runs in the final inning, so long as it is acknowledged as the final inning before the inning begins.

##### 2. MACHINE PITCH RULES

- **The pitching machine shall be centered on the mound and positioned directly over the rubber.**
- Umpire can be positioned behind machine or behind the catcher. Manager / coach of team at bat to feed machine & make adjustments.
- A batted ball which strikes machine / manager / coach is a dead ball. Batter returns with a new count.
- There are called strikes with the machine. No balls called. At bat ends with 3 strikes or a hit.
- No bunting is allowed.
- The defensive position pitcher must have one foot on the dirt mound and be parallel to the rubber during the pitch.
- The team at bat must stop at the end of any inning bat around if three outs have not yet been recorded.
- Outfielders must play in outfield on grass behind dirt infield a minimum of 10 feet.

- Every player must play at least 12 defensive outs with a minimum of two innings in infield in the first 5 innings. All players must have played in the infield by the 4th inning.
- No team can play with less than **9** players. Teams unable to field **9** players will result in that team forfeiting the game.
- Overthrows to first, second, third, and home are live balls. One base is allowed on overthrows.
- There is no stealing during machine pitch. The only way to score is on a batted ball, continuation of play after a batted ball, or forced in by walk or hit batter. **If batter is hit by machine pitch, he takes a base.**
- Runners may advance until the throw, intended for the pitcher, arrives in the vicinity of the mound, **the pitcher attempts to secure the ball and the umpire calls the play dead.** Runners who are over half way to the next base may advance. If the runner is less than half way to the next base, the runner must return to the previous base. All calls are at the discretion of the Umpire.
- There is no run limit during machine pitch innings.

#### THE BATTER - 6.0

- Each team member shall bat in order.
- No slashing is allowed.
- The batter shall take his position in the batter's box. The batter shall not leave the box once the pitcher comes to the Set Position or starts his windup, unless time is called by the umpire.
- The batter shall stay with at least one foot in the box throughout his at bat (See Rule 6.0 for Exceptions).
- The batter completes his at bat when:
  - A foul or fair ball is caught.
  - He is called out on strikes (no drop 3rd strike in Minors).
  - He is given a base on balls.
  - Bunts foul on 3rd strike.
  - The batter or his clothing is touched by the ball.
  - A fair ball is touches batter before defensive player, or the bat hits the ball more than once.
  - The batter is tagged or the defense touches the base with the ball before the batter reaches base.
  - The batter runs outside the base path.
  - The batter reaches base safely.

#### THE RUNNER - Rule 7.0

- No lead offs. Steals are allowed. A runner may leave the base once the ball crosses home plate. No stealing of home base allowed.
- Two runners may not occupy the same base.
- A runner may not leave the base path.

- A runner may not interfere with the defense ( See Rule 7.09).
- If the ball, hit by a batter touches a runner before it touches a defensive player, the runner is out.
- Once a fly ball is caught, either fair or foul, the runner must touch his base before advancing to the next base.
- A runner cannot overrun 1st base, so long as he stays in foul territory after crossing 1st.

#### THE PITCHER - 8.0

- The pitcher must deliver a legal pitch (See Rule 8.01).
- There are no balks, or pick offs.
- Pitch counts (See Regulation VI).

#### THE UMPIRE - Rule 9.0

- The League shall provide an umpire for all regulation games.
- In the event an umpire doesn't show, both teams may find an acceptable replacement.
- Managers and coaches may not argue calls with umpires. Their calls are final.
- Rules, including the time rules applicable at the minor level should be discussed with the umpire prior to the game.

#### GENERAL SUPPLEMENTAL RULES

##### 3. Minimum Play Rules.

- The field minimum play is 4 innings, at least 2 in the infield within the first 5 innings. No player may sit out twice until every player who has played in the game has sat out once.