



2021 Community 9 & 10 Year Old Division (Chaska/Carver League)

GOALS:

- Ensure that the experience is positive and fun for all players.
- Reinforce the fundamentals of baseball and build player confidence and individual fielding, throwing, and hitting.
- Teach baseball strategy (back up, defensive positioning, cutoffs, and base running).
- Introduce advanced skills and strategy.

COACHES RESPONSIBILITIES:

- Only league approved coaches are permitted on the “field of play”. Parents can help coach from the bench, but are not allowed to coach on the field of play. (Insurance Company Requirement).
- Ensure all players get equal participation, attention, and learning opportunities.
- Maintain equipment throughout the season and ensure prompt return at the end of the season.
- Sign the official record of game results as presented by umpire.
- Winning team coach to enter scores on the website.
- Bring first aid kits, rules, and emergency information to all games.
- Make sure the official score book is kept for each game. Without it none of your players will qualify for post season teams.
- Follow all the rules listed below.
- Follow the coaching requirements given preseason.
- Be a good role model and treat all Players, Parents, and Umpires with respect.

RULES OF THE GAME:

1. General:

- The Minnesota High School rules will be used, except as noted below.
- All participants (including parents) are to refrain from using tobacco, alcohol, foul language or unsportsmanlike like conduct in games or practices. Coaches will ask the offending person to leave the field immediately.
- Weeks will consist of 2 nights per week of play. Tuesdays will be 60 min practice and 2-3 inning scrimmage with pending time limit. Thursdays would be the standard 6 inning game below.
- Full games will consist of 6 innings. No inning may start after 1 hour 45 minutes from actual start time (recorded by umpire). Innings started are completed.
- Other practice dates can be practice or scrimmage at the discretion of the coaches.
- If a game is tied after 6 innings, play may continue until the 2-hour time limit has been reached or the field of play is unsafe (i.e., darkness). If either of these conditions exist, the game ends in a time.
- At any sign of weather conditions, darkness, or other natural or man-made condition that places the players at risk the game will be suspended or called. Any sign of lightening, no matter how distant, the game must be suspended until there is no lightening activity for 15 minutes. A decision to suspend or terminate a game is at discretion of the umpire.
- A called game will be considered complete after 4 innings have been completed.
- League wide rainouts will be posted on our web site or email sent to coaches by 4:00 PM.
- Bunting is allowed at any time.
- NO infield fly rule.
- Teams must have a minimum of 7 players. Failure to do so shall result in forfeiture recorded as a 10-0 score. A team will be allowed 10 minutes after scheduled start time for late players.
- There is a 6-run limit per inning at all times regardless of score. THERE IS NO UNLIMITED RUN INNING.
- A fielding team coach is to remain within "arm's reach" of the bench/fence. Failure to remain within "arm's reach" will constitute as a "trip to the mound".

2. Players and Positions:

- Each player should have 2 innings playing infield (within the first 4 innings of the game), 2 innings playing outfield, and 1 inning sitting out per game. If a team is short players, the 1 inning sitting out may be shortened as needed by the number of players. It is to be expected that players get, to the extent possible equal playing time at the key positions. Repeatedly having the same players at pitcher, shortstop and first base must be avoided.
- A team with 10 or more players can field 4 outfielders (even if the opposing team is short players). Outfielders must be in the outfield grass throughout the play. Only exception is to backup a base. No rover or additional infielders will be allowed. Outfielders may only cover bases on overthrows other non-force plays. Outfields are to be encouraged to back up the play.
- Batting order will be continuous throughout the season so as to ensure all players get an equal number of times to the plate. Continuous means the player who was next up to bat when the game ended is the first player up to bat in the next game and continuing the same batting order. A Coach may reset their batting lineup to their best competitive advantage for EACH of the year-end tournament games.
- A player that arrives any time after the start of the game, must be added to the BOTTOM of the batting order, regardless of their original batting position. The coach must notify both the umpire and opposing coach that a player has been added to the lineup, to ensure that both teams have accurate bookkeeping.

3. Pitching:

- Pitchers may pitch a maximum of two innings per game and must adhere to the pitch count limits documented in the coach's handbook located at www.chaskabaseball.com under the link "coaches". Innings do not have to be consecutive, and thus may be interrupted by another pitcher. As soon as a pitcher throws one pitch it is considered an inning.
- A pitcher must be removed after issuing 4 walks in one inning or hitting 2 batters. Hit batters count as walks.
- Coaches may come to the mound once during an inning to counsel a pitcher. A second trip to the mound must result in replacing the pitcher.
- NO pitches are allowed except a fastball and a changeup. If a player has natural "movement" on EACH pitch, it is allowed (not encouraged). The natural "movement" must be consistent on every pitch that is thrown. This will be determined by the umpire & coaches. If you have a player that does have natural "movement", you must notify the other team prior to their first pitch. A knuckleball is considered a changeup.
- 5 warm up pitches for new pitchers entering the game. 3 warm up pitches for pitchers previously in the game.
- Since leading off is not allowed, it is impossible to have a balk.

4. Base running:

- A base runner must remain on their base until the pitched ball crosses home plate. Only one warning per team each game for leading off before the ball crosses the plate. After one warning, bases runners caught leading off are automatically OUT.
- No stealing.
- No advancing on passed balls/wild pitches until the mid-season point to be communicated by the league.
- On a dropped third strike the runner is out.
- On a play that started with a batted ball, a runner may only advance 1 additional base (including home) on an overthrow, unless subsequent throws are made attempting to create an "Additional Play". All players must stop once the umpire grants "TIME OUT"
- Players running to any base, except first, MUST slide if a play is made on that base. Rule of thumb: if in doubt slide. If a player fails to slide in this situation they are considered automatically OUT. Player safety is the issue here and there will be NO exceptions to this rule.
- Any base runner attempting to "take out" a fielder will be automatically OUT. Both coaches must notify the Commissioner of the offending player.
- Any player faking a tag will result in all runners advancing 1 base.
- Headfirst slides are not permitted at any time, and the runner will be called out. Diving back to a base that was once occupied is not considered a headfirst slide and the runner is not automatically called out.

5. Mandatory, Illegal and Optional Equipment:

- No player will bat without a helmet.
- Not metal spiked shoes. Rubber or plastic cleats are acceptable.
- Mouth guards are optional.
- Athletic supporters/cups are strongly recommended for a player's own safety. NO CUP NO CATCH – NO EXCEPTIONS (Insurance Requirement).

6. Umpires:

- If the scheduled umpire does not show up for your game, the home team selects one suitable umpire (with equipment) from the crowd, acceptable to both coaches. If an umpire cannot be found, coaches will umpire from behind the catcher or pitcher. BE FAIR!
- Notify the Umpire Coordinator soon as possible that the umpire did not show. If a substitute umpire was used, give the name and address of the substitute umpire to the so they can be paid.

7. Misc.:

- Unsportsmanlike conduct will not be tolerated at any time. Unsportsmanlike conduct includes but is not limited to:
 - a. Player or coach throwing equipment.
 - b. Coach sending base runners to take extra bases after being consulted by the opposing coach.
 - c. Coach not properly rotating players from infield to outfield (no warning needed)
 - d. Players arguing with officials or coaches.
- Such conduct will result in an automatic OUT for c) and d) & for a) and b) the player is to remain on the bench for the remainder of the game (player is benched). If the incident occurs on the 3rd out of an inning, the penalty will carry over into the following inning. If the incident occurs on the 3rd out of the game, the penalty will carry over into the following game and result in a game suspension. Any player that is blatantly unsportsmanlike can be reported to the umpire and opposing coach at any time. Any bat or helmet thrown in anger will be considered unsportsmanlike conduct. Any player that throws a bat or helmet a second time during the season, will incur a 1 game suspension. This must be called by the umpire and enforced by the coaching staff.
- After the second out of any inning, teams should use a courtesy runner for a player on base that is scheduled to play catcher the following inning. The player that made the last out replaces the runner.
- At the conclusion of the game, player should line up and shake the opposing team's players hands and say "Good Game"
- Standings will be used for tournament pairings in the following order:
 - Winning percentage
 - Head-to head games.
 - Total runs.
 - Flip of coin.