



# U14 Division Rules

## *Minute Man League*

1. All pitchers must wear a pitcher's face mask
2. Open to 7th, 8th and 9th graders; Players only from that specific town represented on that team, unless there town does not participate in the Minuteman League
3. A team may borrow any player from the league during the regular season only
  - All coaches must notify the opposing coach on which player is borrowed and be noted in the scorebook
  - Borrowed players must play the outfield and bat last
4. The commissioner settles disputes between any coaches, teams or ump's, as well as all matters of discipline
5. Any forfeiting team will pay for umpire(s) issued for that game
6. A team may play with 8 players, but the ninth batting spot is an out
7. ASA approved equipment must be used at all times
8. Any team members warming up pitchers shall wear a catcher's mask
9. Players must wear their uniforms while playing games (Each team shall wear a uniform with same colors)
  - Shirts tucked in, no jewelry, hair tied back, no sunglasses (unless prescription)
  - Any player not wearing the proper uniform will be considered a borrowed player (See Rule #4b)
10. A player may pitch a maximum of four innings a game
  - Once a pitcher is removed from a game – that pitcher can re-enter to pitch, however the team may only use this pitcher for a total of (3) innings in the game. This pitcher cannot re-enter to pitch more than once per game
11. If a pitcher hits a batter three (3) times in a game, the pitcher shall be removed from pitching the rest of the game
12. Any game called for darkness, in which at least 90 minutes has been played, will be considered an official game regardless of how many innings have been played
13. Two points for a win – One point for a tie
14. No inning can start after 1-3/4 hours from the first pitch; Umpire shall keep time
  - Playoff games, there is no time limit.
15. Pitching distance is 43ft. back of home plate to pitcher's mound
16. A 12-run slaughter rule is in affect: after 5 innings
17. 5 run rule >also limited to no more runs after the 5th run has crossed the plate; Play continues on batted ball, however runs will be stopped after the 5th run crosses home plate
  - 7th inning and beyond this rule is waived
  - If the game is likely to end before the 7th inning because of darkness or other circumstance. The last inning shall be declared by the umpire before the first pitch of the declared inning, in this case the 5 run rule is waived and unlimited runs are allowed.
  - If no inning is declared by the umpire before the 7th inning the run rule is in effect.
18. No Varsity high school players allowed playing in the league; Junior varsity can play, however are not allowed to pitch in the Minute Man League
  - Exception to this rule: Only if opposing coach agrees with JV player pitching in the game
19. There shall be FOUR outfielders allowed to play in the outfield
20. All players must play in 8 of the 12 scheduled games, to play in the playoffs