



302 League-Minors Rules

Revised – 07/24/18



Behavior of Coaches, Team Members, Families, and Their Guests

- All Managers, Assistant Managers, Team Members, Families, and their guests are subject to the 302 League Baseball Codes of Conduct.
- Any disputes must be arbitrated in a positive, sportsmanlike, fashion. Improper behavior, foul language, and disrespect for umpires will not be tolerated (this includes parents and spectators). The discretion of the umpire stand. If improper behavior persists in a game, the offending person and/or player will be ejected and subject to further disciplinary action.
- If any coach or player does not respect the umpire's call and is ruled unsportsmanlike, they will be ejected from the game and ruled upon by the board to decide on further action against said coach.
- The coach is responsible for his team's spectators and behavior during the game.

Season

- Games will be played on weeknights and Saturdays. Makeup games will be played when fields, coaches, and players are available and can be any day of the week, but preferably on Saturdays or Sundays.
- The 10-game season will begin the week of August 27 and end by October 6-weather permitting.
- Games that are cancelled due to rain outs must be rescheduled within 3 days and played within 2 weeks of the originally scheduled game.
- The end-of-season tournament will be played October 13-14.
- There will not be an all-star game for the Fall season.

Playing Area and Equipment

- Playing area is an imaginary line from backstop, running parallel to 1st and 3rd base foul line.
- Playing field is the area bounded by home plate down each foul line
- Base distance is 60 feet.
- Pitching rubber distance is 44-46 feet.
- **Bat Restriction: Maximum $2\frac{5}{8}$ barrel with a USA stamp.** If a player uses a bat which does not comply with the restrictions they will be declared out regardless of the result of the bat. A dead ball will be declared and all runners will be reset to the base they occupied previous to the at bat. A second violation of this rule by the same player during a game will result in the ejection of the player from the game. A second violation by any player on the same team will result in the ejection of the manager from the game.
- Area behind backstop is off limits to everyone.

Regulation Game

- Six innings per game. No inning may be started after two hours from the start of the game. The start of the game is considered when the umpire finishes the home plate meeting. The next inning starts when the final out is made in the prior inning.
- If the game is tied at the end of the allotted time limit-the game will end in a tie. No extra innings for the regular season.

Minimum Team

- A minimum team will consist of 8 players. No out shall be recorded in the ninth batting position if only 8 players are present at a game. If more players arrive after the game begins they will be added to the end of the batting order. Teams without 8 players by 10 minutes past the scheduled start time shall forfeit the game with a score of 6-0. A team may use a player from the league below or from a different team at the same age group if they have less than 8 players but in no case may that player pitch or play catcher. In no case may a player not registered with the appropriate town in the 302 League (the town they will walk on for) play as a walk-on. Call up and call over players must wear the team uniform of their full-time team. A team cannot call up a player if that player's full-time team has a game scheduled at the same time. All call up or call over players must bat last.

Inclement Weather/Suspended Games/Rescheduled Games

- Both team managers and the umpire shall not permit a game to begin or continue if the field and/or weather present a threat to the safety of the players. The presence of lightning or inclement weather shall result in the suspension of any game immediately at the discretion of the managers. The game or practice will not resume until the threat of lightning or inclement weather has subsided for at least 20 minutes. If a game is cancelled, postponed, rained out, etc., it is the responsibility of the home team manager to notify the home team town rep, immediately, for rescheduling.
- Rainouts should be rescheduled as soon as possible on a date agreed to by both coaches. Both coaches should work directly with the home team town rep to reschedule rainouts.
- If a game has not reached a "full game" (4 innings or 3 ½ if home team is winning) when weather or darkness causes the game to stop, the game will be restarted from the beginning of the game-not from where it left off.
- If the game has reached a "full game" when weather or darkness causes a game to be called-the game will be considered a completed game. Score will be revert back to the conclusion of the previous inning.

Lineup/Playing Requirements

- All players on the team will be placed in the batting order and bat. The batting order will be maintained throughout the game.
- Free substitution defensively except for the pitcher. If the pitcher is taken out of that position, he cannot pitch again in that game, but may play any other position.
- All players must play at least four innings if they are present at the start of the game. Each player must play at least two innings in the infield.
- No player can play more than 3 innings at one position per game.
- Courtesy runner for catcher after 1 out.
- No player can sit on the bench for more than 2 consecutive innings.
- Any late arriving players will be added to the bottom of the batting order and announced to the opposing team.

Game Results Reporting

- Home teams will report the scores to their league representative within 24 hours of game being completed

Runs Scored

- Half innings (1-5) are finished when 3 outs or a maximum of 5 runs are made, whichever occurs first.
 - Top half inning of 6th is finished when 3 outs are made OR when a team comes to bat and is behind, scores enough runs to be five runs ahead OR when a team comes to bat that is leading or tied scores 5 additional runs. No inning other than the 6th inning has the 5+ rule.

Pitching

- Pitchers are only allowed to pitch 2 innings per game. These innings must be consecutive.
- A 9 year old or younger MUST pitch one of the first three innings to completion (3 outs or 5 runs) Age as of April 30, 2019. Coach may substitute the 9 year old but have to replace with another player 9 years or younger.
- Any partial inning or single pitch counts as an inning, in regards to innings pitched.
- For the benefit of the players, coaches are urged to carefully follow these rules.
- Coaching staff may visit the defense, including the pitcher, during the game. Visits should be limited to 1 minute. On the second trip in an inning to confer with the defense with the same pitcher on the mound, that pitcher must be removed.
- The pitcher must be removed if he hits two batters in one inning, or 3 batters total in the game.

Defense

- It is mandatory that ALL players wear appropriate protective gear (i.e. cup protection).
- Catchers must use catcher's mitt and full protective gear, including cup protection, while catching. The game will be forfeited if one team is unable to play a catcher that is properly protected.
- Catchers cannot intentionally block the whole plate without the ball. The runner must be given the opportunity to touch the base.
- A defensive player cannot promote contact by intentionally impeding a runner.

Batting/Ball in Play

- On deck batter must be on same side of the plate as batter.
- Overthrow out of the playing area is a dead ball. The runner(s) is/are entitled to one base only.
- Overthrow in the playing field, the runner(s) may advance as far as possible at their own risk. When a defensive player has the ball at the pitcher's mound area, the runner(s) must hold to their base. If the runner is halfway between bases when the pitcher gets the ball, they can continue to advance at their own risk.
- No lead offs are allowed, but runner may take a step or two off base to reset themselves after a pitch, in doing this, the ball is still live. (Only after the pitch crosses the plate)
- No stealing is allowed. Once the pitcher has the ball, the runner(s) may not advance. An exception is if the ball gets by the pitcher and crosses the base path then the runner may advance from 1st to 2nd and/or 2nd to 3rd but not from 3rd to home.
- If a pitched ball goes behind the umpire, the runner(s) may advance from 1st to 2nd base or from 2nd to 3rd base at their own risk. If the runner is played upon and there is an overthrow in the playing field, the runner(s) may advance one base including home.
- If the runner is on third base and the ball gets by the catcher, they cannot advance or attempt to steal home.
- On a blocked ball by the catcher that goes to the side and not behind the catcher, the runner(s) may not advance.

- Bunting is allowed. Players are **not** allowed to offer a bunt, pull back and full swing. This action will result in a dead ball and an automatic out.
- Sliding: The base runner must slide to avoid contact when a play is pending. The offensive or defensive player that promotes avoidable contact will be ruled against. Sliding is always deemed as an attempt to avoid contact. Any contact that is deemed flagrant by the board will receive a 2 game suspension. Penalties carry over to playoffs games.
- At home plate, if contact is possible (close play), the player must slide into home to avoid unnecessary contact. A player positioning his body between a runner and his destination (blocking the plate), is considered to be promoting contact. The umpire's discretion will stand.
- Intentionally throwing equipment (helmets or bats), and swearing at an umpire are grounds for dismissal from the game.
- Throwing bats: 1st time - team warning. 2nd time - team will result in an out.
- No drop third strike rule.
- No infield fly rule.

Coach Responsibilities

- Sportsmanship with healthy competition is to be stressed. It is expected that coaches model the 302 League Code of Conduct at all practices and games. We expect them to hold their parents accountable for their behavior at practices and games also.
- The home team must provide 2 new game balls to the home plate umpire. The home plate umpire is always asked to umpire behind home plate.
- Coaches meet prior to the start of each game with the umpire to discuss field of play rules, and any field circumstances. **Game time will start at the conclusion of this meeting.**
- Elburn: Home team is responsible for putting the bases and mound away if it is the last game of the day. Also, rake up around the bases and mound after every game.
Sugar Grove: Teams should leave the bases and mound as they are and do not need to rake around the bases and mound after every game.
- Please clean up trash in the dugout and around field. The players should be encouraged to help.
- **Any coach ejected from a game will be suspended indefinitely until a length of time is determined by the 302 league.**

Umpires

- Umpires should inspect bats in dugout for proper size prior to start of the game.
- Only head coaches may address umpire.

Standings/Tie-Breakers

- In case of a tie in the standings, the tie-breakers are as followed:
 - Head 2 Head amongst all teams tied (Teams that forfeit a game automatically lose tie-breaker)
 - Run Differential
 - Runs Allowed
 - Coin Flip