

2018 MINOR A FALL RULES

GENERAL –

- 1- There will be no more than **one** minute between innings.
 - a. To speed up game, teams can have the last batted OUT run for the catcher with 2 OUTS. This should not delay game and the runner must be ready to take the field before time will be granted.
- 2- There is a 5 run rule per inning except in the 6th inning. There is also a 10 run mercy rule after 4 innings of play. 3 ½ if the home team is in the lead. If there is time left and the coaches would like to continue they may but the score will not count.
- 3- There is a 2 hour time limit. No new inning after 2 hours for games played. Also all Saturday games have a 2 hour limit, no new inning after 2 hours. Games will start at 5:30pm till September 10th. Games on September 10th and after will start at 5:15pm. Starting September 10th, there will be no baseball played after 7:30 PM. Starting September 17th, there will be no new baseball after 7:15 PM. Starting September 24th, there will be no new baseball after 7:00 PM. If time is reached during an at-bat, the player will finish their at-bat and the game will end immediately after any subsequent play. For scoring purposes, **revert back to the last fully completed inning for the final score.**
- 4- All **scores and pitch counts** must be reported by winning team within 24 hours of games end to Mark Gugino via email (Markeg57@yahoo.com) or text 716-531-1679
 - a. Each team is required to count pitches for their team and the opposing team
- 5- All players must wear a cup at all times.
- 6- Please read, understand, and follow the guidelines in the NTNLL Concussion Protocol
- 7- The home team gets the dugout on the first base side.
- 8- If weather permits rainouts will be made up. We are scheduling for at least 10 games.
- 9- Any abuse of any umpires from coaches, players, or spectators will not be tolerated and will result in an ejection and one game suspension. Any individual that is ejected will have to meet with the board before returning to the complex.

OFFENSE-

- 1- Stealing of every base including home. After the pitch crosses the plate the runner may step off the bag. If an umpire deems a player has left the bag early, a delayed dead ball will be signaled. If no play occurs, the runner will return to the prior base with no penalty. Each team gets **one** warning. After a team has been issued a warning, and the player that left the bag early will be called “out”.
- 2- No lead offs
- 3- No dropped third strike
- 4- 5 Runs per inning except the 6th inning of the home team, or visitor if they are trailing by more than 6 – 3 Outs must be recorded
- 5- Continuous batting order. Every player must bat.

- 6- No out will be recorded if a player has to leave the game due to the following: injury, school function, or religious function. If a player just decides to leave for no reason an out will be recorded when it's their at bat.
 - a. Any player that arrives to the game late or after lineups are exchanged will be added to the end of the order. **It does not matter how late the player arrives or if the team has batted through the lineup; any player can be added to the lineup at ANY time.**
- 7- If a player squares to bunt before or during the pitch, **he/she may not pull back and subsequently swing the bat.** If a player does this, they will immediately be called "out".
- 8- No head first sliding to advance. This runner shall be called "out" if this occurs. You may dive head first to return to a bag.
- 9- All players **must** try to avoid contact. Players may **not** leap over another player in order to avoid contact. A player may be called "out" if the umpire believes contact could've been avoided when it wasn't. This is at the umpire's discretion. **Any arguing with such a call will be grounds for immediate ejection.**

DEFENSE-

- 1- 10 Players in the field, 4 outfielders – True outfielders, no short fielders
- 2- Players must be in possession of the ball to cover his base otherwise it is defensive obstruction. Umpires may award extra bases as seen fit.
- 3- INFIELD FLY will be in effect
- 4- All players must play a minimum of 3 defensive innings.
- 5- Coaches are allowed **one** 30-second defensive timeout per game
- 6- No fake tags. This is considered unsportsmanlike conduct.

PITCHING –

- 1- PITCHING RULES REVIEW:
 - a. Pitchers must wear helmet during warm-ups.
 - b. Visits to the mound – 2 visits per pitcher allowed with a 30 second time limit. If there is a 3rd visit, the pitcher must be pulled.
- 2- 2 INNINGS PER PITCHER, 6 OUTS, OR A MAXIMUM OF 75 PITCHES (9-year olds) or 50 PITCHES (8-year olds), WHICHEVER COMES FIRST.
- 3- You must follow Little League rest requirements:
 - a. 66 or more pitches = 4 days of rest
 - b. 51-65 pitches = 3 days of rest
 - c. 36-50 pitches = 2 days of rest
 - d. 21-35 pitches = 1 day of rest
 - e. 0-20 = No required days of rest
- 4- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.
- 5- ONCE A PITCHER IS REMOVED FROM THE MOUND THEY MAY NOT COME IN AND PITCH ANY OTHER TIME IN THE GAME.
- 6- There are no balks.