

BLACKLICK AND ETJ
MINOR LEAGUE RULES AND REGULATIONS
Revised 4/5/16

A. Playing Rules:

1. Official Little League Playing Rules will be used if not included in these rules.
2. Seven, eight and nine year olds may play in the minor League. A player that is younger must be approved by the Minor head coaches during draft. They must be seven by May 1 and cannot attain the age of ten before May 1.
3. Game times will start according to the published schedule. A 15-minute grace period will be allowed.
4. Everyone on the roster that is present will have a place in the batting order. The team with the least amount of players dictates the number of at bats potentially per inning unless three (3) outs are obtained prior to going through the entire batting order. For example: Team A with 9 players versus Team B with 12 players. During any given inning the most at bats per team would be nine. Team B would begin the next inning with Player No. 10 leading off and so on.
5. Only 1 inning is completed when there has been a combination of 3 outs by one team and/or all players have batted once through the batting order. See number 4 above.
6. No more than ten players will be on the field at a time. The rover must play on the outfield grass until the ball is hit.
7. Everyone must play two consecutive innings in the field by the end of a regulation game in addition to a minimum of one plate appearance.
8. Protective helmets must be worn while batting and running the bases. Safety vest and helmet facemask are optional. Helmets with facemask will be present as an option to wear.
9. Home team will occupy first base dugout.
10. The game may start with a team fielding only eight players. Player showing up late must still play unless more than three innings have been played. Players showing up late will go in the last place in the batting order. A team fielding eight players will receive an automatic out for the ninth batting position. A forfeit will result if the team is only capable of fielding seven players.
11. Home teams are responsible for setting up score system for each game and responsible for preparing the field for play after inclement weather.

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12. Game balls are to be supplied by the Home team.
13. Only Official Little League bats are to be used.
14. Bunting is allowed.
15. There is no infield fly rule for the Minor League.
16. Each regulations game will be five (5) innings long. Three and one-half (3 ½) innings will be a complete game. If the home team is ahead by 12 runs after 3 innings or 10 runs after 4 innings, the umpire will declare the game complete. If the visiting team is ahead, the inning must be completed.
17. There will be three (3) steal attempts of any kinds to any base per inning per team. A steal will constitute any advancement to the next base on a ball that the batter does not advance the runner. Runners may not advance on overthrows on steal attempts. Runners cannot leave base until the ball is past the front of the plate. Runner cannot steal on third strike or ball four or hit batter. These actions constitute as a dead ball and no base-runner may advance. There will be no delay steals.
18. If 3 batters are hit by the same pitcher in single game the pitcher must be replaced.
19. Home team is the official scorebook.
20. The umpire on the first offense will warn **each** batter that throws a bat. For the second offense and subsequent offenses during the same game, the batter will be called out.
21. It is mandatory for all catchers to wear genital protection.
22. Headfirst slides are not permitted when advancing to the next base. A player that performs a headfirst slide when advancing to the next base will automatically called out with the play resulting in a dead ball situation. Headfirst slides are permitted when a player has overrun a base and is attempting to get back to the base. A leg first or headfirst slide into first base is prohibited resulting an out and a dead ball situation.
23. If a base-runner leaves the base early a warning will be issued for the first offense. There will only be one warning given per team per game. Each runner leaving the base early after their teams warning will be called out. The umpire will make the call after the entire play has been completed.

B. Pitching Rules

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1. The pitching rubber will be placed 42 feet for the Minor League. The point of home plate toward the catcher is the place of reference. Home team is responsible for insuring pitching rubber properly distanced from home plate.
2. A player will be pitched to by a player from the opposing team.
3. A walk will be awarded for four (4) balls that miss the strike zone for nine (9) year olds. **Any kid that will be age 9 in 2006 will receive a walk. (new little league ages)**
4. Coaches will pitch to 7 & 8 year olds after ball 4. The count will stand (ball and strike) and the player gets as many swings as the strike count allows. (Count 3 and 1, player gets two swings). Strikes not swung at will be called by the home plate umpire. A batted ball hitting the coach pitching will be considered a live ball. All other plays involving the coach will be considered interference. Coach must pitch from the rubber. Pitcher must stay in the circle of the mound (within 5 feet of mound).
5. A player may pitch no more than five (5) innings per game and six (6) innings a week. One ball pitched designates an inning pitched and requires one (1) day of rest. If a player pitches more than three (3) innings in a game, three (3) days' rest is required. Once a pitcher has been removed from the game, they cannot return to that position. A week runs from Sunday to Saturday.
6. A game that is continued to the next playing time due to rain or darkness will follow the pitching rules for that week that the game is made up. The game will restart from the time that game was called by the head coaches and umpires. If players are not present from the original continuation game, adjustments can be made to game roster. Prior to game time, any modifications must be reviewed by both head coaches and umpires.
7. Game time limit is one and half (1.5) hours. If the inning started before the time limit is reached, the inning will be completed. A game cannot start a new inning after the time limit has been reached unless the game is within 1 run game. Time limit will be handled by the Head Umpire.

B(1) Playoff Pitching Rules

8. A player may pitch no more than five (5) innings per game and **7** innings a week. One ball pitched designates an inning pitched and requires one (1) day of rest. If a player pitches more than three (3) innings in a game, two (**2**) days' rest is required. Once a pitcher has been removed from the game, they cannot return to that position. A week runs from Sunday to Saturday

C. All Stars

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1. League standings as of June 13, will determine All-Star Coaches. The Manager in first place will have first selection of which age group they would like to coach. The second place Manager would have the next choice, Etc. Managers have the right to defer management responsibilities to assistant coaches after age group tournament selected.

D. Rainout Games

1. Managers will decide if the field is playable. If the Manager's cannot agree, the Head Umpire or League official will decide. Managers will coordinate about times and dates for rainout make-ups. The next available open will be used.
2. The decision to delay or call a game to weather conditions or darkness will be up to the umpire in consultation with the coaches. If an agreement cannot be reached, a league official will make the decision.

E. Score:

1. Scores at the end of the game are to be reported to the Tribune Democrat (814 -532-5080) by the winning manager. Phone number is posted in Concession stand. Scores will be called in under the sponsor's name.