

ETJ - MINOR LEAGUE RULES AND REGULATIONS

A. Playing Rules

1. Official Little League Baseball Playing Rules will apply if not included in these rules.
2. Home team is the official scorebook.
3. Minor league is limited to baseball ages 7-9 (Base ball age is considered the players age as of August 31 of the current league year). A player younger than 7 must be approved by the minor league managers prior to the draft and must be 7 by May 1 of the current league year.
4. Games will start according to the published schedule. A 15-minute grace period will be allowed.
5. Game balls are supplied by the home team.
6. The home team is responsible for setting up the score system for each game, preparing the field for play and preparing the field after inclement weather. The home team is also responsible for dragging the field after the completion of the game.
7. Protective helmets must be worn while batting and running the bases. Safety vests and/or face masks are optional.
8. Catchers must wear standard catchers gear, a genital protective athletic supporter and use a catcher's mitt (no fielder's mitts).
9. Official Little League Baseball bats are to be used. Each bat must have the official USA Baseball stamp on it.
10. Each minor league game will be 5 innings. Play of 3 ½ innings will result in a completed game. If a team is ahead by 12 runs or more after the completion of 3 total innings the game will be over. If a team is ahead by 10 or more runs after 4 innings the game will be declared over. The home team must bat to consider an inning complete.
11. The game may start once both teams can field a minimum of eight players. Late arriving players must play in the game (see number 7) unless they arrive after

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three or more innings of play have been completed. Late arriving players will be placed at the end of the batting order. A team fielding only eight players will receive an automatic out for the ninth batting position. A forfeit will result from a team being able to field 7 players or less.

12. Everyone that is present will have a place in the batting order. The team with the least number of players dictates the maximum number of batters per inning unless 3 outs are obtained prior to completing the batting order. Example – Team A has 9 players and Team B has 12 players. During any given inning each team will have 9 batters maximum. Team B would begin their next at bat with player 10 leading off.
13. An inning is completed when there has been a combination of 3 outs by the fielding team and/or the batting team has batted through their batting order (see number 12 above).
14. No more than 10 players shall take the field at any given time. The rover must play on the outfield grass until the ball is hit.
15. Everyone must play two consecutive innings in the field and make at least one appearance at the plate during any given game.
16. **Call Ups** – the use of call ups from a younger age league is permitted. Managers must inform the opposing manager of any call ups being used in the game. At the manager's discretion, it is recommended that the called up player be played in the outfield. Call ups are NOT permitted to play the position of pitcher or catcher. All call ups must bat at the end of batting order. Rule #15 does apply to call ups.
17. Bunting is allowed.
18. **Fake Bunt** - A batter is not permitted to show that they are bunting and then pull back and swing. If this occurs the batter will be called out.
19. There is no infield fly rule in effect.

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20. There will be a total of **(3)** steals of any kind to any base allowed per inning, per team. A steal is defined as advancement to the next base on a ball that the batter does not put in play to advance the runner. Runners may not advance on overthrows on steal attempts. Runners can not leave the base until the ball is past the front of the plate. Runners cannot steal on third strike, ball four or hit batter. There are no delayed steals.
21. The umpire on first offense will warn each batter that throws their bat. For the second offense and any subsequent offenses during the same game the batter will be called out.
22. Headfirst slides are not permitted when advancing to the next base. A player performing a headfirst slide when advancing will be called out automatically resulting in a dead ball situation. Headfirst slides are only permitted when a running has overrun a base and is attempting to get back to the overrun base. A headfirst or leg first slide into first base is prohibited resulting in an out and dead ball situation.
23. Game time limit is 1.5 hours from the time of the first pitch. If an inning is started prior to the time limit, that inning must be completed. A new inning will not start after the time limit has expired unless the score difference is (1) run or less. The time limit will be handled by the home plate umpire.
24. **Catcher speed up rule is in effect.** The last out of the inning may replace the catcher on base with two outs.

B. Pitching Rules

1. If 3 batters are hit by the same pitcher during a single game the pitcher must be removed and replaced.
2. The pitching rubber will be placed at 42 feet for the minor league with the front point of home plate being the point of reference. The home team is responsible for insuring the pitching rubber is properly placed.
3. A player will be pitched to by a player from the opposing team.

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4. A walk will be awarded for (4) called balls for any (9) year old player. A baseball 9-year-old is any player who will be 9 years old on or prior to August 31 of the current league year.
5. Coaches will pitch to any 7 or 8 year old player (age as of August 31 of the current league year) after the official calls ball 4. The current ball and strike count will stand, and the player will get as many swings as the count allows. The player will continue to bat until striking out (swinging or call strike) or putting the ball in play. Strikes not swung at will be called by the home plate umpire. Any batted ball hitting the pitching coach will be considered a live ball. All other plays involving the coach will be considered interference. The pitching coach must pitch from the rubber. The current pitcher must stay within the circle of the pitching mound (within 5 feet of the mound).
6. A player may pitch no more than 5 innings per game and 6 innings per week. One ball pitched designates an inning pitched. Any player is required to take (1) day of rest for each inning pitched. More than (3) innings pitched requires a minimum of (3) days rest. Once a player is removed as the pitcher, they can not return to that position in the same game. A week runs from Sunday to Saturday.
7. A game that is continued to the next playing time due to weather or darkness will follow the pitching rules for the week that game is completed. The game will restart from the time the game was called by the head coaches and umpire. If players are not present from the original game, adjustments can be made to the game roster. Any modifications to the roster must be reviewed by both team managers prior to game time.
8. **Playoff Pitching Rules** - A player may pitch no more than 5 innings per game and 7 innings per week. One ball pitched designates an inning pitched. Any player is required to take (1) day of rest for each inning pitched. More than (3) innings pitched requires a minimum of (2) days rest. Once a player is removed as the pitcher, they cannot return to that position in the same game. A week runs from Sunday to Saturday.

C. Rainout games

1. Managers will decide if the field is playable up to game time. If the managers cannot agree, the Head Umpire or League Official will decide.

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2. The managers will coordinate with the Commissioner about times and Dates for rainout make-ups. The next available opening will be used.
3. Unless the game is called off in advance by both managers, players must show up at the field.
4. If a game is to start after 5:15 p.m. and one of the managers does not want to Play, that game will be rescheduled for the next rain date. If the game is played, it must be completed to 5 innings. If not, the game must resume at the point where it was stopped at the next rain date.

D. Darkness

1. In the event of darkness, the umpire will consult with the coaches. A determination will then be made if play is to continue. If a consensus cannot be reached, a league official will make the decision.

E. All – Stars

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.

F. Scores

1. Scores for all games will be sent to the league president via text message at the completion of each game.