

Streetsboro Junior Baseball and Softball

Minor League Playing Rules
Revised for 2017 season

The Little League rules as adopted for Little League are official rules of baseball and shall be adhered to except where amended by these rules.

1. Game time is 6:15 p.m. for weekday. A team must have at least eight (8) players to start the game. A 15-minute grace period will be given before a team must forfeit for lack of players. Games have a 2 hour time limit.

All games will adhere to a strict time limit of 2 hours.

- Time will officially start on the first pitch. This should be noted by the team scorekeepers and announced to both head coaches upon the delivery of the first pitch of the game.
- No new inning will be started after the 2 hours time limit.
- An inning will be considered started after the final out of the previous inning is recorded.
- If the score is tied after the 2 hour time limit and a new inning cannot be started, the game will be considered a tie.
- A "Drop Dead" rule will take effect at 2 hours 15 minutes. The game will immediately end, regardless of the situation. The at-bat does not have to be completed if this occurs.
- When the "Drop Dead" rule takes effect, if the HOME team is batting and they have scored the go-ahead run, they will be declared the winner with the current score. If the game is tied or the HOME team is behind and have not had a chance to complete their at-bat, the game will revert back to the last complete inning

2. On a school night, PRACTICES will not exceed 8 p.m. The combination of games and practices will NOT exceed 3 per week.

3. Complete uniforms must be worn for a player to be permitted to play. All male players shall wear a protective cup. The catcher must wear a protective cup. Steel spiked shoes are not permitted.

4. A NOCSAE compliant facemask on the batting helmet is MANDATORY.

5. No jewelry or accessories shall be worn by any player. Managers must check the team prior to the start of the game.

6. All players will play at least three (3) innings and no player shall sit for 2 consecutive innings in all games, unless the manager is taking disciplinary action. If a player arrives after the start of the game but prior to his batting position, he may bat in order. If a player arrives after their assigned batting position, he may be added to the bottom of the line-up. If a player arrives after the first batter bats the second time, he does not get to play.

7. Games will last for six (6) innings. If the game is tied at the end of six innings, a seventh inning will be played if time permits. If the game is tied at the end of seven innings, each team will be awarded a 1/2 win for that game.

8. No one may touch or physically assist a player to run or to be stopped from running. If a runner is assisted, the runner is out.

9. The home team is responsible to line the field if it is not lined. The pitching mound is 46 feet from home plate. The baseline distance is 60 feet. The distance from home plate to second base is 85 feet. The pitching mound should be pegged into the ground.

10. When on offense, there will be a continuous batting order. When playing defense, a maximum of nine players are allowed on the field. When nine players are on the field, three of them must be in the outfield. 2

11. Pitching Rules:

a. A pitcher may pitch a maximum of six innings per week. A week is defined as Monday through Sunday.

b. In a single day, a player may pitch no more than three innings or 50 pitches, whichever comes first. If a player throws one pitch in an inning, it counts as a full inning pitched.

c. Managers are responsible to count the pitches for their own team and will compare pitch counts at the end of each inning with the opposing team. In the event that the pitcher's eligibility is not recorded and made available upon request, no player on that team may pitch more than two innings.

d. Players may not pitch on consecutive days.

e. A player may not pitch more than 6 innings or 80 pitches within a week.

f. If a player reaches the maximum number of pitches (50) in the middle of an at bat, the player may continue to pitch to that batter.

g. If a player pitches in a game, the player is not allowed to play the position of catcher during the game. If a player catches in a game, the player is not allowed to pitch in that game.

h. Penalty for breaking the pitching rules is forfeit of the game.

12. If a pitcher hits two batters in the same inning or three batters in the same game, he must be removed from the pitching position. The umpire has the right to determine if the batter did not make an attempt to avoid the errant pitch. If this is the decision, it will not count against the pitcher for the purpose of enforcing this rule. Regardless of the circumstances, the batter will be awarded a base as a

result of being hit by the pitch. If a pitch that is in the strike zone hits a batter, it is a strike and a base will not be awarded.

13. Dropped third strike IS NOT in effect.

14. The infield fly rule is in effect. The umpire will call out "infield fly if fair." When first and second bases are occupied, even if the defensive player drops the ball, the batter is out. The other runners may advance at their own risk.

15. The modified 8 run rule is in effect. If a team is ahead by 15 runs after four full innings or 10 runs after five full innings of play, the game will be called.

16. Sliding is mandatory to avoid a collision. If a player does not slide and collides with the fielder, he may be called out for interference. Headfirst slides are not permitted except in a "dive back" situation. When the runner is stealing home, the batter must get out of the batter's box or the runner will be called out.

17. Leadoffs are not permitted.

18. Stealing is permitted from first to second and second to third only after the pitched ball crosses the plate. A runner on third base may advance ONLY when the ball is put into play by the defense, on a hit, is forced home by a walk or a hit batter. Runners on third MAY NOT advance on a passed ball, wild pitch, or the throwback to the pitcher, even if the pitcher fails to catch the ball. Once the player stops advancing from third to home the player cannot advance to home again unless a play is made in the field. If the defense puts the ball into play when it throws to another player, all runners may advance at their own risk. 3

19. Players may not remove batting helmets until they are in the dugout area. A warning will be issued to each team before the start of the game. Subsequent offenses will result in the runner being called out. If the runner removes his helmet after crossing home plate, but before entering the dugout, the run will score and an out will be issued.

20. The catcher may not make any remarks to the batter. No player from an opposing team can make any remarks to a player in position by calling his by name, number, position, etc. Negative chatter is not allowed. This will draw a warning and subsequent offenses will result in ejection from the game.

21. An injured player may return to the line-up in his original batting position only once. If a player leaves the game twice, they are out for the remainder of the game. In this case, the player is removed from the batting order and no penalty is assessed.

22. Unsportsmanlike conduct including throwing the bats or equipment and verbal abuse will not be allowed. Managers are to warn their teams prior to the start of the game. A second offense by any player will result in ejection from the game. This rule includes the conduct of managers, coaches and spectators.

23. No manager will take his team from the playing field, nor will they be permitted to refuse to take the playing field once the game has started. Any manager disregarding this rule is subject to suspension for one calendar year. In addition, the game in progress will be forfeited.

24. Any player, manager, or coach who directly or indirectly causes an attack on an official or player shall be subject to suspension from the league. Any player, manager, or coach refusing to leave after being ordered from the playing field by an authorized official or umpire will result in a forfeit. Badgering an umpire by a manager or anyone affiliated with the team will not be tolerated. A warning will be given before the start of the game and a second offense will result in an automatic ejection from the game.

25. No tobacco product of any kind is permitted within 20 feet of any playing area.

26. Home team is responsible to return bases and pitching rubber and gets and keeps the game ball. Home team gets the first base side of the field. The umpire is responsible to report game scores to the concession stand.

27. Each team is responsible for working at the concession stand one night in the season (three adults).

28. All teams are responsible for the cleanup of the field area after each practice and game.