

RULES OF PLAY: MINOR LEAGUE

1. Minor league coaches must pitch from the proximity of the pitching mound but do not have to actually pitch from the mound. The coach must pitch behind the white line between the pitcher's mound and the batter. Coaches have an option of either overhand or underhand pitching.
2. The pitcher who starts the inning must pitch the complete inning.
3. **Ten defensive players** will be allowed on the field: 1st base, 2nd base, short stop, 3rd base, pitcher, catcher, right field, right center field, left center field, and left field. **Two** coaches will be allowed in the outfield to assist in coaching; they may enter the infield after play has stopped to give instructions but must return to outfield before next pitch.
4. **Play begins** and pitching coach will be allowed to throw the first pitch when the defense is set.
5. The Coach will not call "**PLAY BALL**" until all defensive players are in position, alert and ready: all offensive players are off the field or wearing a safety helmet.
6. **The batter is out** when he has 3 strikes or 7 pitches, unless the 7th pitch is hit foul. The batter **MUST** swing on the 7th pitch and all subsequent pitches or he will be called out. As long as the batter is hitting foul balls after the 7th pitch, he is not out and is entitled to another pitch.
7. Balls and Strikes will not be called.
8. **No bunting**--The batter must take a full swing. If it is determined that a batter has purposely bunted, that batter **will** be called out.
9. If a batter **bats out of turn** and the opposing head coach contests it, said batter will be out. The opposing head coach must bring it to the attention of the scorekeeper before the first pitch is thrown to the next batter. This batter will resume his normal batting position in the lineup and the bumped player will bat immediately following the offending player.
10. The batter must **safety drop the bat** after hitting the ball. Failure to do so, will result in one warning per team, PER game and all subsequent players that do not comply shall be called out at the Coaches discretion.
11. When a **defensive player has control of the ball** in the infield, "**TIME**" shall be called and all offensive and defensive activity shall stop. If a base runner has not passed the halfway mark to the next base, then he will be sent back to the preceding base by the Coach.
12. The INFIELD **FLY rule** does not apply.

13. **No stealing, no leading off--** Base runners must stay in contact with the base until the ball is hit. Players who violate this rule shall receive one warning per inning. Second offense is an out called by the Coach.

14. The **inning is over** when there are three outs or all players in the batting lineup have batted. Since score is not kept, each team will only hit their respective number of players for each inning.

15. Even though the defensive positions will change, **the batting order shall remain constant** and cannot be changed after the game has begun. However, any player that arrives late for a game will be allowed to participate as long as he is placed at the bottom of the batting order.

16. **Each player will bat.** Head coaches will give the scorekeeper a lineup designating the batting order, player's name and number.

17. **All defensive players must stay in the proximity of their base** until the ball has been pitched by the coach. The infielders must stay inside the outfield perimeter line and outfielders must stay outside of the perimeter line. The pitching position may be placed on either side of the pitching mound.

18. **Defensively, players will not sit out more than one inning at a time and they can't sit out more than two innings a game.** Coaches are allowed free defensive substitutions.

19. **League overthrow rule--**Base runners will not advance on an overthrow to any base. When an infielder overthrows another base, the base runner cannot advance past the base he is approaching. When an outfielder overthrows any defensive infielder and the ball remains in fair territory, the runners can advance until an infielder gets control of the ball and **TIME** is called by a coach. If the runners are **over halfway to the next base** when time is called, they will be awarded that base.

20. **Time will be called** if a ball is thrown through the infield and goes into foul territory. An infielder (when using the overthrow rule) is a player inside of the white perimeter circle when throwing the ball. An outfielder (when using the overthrow) is a player outside of the white perimeter when throwing the ball.

21. **Time outs** may be called at the discretion of the Coaches. The Coach will immediately call "TIME" to indicate a dead ball in case of any injury.

22. **A regulation game** is a maximum of six innings or 1 hour and 30 minutes.

23. **NO APPEAL PLAYS:** All decisions of the Coaches are **FINAL**.

24. **No bats larger than 2 1/4" may be used.**

25. **Only 4 coaches per team are permitted on the field during the game,** the Head Coach, 2 Assistant Coaches and a Dugout Coordinator (in some instances this may be the Team Mom).

Before-

After-