



MINOR DIVISION LEAGUE 2015

2015 CAPITOL LITTLE LEAGUE PLAYING RULES FOR MINORS

(These rules are in addition to Little League Official Rules.)

Minors Division General Rules

The Minors Division is an instructional league. The goal is to prepare the players for the Majors Division by teaching baseball skills. The emphasis should not be on winning, but rather playing the right way. Teach good sportsmanship, consistency, hustle, and being a good teammate. Winning should be a by-product of those teachings. All managers and coaches must be patient and exercise restraint with the volunteer umpires.

1. A manager may choose ONE coach prior to the start of the draft whose child will be the team's first draft pick.
2. All teams must have a minimum of 11 active players on the roster except one team will have 12.
3. 9 players are allowed/required to play in the field.
4. If a team is short players, players will be borrowed from the opposing team as needed. Borrowed players will play defense only and will not be placed in the batting order of the team borrowing them.
5. Game report with scores and pitch counts must be emailed to the VP of Minor A the following day of any game by the Visiting Team. Game reports will include any issues with behavior on the part of any player, parent or coach/manager that conflicts with the Parent & Player Code of Conduct.
6. Home team occupies the 3rd base side of the field.
7. 10 to 20 minutes prior to the start of the game or as soon as the infield has been dragged and the grounds keeper has chalked the field, the Visiting team shall take the field first for 10 minutes of field warm ups. Then the Home team for 10 minutes. If there is less than the allotted time, the teams shall split the available time in half. Visitors first. Players from the team not taking fielding practice must be off the field. No exceptions. This is a safety issue. If the visiting team is not ready to take the field to warm up as soon as the field is chalked, it shall not affect the time set aside for the home team to use the field.
8. At least 5 minutes before the scheduled starting time, the umpires and managers shall meet at home plate and discuss the ground rules. Lineup cards must be exchanged by both teams and provided to the official scorekeeper of the league. The lineup cards must have each player's last name and number.



9. Only the Manager or acting Manager shall be permitted to engage the Umpires during the game. There must be a coach or manager in the dugout at all times.
10. It is the Manager's responsibility to control the coaches, parents and children on his/her team.
11. There may be only 1 Manager and 2 coaches on the field during games. One coach or manager must always be in the dugout.

Games

1. During the regular season, no new inning may commence after 1 hour and 45 minutes of official playing time. Umpires are instructed to notify both managers when the last inning begins. 4 innings must be played for the game to be considered a complete game. Get the kids on and off the field as quickly as possible.
2. All games shall start on time per the times in the schedule. Any team not ready for play 15 minutes after the scheduled starting time shall forfeit.
3. If the first 3 innings of play have not been completed in the first 60 minutes of official playing time, there shall be no defensive warm ups between innings for the remainder of the game. Pitchers may throw 3 pitches to get loose. Substitute pitchers entering the game in the middle of the inning are entitled to throw no more than eight (8) warm-up pitches. The Pitcher who starts the inning should have warmed up in the bullpen prior to the inning.
4. In an effort to speed up play, when there are two outs, a courtesy runner shall be used to replace a runner that will play the position of catcher in the following inning. The courtesy runner must be the previous batter in the line-up who is not on base.
5. Extra innings shall be played to declare a winner,.
6. Minor VP will notify you of game cancellations. However, the ultimate responsibility for safe playing conditions lies with both team managers. If there is a disagreement between the managers in this area, the VP of Minor A will be contacted to mediate the disagreement. Game cancellations or suspensions should be based solely on the safety risk to the players and on no other competitive considerations.
7. All players bat in a continuous order; late arrivals go to the end of the order. A player, who must leave the game early for any reason, shall cause the batting order to contract accordingly and without penalty. Each player must play 6 consecutive defensive outs.



8. No more than two runs may steal "home" in an inning on a wild pitch, passed ball, or the return throw by the catcher to the pitcher. This does not apply to the unlimited inning.
9. Runners may advance on any ball hit into the outfield until the ball is in control of a player in the infield area, the skin part of the infield. Control is defined as the defensive player having the ball in his glove or hand.
10. 3 runs per inning max. No continuous run situations are permitted unless the batter has hit the ball fair over the outfield fence for a home run or it had bounced over the fence fair for ground rule double.
11. An unlimited number of runs may be scored in the sixth inning.
12. Runners may advance on overthrows to any base. Upon a base on balls, a batter is awarded first base and may not advance further provided the catcher is attempting to return the ball to the pitcher who thereafter immediately returns to the mound and neither attempts any other baseball play. All other runners may advance following a base on balls at their own risk in accordance with any other rule.
13. Bunting is permitted
14. The "infield fly rule" will be taught and enforced.
15. The strike zone shall be one baseball width wider than the plate and in height from just below the batter's knees to the batter's armpits.
16. The home team has to provide the home plate umpire and the visiting team has the base umpire. One team should not provide both. There must be a base umpire in place before the game can begin. The plate umpire will call balls and strikes from behind the plate, not behind the pitcher's mound.
17. For any games at Catalina, each team is responsible for providing one person to work the concession stand. For any Midway games at Catalina, the Capitol team must provide two parents to work in the concession stand. The game will not start until this happens.
18. For games at the Capitol Complex, each team on Vaught Field must provide a parent to work the concession stand. The game will not start until this happens. Trash must be taken to the dumpster at school following the game. Parents working concessions at Vaught may not close the concession stand until both games have ended.

Sliding

1. A runner shall be called out for "Interference" for not sliding or failing to avoid physical contact with a defensive player in possession of the ball or in the act of receiving the ball. Teach your players to slide on any close play.



2. There is absolutely no headfirst sliding allowed going towards a base. A runner is allowed to slide headfirst back into a base (i.e. pick off play or when the runner has overrun a base.)

Mercy Rule

1. Three runs per inning is the maximum allowed until the last inning of the game.
2. 10 run mandatory slaughter rule after losing team has batted 4 times
3. The mercy rule applies during the playoffs.

Safety

1. Players coaching 1st or 3rd base must wear a helmet.
2. When using the bull pens in right and left field, an additional player with a mitt and helmet must be in position in front of the bull pen mound to protect the pitcher and catcher warming up.
3. There is no on-deck circle. All players must remain in the dugout during an at bat.
4. All male players must wear the metal, fiber or plastic type cup.

Field Maintenance

1. The Home team is required to rake and/or drag the field after each game, especially the area around each base, home plate and the pitcher's mound.
2. Both teams are responsible to clean up the garbage from their dugout.
3. The Away Team is required to remove the trash from the Capitol Complex and from the cans, as needed, at Catlina. A dumpster is provided at Catalina for purposes of trash removal.
4. No cars are allowed to drive on the grass areas at the Capitol Complex.

Manager/Coaches

1. Only the Manager and the 2 Board approved assistant game coaches are permitted in the dugout. All other parents, practice coaches, scorekeepers, siblings, etc. should watch the game from the bleachers.
2. Managers/Coaches may not enter the field of play during the course of the game, except for the following: to coach the bases, to attend to an injured player, or after a time out has been called.