

TPSS Youth Baseball League

Minors Baseball Division Rules

The rules for the Takoma Park-Silver Spring Baseball League (TPSS Baseball) Minors Division are the rules stated in TPSS Baseball General Rules, with the exception or addition of the following rules:

1. **Number & Position of Players.** A minimum of seven players is needed to begin a game. A team can use up to 10 players in the field. No infielder can be positioned on a base when the pitch is delivered. Four players must play in the outfield if 10 players are being used.
2. **Playing Time.** A player who does not play the field on defense for one inning must play in the field on defense in the next inning. Players may expect roughly equal playing time and the chance to play a complete game once in a while.
3. **Umpire.** If the League does not provide a professional umpire, the home team provides an umpire for the game.
4. **Prohibited:** No metal cleats. No head-first sliding, although feet-first sliding is permitted.
5. **Kid-Pitching.** Kid pitchers will be used for all games. No pitcher may pitch for more than ten batters or six outs, whichever first occurs, in a single game. The pitcher's mound will be 42 feet from home plate. Three strikes will constitute an out. Four balls will constitute a walk. If a pitcher walks three batters in a row or a total of five batters, the pitcher must be replaced. If a pitcher hits two batters, the pitcher must be replaced.
6. **Balk Rule Modification.** Balks will not be called.
7. **Thrown Bat.** If a batter throws a bat, one warning is issued. The player is automatically out on subsequent violations.
8. **Runners Leaving Early.** Runners may only leave base when the ball reaches home plate or the batter makes contact with the ball. Leading is not allowed. If a runner leaves a base early the player is called out.
9. **Overthrows.** On an overthrow to any base, a runner standing on a base can advance to the next base. A runner more than halfway to the next base may continue to that base, and the next base beyond.

10. Time Limits. A full game will be six innings. However, once 75 minutes have been played, the top of the next inning will automatically be designated as the final bat around inning. To accommodate concerns about heat and sun exposure, opposing team managers may by mutual consent shorten the time limit of the game. Such decision shall be reported to the umpire before the start of play. Every effort should be made to start and stop games on time, so that all scheduled games can be played in full. 11. Extra Innings. They are allowed if conditions permit. Managers by mutual consent may agree to modify rules during extra innings, so the game can be finished expeditiously. For example, a one-pitch rule could be adopted (each player begins with a 3-2 count).

12. Stoppage of Play. The umpire should call out as loudly as possible when the play is dead. This occurs once an infielder has control of the ball or whenever the umpire makes a judgment that action has stopped. Runners more than halfway to another base when time is called are awarded the base they are headed to. If the runner is less than halfway, the runner goes back to the last base touched.

13. Runs Per Inning. A team may score only the greater of either 5 runs or the number of runs by which it was trailing as it began its turn at bat plus 5 runs. (For example, if a team's turn at bat begins with the game tied or the team ahead, it may score only 5 runs. If the team begins its at-bat trailing by 2 runs, it may score 7 runs in its turn at bat.) The exception to this rule is the final "bat-around" inning when there is no limit. The number of batters eligible to hit in the final inning is based on the largest number present. In other words, if one team has 12 players and another team 11 players, then both teams may send 12 players to the plate. Of course, all innings end once three outs are recorded.

14. Foul Tips. A foul tip that goes higher than the batter's head and is caught by the catcher will be considered an out.

15. Infield Fly Rule. Not in effect.

16. Bunting. Bunting is allowed with kid-pitch, but not with machine-pitch.

17. Stealing. Stealing of second base or third base is allowed with kid-pitch, but not home plate. Runners attempting to steal cannot advance to the next base on an overthrow. There is no stealing with machine-pitch.

18. Contact Rule. If a runner attempting to reach home plate runs into a defensive player in the area of home plate, he or she will be called out on the play. Managers should train their players to slide on close plays and to otherwise avoid the defensive player in the vicinity of home plate.