



OSSINING BASEBALL 2015 Minors Division Rules v1.0 (3/22/2015)

GUIDING PRINCIPLES/MISSION STATEMENT

Minors Division is the second youngest division of our league, intended for players who have either completed T Ball or are 7 and 8 years of age. Like T Ball, there may be many players who are trying baseball for the first time and may have very little knowledge of the rules of the game and very little experience with baseball or ability to perform the basic skills of the game of baseball. Like T Ball, our goal at this level is to introduce the children to the rules of the game and foster their interest and enjoyment of the game.

Coaches at this level should be attempting to teach the children more difficult concepts than in T Ball and create practices that begin to refine the basic baseball skills introduced during T Ball. At this level, teams practice once a week (on a week night) on the fields behind Roosevelt School for one hour and have a game each Saturday morning at the Roosevelt School for about an hour. At games, we do not keep score and the focus should be on the children trying to make plays in the field and get comfortable hitting the ball as thrown by another player, a coach, or, if necessary, the pitching machine. There is more possibility than in T Ball of a team recording three outs in the field, and innings will end when five runs are scored if three outs have not been recorded, but scores should not be kept.

In Minors, the players practice the basics of the game: throwing, catching, and hitting the balls thrown by another player, a coach, or, when necessary, the machine while also continuing to learn the basic rules about base running and fielding. After a year in Minors, players should know the different ways to make an out in the field (tagging a runner who is not on a base, tagging a base for a force out, fielding a ball and throwing to a teammate who is on a base, and catching a ball in the air). After a year in Minors, players should have developed the ability to hit a pitched ball and improved their ability to throw accurately to a teammate as well as improved the hand-eye coordination involved in catching a ball in a glove.

Most players will spend two years in Minors ball before moving on to the next level, which is known as Intermediate. Since Intermediate, which has sometimes been called "Kid Pitch," has only children as the pitchers, coaches should increase the time spent working on pitching with their players during practice as the Minors season progresses. During games, a pitcher who is ready may pitch to the other team, while a coach stands by to supervise. The coach should call balls and strikes. If the pitcher walks the batter, the coach should step in and throw to the batter. For strikes, the count should continue from the count that the batter had before the coach was pitching (if the batter had two strikes when the player was pitching, and then swings and misses at a pitch from the coach, that is strike three, and he is out). If there is no coach present who feels able to throw, a machine may be used to pitch when the child pitching walks a batter. After the batter has finished his at bat, the child pitching starts again with the next batter. Generally, pitchers should be switched every inning.

Rules of the Game:

The general rules of baseball as documented in the Little League International 'Official Regulations and Playing Rules' book shall apply, with the following modifications and additions

1. **Roster batting.** Every player on the team shall bat in the team's batting order for the entire game (Roster batting). It is recommended that the team set a batting order at the first game of the season and stick with that. The last batted out of one game, will be at the bottom of the batting order the next game.
2. **Late arriving players.** Players who arrive after the game has started will be added to the end of the batting order.



OSSINING BASEBALL 2015
Minors Division Rules v1.0 (3/22/2015)

3. **Player leaving the game before the conclusion of the game.** If a player leaves the game for any reason, his turn will be skipped in the batting order with no penalty. The batter after the player who left will bat next.
4. **Minimum Innings/ Consecutive Innings Requirement.** Every player must play innings in the field and bat. No player should sit out two innings in the field in a row.
5. **Number of Players:** The team in the field can put 10 fielders on the field (four outfielders). As a league, we try to limit each roster to 10 players. If a team has ten players, there will be four players in the outfield. This player is not a short fielder, but either a left center, or right center fielder. If a player is positioned at catcher, that player must wear a catcher's helmet and gear and a protective cup. If a team has more than 10 players, the players should take turns sitting out an inning. If a team has less than 10 fielders, the game will still be played. Coaches should make certain when there are not enough players that players are assigned to the infield positions first, than the outfield.
6. **Playing games when a team is short players.** A game may be started if a team does not have enough players. The goal is to avoid a forfeit if at all possible. If a team has seven or eight players, they can ask one of the other team's players to play outfield, but they do not need to (there are few balls hit to the outfield and playing short a player should not be a problem).
If a team only has 6 or less players, the team may use players from the other team or may find substitute players from another team to play for them or as a last resort, and hopefully not as a game time decision, the game may be rescheduled to another time.
7. **Strike Zone:** Generally, there should be no "called" strikes, but a coach calling balls and strikes should call a strike if a pitch is obviously a strike and the batter does not swing. After four weeks of play, coaches should start calling even third strikes if they meet this criteria.

In the first four weeks, in limited circumstances, for players who are struggling, a coach can use his or her discretion to give a player who has struck out another pitch, but this should be limited to no more than one extra swing and should be offered only to players who are struggling to hit.

8. **Base Running:**
 - a. There is no base stealing
 - b. Whenever there is a play at second, third or home, the base runner must slide.
 - c. Any player sliding head first advancing to a base will be warned that he will be called out for sliding headfirst if he does it a second time.
9. **Bunting:**
 - a. Players may bunt
 - b. Once a player squares around to bunt, he must either bunt the ball, or pull the bat back.
 - c. Players cannot square around to bunt and then swing away.
10. **Other Adjustments:**
 - a. The team that is batting will bat until three outs are made OR five runs have been scored.
 - b. On an overthrow, the base runner shall not advance



OSSINING BASEBALL 2015
Minors Division Rules v1.0 (3/22/2015)

- c. Base runners may advance only one base on all batted balls in the infield.
- d. Base runners may advance two bases on balls hit into the outfield in the air.
- e. Base runners may advance three bases on balls hit over the outfielders **in the air**.

GAME MANAGEMENT, ROSTERS, TIME LIMITS, AND RESCHEDULING

- 1. No innings shall start less than 15 minutes before the scheduled start time of the next game.
- 2. Goal of the game is to get each team the same number of at bats
- 3. Games should start on time regardless of how many players are available.
- 4. All players should play both the infield and outfield in each game.
- 5. No player shall sit out two innings in a row.
- 6. Players may be freely substituted in and out of positions at any time. The rule does not apply to pitchers.

1. **Pitching Rules:** This should be easier than in the older leagues, as there is only one game each week for each team (on Saturday), but it is important to remember that rules preventing any child throwing too much do apply.

1. Both coaches must agree to use children pitchers.

2. **Eligibility:** Any player may pitch. There is no limit to the number of pitchers a team may use in a game.

3. Pitching Limits:

a. **Weekly:** A pitcher may only pitch one (1) innings in one calendar week. The week begins on Sunday and ends at midnight Saturday

b. **Pitch Counts and Rest Requirements :**

i. A pitcher may not pitch more than 40 pitches in one day

ii. A pitcher may not pitch more than 1 (one) innings in one day

iii. The manager must remove the pitcher when the pitcher reaches the pitch count of 40 pitches or has completed 1 innings

iv. Exception: If a pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: Batter reaches base or the batter is put out or the third out is made to complete the ½ inning (Little League Rules)

v. **Required Days of Rest:**

# of Pitches Thrown	Days Rest Required	Example
40 or more	6 Days	Throw 40 pitches Saturday, can pitch the following Saturday
21-39	6 Days	Throw 35 pitches Saturday, can pitch the following Saturday
1-20	6 Day	Throw 20 pitches Saturday, can pitch the following Saturday

4. Other Pitching Rules:

a. A player may not pitch and catch in the same game.

b. A pitcher who cannot reach the plate from the official pitching plate will be allowed to move up one foot in front of the pitching plate. Both managers must agree to this modification for that individual player. This should not be done to gain an advantage if the pitcher is capable of reaching the plate from the rubber.



OSSINING BASEBALL 2015
Minors Division Rules v1.0 (3/22/2015)

- c. Pitchers shall not be freely substituted. If a pitcher is removed from the game (as a pitcher only) before pitching one (1) innings, that pitcher will not be permitted to pitch again in that game, even though they did not pitch the maximum innings.
- d. There is no balk rule. Pitchers may pitch from wind up or stretch
- e. Violations of any section of this regulation shall be brought to the attention of the league coordinator.

5. Pitching Log:

- a. Each team will designate a coach/adult to keep the pitch count.
- b. Each teams pitch count coach/adult will compare counts between full innings to update the official count.
- c. If the pitch counts do not agree the coach with the higher total pitch count for that inning will be used.
- d. Every coach must keep a pitching log for their team.
- e. The log must include the Date pitched, Pitcher's Name, Opponent and the number of pitches thrown. Will be maintained in the Coach's log.
- f. This log is to be available for review upon request by the opposing coach or league coordinator and the league leadership. Failure to maintain or produce your log may result in a player being declared ineligible to pitch if the player has not pitched yet, or may result in a game that has been played being declared a forfeit.

2. Other Items:

1. Coaching Guidelines

- a. Coaches should aim to instruct the players in the field to play specific positions and that only one player, or in some cases two, should run after a batted ball to make the play (to avoid the rugby scrum for batted balls).
- b. Coaches may exchange batting orders prior to the start of the game. One suggestion is that teams maintain the same batting order from game to game and start their batting lineup where it left off at the end of the previous game. Again, the focus should be on development, and a set line up with the strongest players batting first should be discouraged.
- c. Coaches from the defensive team should avoid standing in the field to help direct the defensive players as they may have done in T Ball. If necessary, one coach may stand in the field at the beginning of the season, but after four weeks, the coach should explain to the players that this will no longer occur. On offense, coaches are restricted to the 1st and 3rd base coaching boxes, their dugout, and when necessary, in a safe position to coach/guide the batter in proper positioning and technique.

2. Practice and Games.

- a. All games shall begin at their scheduled time. No new inning shall begin fifteen minutes prior to the start of the next game. All games shall be called when darkness becomes a factor. The safety of the players will be the deciding factor in making such a decision
- b. When the fields available to our league for practice are determined, the league coordinator and coaches will meet to determine a fair distribution of fields. A team cannot reserve a field for practice unless given specific permission from the league coordinator. If a team is waiting to use the field, practices must be limited to one hour. One practice a week is standard.



OSSINING BASEBALL 2015
Minors Division Rules v1.0 (3/22/2015)

3. Sportsmanship

Standard practice of good sportsmanship shall prevail at all times. This rule applies to everyone attending the game. Common sense should prevail especially at the end of the game. A team line up to shake hands should take place after all games.

4. Safety

- a. All players shall wear helmets when batting and running the bases.
- b. Catchers shall wear protective gear; Helmet/mask, shin guards, chest protector and a protective cup. Protective gear shall be worn during practice sessions and during a game.
- c. Infielders may wear any protective gear approved for that position
- d. Players must be in full uniform at all times. This includes baseball cap, team jersey, pants (long), and rubber cleats or sneakers. No metal spikes.
- e. No one shall swing a bat in the dugout. There is no on deck area.
- f. No Jewelry is to be worn (rings, watches, chains, earrings etc.).
- g. No one shall be allowed behind the backstop while the game is in progress.
- h. No player shall jump a fence at any time for any reason. No player or spectator shall be allowed to climb onto a backstop or fence surrounding the field of play. Players should be instructed to keep hands out of the fences and backstops.
- i. No games shall be played if the parks are closed due to weather or other conditions.
- j. Coaches should move quickly to clear the field in the event of thunder and lightning. Coaches should also discontinue games due to darkness
- k. Only coaches should open and access the equipment boxes. Coaches should close the boxes after taking equipment out and remind players to stay away from the boxes.
- l. Coaches should communicate with parents if the behavior of a player requires the presence of that player's parent at the field during practices and games.