

## Section 6.03 Minor Division Ground Rules

1. Each game will consist of no more than six (6) innings OR 1 hour 45 minute, whichever occurs first. If a new inning is started prior to the 1 hour 45 minute mark the full inning must be completed, with the exception being if the home team were ahead, the bottom of that inning would not be played. There will be no extra innings in the event of a tie.
2. Four (4) completed innings will constitute a regulation game. The mercy rule will apply when the winning team is up by 10 runs or more and four (4) innings have been completed. If a game ends in a tie, the tie will stand.
3. No over hand catch is allowed between a coach or any adult and a Little League player.
4. During pre-game warmups, only players may catch for the coach. Said player must be wearing a catcher's helmet and mask. Coaches or any other adults may NOT catch for the coach warming the players up.
5. Umpires will wait 15 minutes after a scheduled game time before calling a forfeit. At that point it is highly encouraged to have a scrimmage game to allow the players at the field to play a game.
6. The player occupying the defensive position of catcher must wear full protective equipment, including a catcher's mask and protective helmet, shin guards, and a log model chest protector with throat guard. All male players must wear a protective hard cup.

7. Teams must start with a minimum of 9 players or the game is considered a forfeit and reverts to a scrimmage game.
8. The Minor Division may only score 5 runs per inning. Unlimited runs may be scored in the last inning, with the last inning being the 6<sup>th</sup> inning.
9. The Minor Division is allowed to have three (3) adults in the dugout/field area during games. Adults allowed are one (1) Board approved/ Rostered Manager and two (2) Board approved/Rostered coaches. One (1) Manager/Coach must remain in the dugout area at all times.
10. One (1) Manager or Coach is allowed to stand on the field when their team is playing defense per umpire's discretion. Offensively, only base coaches are allowed on the field. (buckets are not allowed on the field at any time)
11. Minor division will bat through the entire line up. Every player must have six (6) defensive outs. (2 innings on defense)
12. All managers must report all changes to the scorekeeper.
13. If an umpire does not show up as scheduled, and 15 minutes has elapsed, home team will provide a volunteer parent umpire agreed upon by both managers.
14. Batter must keep one foot inside the batter's box at all times during his/her at bat.
15. A ball that bounces over the fence is a ground rule double and batter will be placed on second base.

16. Intentional walks are allowed. Manager of the team on defense must notify the umpire prior to the pitch to the batter he intends to walk. Four (4) pitches must be added to the pitch count for the pitcher on the mound at the time of the intentional walk. Baserunners may not steal during an intentional walk, only forced baserunners will advance during the intentional walk.
  
17. Maximum pitch count for 7-8 year olds is 50 pitches  
Maximum pitch count for 9-10 year olds is 75 pitches  
Maximum pitch count for 11-12 year olds is 85 pitches
  - a. Days of rest must be observed per Little League guidelines, which are listed below:

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|-----------------|--|
| 1 – 20 pitches  | No (0) calendar days rest must be observed       |
| 21 – 35 pitches | One (1) calendar day of rest must be observed    |
| 36-50 pitches   | Two (2) calendar days of rest must be observed   |
| 51-65 pitches   | Three (3) calendar days of rest must be observed |
| 66 or more      | Four (4) calendar days of rest must be observed  |
  
18. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that game.
  
19. A player may not pitch in any game in which he or she has played the position of catcher more than 3 innings.
  
20. Team must provide the current pitching log to the scorekeeper at every game. Failure to provide the pitching log will result in Manager suspension for one game.

21. Standings will be kept. The team with the best record at the end of the regular season will be the TOC team. In the event of a tie, the team with the best head to head record against the team they have a tied record with, wins the division and will be the TOC team. In the event the head to head records are also a tie, then a one game playoff will determine the TOC team.
  
22. Team Manager must remain on the field/in the dugout with the team at all times. In the event of an emergency, Manager will notify the umpire, Board member on duty, and his coaches prior to leaving the game.