



Coul-Oak Baseball Spring 2019

Minor League Rules

PURPOSE: The following rules are established for the Minor League of CoulOak Little League baseball. The purpose of these rules is to establish regulations by which all participants (coaches and players) can have a structured, enjoyable experience with baseball. This includes rules that assist with equitable playing time for all players and ultimately increasing the skill level of all players. The Little League rulebook shall govern all play, except for local rule modifications as outlined below:

Local Rules

1. No inning may start after 1 hr 45 minutes after actual starting time. A new inning shall be considered underway immediately upon the last out or last batter of the previous inning.
2. If after six innings a game is tied, extra innings will be played, time permitting. If a game is still tied after the time limit expires, then one extra inning shall be played. All extra innings will be paid under international tie breaker rules.
 - a. INTERNATIONAL TIE BREAKER RULE (ITB) At the end of regulation or when the Time Limit has expired, teams will place the last three hitters for the previous inning to load the bases. The last hitter from the previous inning goes to 1st base, the hitter before him goes to 2nd base, and the hitter before that goes to 3rd base. There will be One (1) Out.
3. Each team shall field nine (9) defensive players, using standard baseball defensive positioning. League reserved the right to increase the number of defenders to ten (10) based upon roster sizes.
 - a. A team may play with the 7 or borrow defensive players from the other team each inning.
4. All players shall bat in a consecutive and continuous batting order. Any late arrivals shall be placed at the bottom of the batting order. Any player permanently leaving prior to the end of the game shall be skipped in the batting order. **NO** out will be recorded.
5. The offensive team cannot score more than 5 runs per inning, no matter how many outs. If a batter hits a ball out of the ball park for an official Homerun, then all runs will be allowed to score even if it does exceed the 5 run limit. In the final inning of the game, the 6th inning only, each offensive team will be allowed to score as many runs as possible while hitting one time through the lineup.
6. Players shall get one warning for "slinging the bat". Any subsequent infractions shall be ruled a dead ball, the batter shall be ruled out and all runners will return to their original base
7. Bunting is allowed, but slashing (showing bunt then pulling back to swing away) is not.
8. Players shall be rotated so that they do not play more than 3 innings at any one position, including pitchers and catchers.
9. Players shall play at least 4 innings in the field per game. It is required that at least 2 innings be during the first 4 innings. Failure to get all players the minimum playing time will result in a coach ejection and the issue must be corrected immediately. A coach ejected for this infraction will not be suspended from the following game for the first occurrence.

10. A 10-run rule is in effect and the game will be ruled over after 3 ½ or 4 innings when one team is ahead by 10 or more runs.
11. The home team head coach should notify, within 30 minutes of game time, the visiting team head coach and league coordinator of any game cancelled by rain. This game will be rescheduled by the Scheduling Coordinator at the first available date.
12. No player called up from Machine Pitch will be allowed to pitch.
13. Players who throw 41 or more pitches in a game are not allowed to play the position of catcher for the remainder of the game (no threshold). Players who catch three innings are not allowed to move to the pitcher position. If a player catches and moves to pitcher after throwing the 21st pitch they are not allowed to move back to the catcher position.
14. While on Defense one coach is allowed out of the dugout and must remain directly in front of his/her dugout. No buckets or other equipment is allowed out of the dugout.
15. When a defensive player has possession of the ball and is on the dirt of the pitching mound, offensive players may not advance unless they are more than halfway to the next base.

Administrative and Conduct Rules

1. Coaches are encouraged to coordinate player lineups in advance to ensure timely changeover between innings.
2. The Home team is responsible for the following:
 - a. Dragging and lining the field.
 - b. Providing one new and one good condition game ball (Visiting Team shall also provide one new game ball)
 - c. Provide one official score
3. Both teams are responsible for end of game clean-up activities (i.e., dragging the field, turning off scoreboard, cleaning up trash in their respective dugout and their side of the field, etc.).
4. Lightning Rule – The fields are to be cleared of all players if lightning is observed OR if thunder is heard. At this time, players and families shall return to their cars until all is clear. Players cannot remain on the field or in the dugouts. You must wait 30 minutes after the last visible lightning before resuming play. (NO EXCEPTIONS). While in a lighting delay, the play clock is stopped until started again by the umpire.
 - a. No game may be delayed more than 1 hour due to lightning during weeknight games (Monday-Thursday)
 - b. No game may be delayed more than 1 ½ hours due to lightning during weekend games (Friday & Saturday)
 - ◆ Suspended Game: If a game is suspended by weather or other reasons before it has become a regulation game (4 innings....3 ½ innings if home team is ahead), but after one (1) or more innings have been played, the game will be resumed exactly where it left off
 - If a game is suspended before one (1) full inning has been completed, the game will be re-started from the beginning
5. Unsportsmanlike conduct by players, coaches or fans will NOT be tolerated. Any player throwing equipment in anger will be warned for the first occurrence any adult throwing equipment in anger will be immediately ejected. A player will be ejected on the second occurrence. Anyone ejected from the game must leave the property. Any player/coach ejected from a game will be suspended from the team's next game. Any ejections shall be brought to the League President and the Player Agent immediately.
6. Parking is NOT allowed, on grass areas within Coulwood Park. Coaches are responsible for helping enforce this.

Highlighted Little League Rules

1. Little League special pinch runner rule is allowed. There is no courtesy runner rule for the catcher or pitcher.
2. Intentional walks are handled by telling the umpire no pitches are thrown four pitches are added to the pitcher's total and all forced runners move up one base.
3. Players are not permitted to wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, and necklaces. The only exception is jewelry that alerts medical personnel to a specific condition. Sunglasses are permitted.
4. A baseball pitcher can wear an arm sleeve, but it must be fully covered by an undershirt. And, any part of the pitcher's undershirt that can be seen must be a solid color, and the sleeves cannot be white or gray.
5. An uncaught third strike does not apply to play below the Little League (Major) Division.
6. A play at the plate is no different than a play at any other base. A player must slide or attempt to avoid the defensive player. There is no "must-slide rule" in Little League.
7. The traditional batting donut is not permissible, but a weighted bat sleeve is. In addition, the on-deck position is not permitted in the Little League (Major) Division and below.
8. There is no infield fly rule at this age if in the umpire's judgement the fielder intentionally drops a fair ball to create a double play opportunity it is a dead ball, and everyone is safe.
9. There is no head first sliding allowed, except for a baserunner going back into a base. The runner is out as soon as you determine the act is in fact a **head first slide** and not just a stumble or trip
10. One manager and not more than two coaches are allowed in the dugout.
11. All bats must be a baseball bat which meets the USA Baseball Bat standard. It shall not be more than 33 inches in length; nor more than $2\frac{5}{8}$ inches in diameter, and if wood, not less than fifteen-sixteenths ($\frac{15}{16}$) inches in diameter ($\frac{7}{8}$ inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end.
 - a. **NOTE 1:** Solid one-piece wood barrel bats do not require a USA Baseball logo.
 - b. An illegal bat must be removed. Any bat that has been altered shall be removed from play.

Pitch Count Rules

1. Pitch count rules will apply per Little League Regulation VI – Pitchers.

Age Chart

Refer to Little League Hand Book (Green Book)

Pitch Count Limits:

Refer to Little League Hand Book (Green Book)

7 and 8 – 50 pitches per day

9 and 10 – 75 pitches per day

11 and 12 – 85 pitches per day

Days of Rest:

1-20 0 days rest

21-35 1 day rest

36-50 2 days rest

51-65 3 days rest

66+ 4 days rest

16. Fall Pitching Age: (12 year olds, and “rising 12’s (fall baseball) cannot pitch in Minors). All pitch counts are to be followed for current age restrictions, not “Spring” playing age.

17. Each team’s scorekeeper keeps their own pitch count utilizing the LL Baseball Game Pitch Log.

18. Each team will be responsible for maintaining the LL Baseball Pitcher Eligibility Tracking Form in their scorebook for each game. Each head coach is required to sign off on the home team’s pitch count record upon completion of each game. **This document will be made available to opposing coach prior to each game, if requested.**

19. Pitch counts will be reconciled by pitch counters between each inning.

20. Any discrepancies between scorekeepers, the home team will be the official count. A suggestion is for both home and visitors pitch counters to be together so there are NO discrepancies. Good communication is the key here.

21. Coach trips to the mound will be governed by Little League Rule 8.06. A manager or coach may visit a pitcher two times in an inning (on a third trip in that inning, the pitcher must be removed). A total of four visits to a single pitcher, regardless of innings pitched, require their removal.

22. A pitcher once removed from the mound cannot return as a pitcher

Playoffs:

1. Pitch counts do not reset for playoffs
2. Playoff games have a 2 hour 30 minute time limit