

FALL 2017
MINOR LEAGUE BASEBALL
(Playing Age: 9 & 10 Years Old)

1. Play will conform to the requirements of the 201 Cal Ripken rulebook, and as modified by these supplemental park rules.
2. At the beginning of the game, each team should contribute one new ball, which will be returned to the team for use as a practice ball after the game. No markings or team names/logos are allowed on game balls.
3. A game cannot begin with less than eight players on the team. Game time will be determined by the umpire to be closest time possible to the scheduled game time. There will be fifteen-minute grace period for lack of enough players. If one team has less than eight players the game will be treated as a rainout.
4. The defensive team may play only 9 players: catcher, pitcher, first base, second base, shortstop, third base and three outfielders.
5. The home team is responsible for keeping the official scorebook. The visiting team is responsible for finding an adult to keep the scoreboard. No children under 12 are allowed to operate the scoreboard.
6. If it is the last game of the day, the two coaches should make sure that the lights are turned off, and that the scorebooks and scoreboard controller are stored away.
7. If rain interrupts a game and the game is called, it will be considered a complete game if three and a half innings have been played and the home team is ahead. (Four innings with the visiting team leading.)
8. The time limit is 2:00, but an inning cannot be started after 1:35. An inning shall be completed if it began before the time expiration. In the Fall, a game can end in a tie and NO tie-breaker will be performed.
9. "Friendly" chanting is allowed, but coaches should immediately stop any mean or derogatory statements.
10. All players on the roster shall bat. The batting order shall be as turned in on the roster to the opposing coach. If a player arrives late he may be placed in his rostered place if it has not come up. If said player arrived after his rostered place in the lineup he must be placed in the order as the last batter.
11. Bunting is allowed. If a player squares to bunt and then takes a swing of any kind, he will be called out creating a dead ball situation and all runners must return to the base they occupied when the pitch was delivered.
12. Sliding head first (unless going back to base) will result in the runner being called out.
13. **A player can pitch only two innings per game, one pitch in an inning equals one inning. A maximum pitch count of 75 pitches is also in effect. Once removed from the mound, a pitcher cannot return to pitch in the same game.**
14. **A player cannot play one position more than two innings per game. The only exception to this rule is the catcher position.**
15. **All players must play an infield position at least one inning of every game, and must play an infield position by the 3rd inning of every game.**

16. **No player can sit out two consecutive innings per game, unless the player is injured or ejected.**
17. Each team will be warned one time for accidentally slinging the bat. Subsequent offenses during the course of the game will result in a player being called out.
18. If a player refuses to take the field, except in the case of an injury, they are out of the game and must leave the dugout. An out will be called when that player's spot in the lineup is due at bat.
19. Stealing will be allowed for the full season. Runners may advance ONLY 1 base on each steal attempt. Stealing home is allowed on a passed ball and if a catcher or infielder attempts to pick off at 3rd base AND the thrown ball reaches the outfield grass. A delayed steal from 3rd base will not be allowed. Stealing home is allowed on a passed ball ONLY. As a clarification, a runner cannot score from 3rd base on a ball thrown over the pitcher's head or when the ball is mishandled by the pitcher. Leading off is never allowed.
20. A player must slide on a "close play" at home plate. The umpire has sole discretion as to what constitutes a close play at the plate. Normally a "close play" has three elements at home plate at the same time: a runner, a fielder and the ball in the air. Deliberate contact with the fielder at home plate will result in an automatic out and the player being ejected from the game.
21. Before a coach comes on the field, he must request a time out from the head umpire. The Head Coach is the **only coach** who is allowed to request a conference with the umpires.
22. The catcher must wear a protective cup during practices and games to reduce the chance of injury.
23. In the Minor League, a half-inning ends when the offensive team has scored 5 runs or 3 outs are recorded, whichever comes first.
24. Mercy Rule:
Run differential of 15 after 3 innings
Run differential of 8 after 4 innings
25. Home team shall occupy the 3rd Base dugout, Visitors occupy 1st Base Dugout.
26. Smoking and the use of tobacco products is only allowed in the parking areas.
27. All bats used at MJ League, Inc. in baseball from Tball thru 12U must be stamped BPF 1.15.
28. The batter is out for illegal action when he/she enters the batter's box or is discovered was having used an illegal bat. The infraction must be discovered before the next pitch following the turn at bat of the player who used an illegal bat.
29. The base paths in Minor BB shall be set at 65 feet. The pitching rubber shall be set at 46 feet.
30. After a game or practice, coaches should not leave the area until all players have been picked up.