

Boys Minors Division Baseball Rules

Scheduling Regular

Season

- 1) Order of finish to be determined by overall winning percentage.
- 2) Only the Division Director can cancel a game due to reasons other than weather.
- 3) Canceling of game without Division Director's approval will result in forfeiture for canceling team. If both teams cancel game without Division Director's approval this will result in loss for both teams. (Unless game time decision due to inclement weather.)
- 4) Games either suspended or canceled due to inclement weather or darkness. Managers shall notify Division Director or President Little League on day of occurrence.

Playoffs

- 1) All teams make the playoffs.
- 2) Playoffs will be single elimination tournament.
- 3) Tie Breakers in the following order: Overall Winning Percentage, Head to Head, fewest runs allowed

Managers Rules

- 1) Universal Batting Order: All players bat whether on the field or on the bench. The same batting order throughout the game.
- 2) Players arriving late (after first pitch) must be placed at the bottom of the batting order.
- 3) 10 players in the field. 6 infielders and 4 outfielders. Outfielders must line up (in line) on outfield grass.
- 4) A minimum of 8 players is required to play the game as an official game.
- 5) All players must play at least 3 innings in the field.
- 6) Any one player may play a position for a maximum of 4 innings. (Except pitcher or catcher.) All team players must play at least 2 full games during season. **NOTE: All Managers are requested to rotate all players throughout the infield and outfield.**
- 7) 6 run limit per inning. The last inning as declared by the umpire are excluded (unlimited).
- 8) **Player call ups:** If a manager knows that going into a game he will be short players he should contact the Division Director or President to ask for replacements from a lower division for that game. Players must play an outfield position and bat at the bottom of the order. A minimum of 8 players are required to play the game otherwise you will forfeit the game. It is recommended that you plan on a minimum of 10.
- 9) A team must have 9 or less of its own players to qualify for call-up(s).
- 10) **All teams are required to report all scores and pitch counts 24 hours after the game ends. Failure to report scores and pitching will result in a loss for each game not called in.**
- 11) **Managers must also send in game summaries refer to website for additional information.**

Safety Rules

- 1) Only the player in the batters box should have a bat in hand. There is no on deck circle in Little League. This rule must be enforced!
- 2) Any player who deliberately throws his bat shall be ejected.
- 3) If the umpire determines intent on the runner to injure, the player will be ejected.
- 4) Runner is out on head-first slide.
- 5) Runner is out when sliding into first except when returning to base or avoiding a collision or being hit with errant throw.
- 6) Any player warming up a pitcher must wear a mask and supporter cup.
- 7) Pitchers may not wear any metallic items, sunglasses, long white sleeve shirts or any object that may distract the batter.
- 8) If lightning occurs, the umpire or coach will wait twenty minutes to see if the game can continue. Please move your players to a safe area.

The Field

- 1) Pitchers mound 46 feet.
- 2) Bases 60 feet.
- 3) 2 adult coaches in coaching boxes.
- 4) Only manager, 2 coaches, and uniformed players are permitted on bench.
- 5) No players, coaches, or parents behind the batting cage.
- 6) If dugouts available please keep players in them.
- 7) Both teams responsible for field setup and cleanup.
- 8) No manager/coach/parent is permitted on the playing field or live ball area during play. Only after a time out has been called and granted by the umpire can a manager approach a player on the field.

Duration of Game

- 1) 6 innings.
- 2) Regulation Game: 4 innings (losing team must complete 4 times up)
- 3) Games Called Prior to Regulation: Suspended game if at least 1 inning completed, otherwise "no game".
- 4) Regulation Game Called: (A) If score is tied at end of inning, visitors score, and home team does not have chance to re-tie the game the game is a suspended game. (B) If score is not tied at end of inning, next inning is started and game is stopped, score reverts to previous inning —game over“.
- 5) Suspended game will resume from point in which it was stopped.
- 6) Regulation Games Called: To be called by coaches and umpires. Umpire decision is final in all disputes.
- 7) Games Called Prior to Regulation: To be called by Division Director, coaches and or umpires.
- 8) Weekend Games - No inning starts after 1:45 minutes of game time.
- 9) Games tied after 6 innings: 1 additional inning is played, if tied after this inning game ends in tie. (Games must meet time restraints & darkness otherwise game tied.)
- 10) Mercy rule- 15 runs after the losing team has completed 4 times at bat

The Uniform

- 1) Players must be in full uniform at all times and shirts tucked in. 2) Catchers must wear proper equipment and a supporter cup at all times, and must use catchers mitt. 3) All players must wear supporter cup at all times. 4) Players may not wear jewelry.

Pitching

- 1) Little league pitch counts apply. 65 pitch max per pitcher per game
- 4) 5 Warm up pitches at the beginning of each half inning.
- 5) A manager may make two (2) visits to mound. The pitcher must be removed on the third (3) visit.
- 7) Once a pitcher throws over 40 pitches he cannot catch. Refer to little league rules.

Walks

- 1) No intentional walks.

Base Running

- 1) Dead ball- the judgment of the umpire shall prevail in all cases.
- 2) Runner is out if no attempt is made to slide or get around fielder with ball waiting to make tag.
- 3) Runner is out when sliding into first except when returning to base or avoiding a collision or being hit with errant throw.
- 4) Runner is out on head-first slide.
- 5) If the umpire determines intent on the runner to injure, the player will be ejected.
- 6) The fielder cannot block the base without the ball.

Stealing

- 1) No leading, until the batter makes contact with the ball or ball passes batter. If violation, no runner may advance farther than forced by batter's action.
- 2) Limit of 4 steals of second or third (double steal counts as two steals) no stealing on home.

Overthrows

- 1) Any overthrows between the foul lines or live foul area, the runner proceeds at his own risk. Any overthrows in foul dead area, runner gets the base, which he is, proceeding to and one. Except home. Home base must be earned. Play then automatically stops

Courtesy

- 1) The decision of the umpire is final.
- 2) Absolutely no arguing with the umpire. This also means controlling your parents or forfeit of game will result. **See League's —Zero Tolerance Policy—**.
- 3) If umpire does not show: 1 coach or volunteer from each team shall share umpire duties. The visiting team will umpire the first 3 innings and the home team the last three innings.
- 4) Always play the game!

Miscellaneous

- 1) Any rules not covered above will be governed by the —Official Little League Rules—, a copy of which is distributed to each manager prior to the season.
- 2) If anyone has any uncertainty regarding any rules please contact your Division Director or President. If this should occur during a game you should continue the game and report any discrepancies to your Division Director or the League President immediately upon completion of the game. Do not hold up any regular season game for a ruling on an issue. .

ANY MANAGER, COACH OR PARENT EJECTED FROM A GAME WILL FACE THE FOLLOWING REVIEW PROCEDURE

1) **FIRST TIME:** The Individual that was ejected from the game will face automatic review by a Disciplinary Committee. The committee will decide if any further action is deemed necessary, including but not limited to a one game suspension. This review shall take place within 48 hours from time of ejection.

2) **SECOND TIME:** If an individual is ejected from a game for a second time, they will face an automatic suspension of at least one game.

*The second time an individual is suspended by this committee; it will result in mandatory suspension for the remainder of the season, and possible banishment from managing or coaching in Merillon again.

*It is the responsibility of the Manager of the team to report to the President of any person from their team being ejected. **FAILURE TO DO SO BY THE MANAGER WILL RESULT IN A ONE GAME SUSPENSION FOR THAT MANAGER!**

Any player ejected from a game will face a minimum one game suspension, and review by the committee. A second ejection will result in suspension for the remainder of the season. It is also the Managers responsibility to report to the President any player being ejected. Failure to do so will result in an automatic one game suspension for that Manager.

Merillon Athletic Association Zero Tolerance Policy

Merillon Athletic Association has a —Zero Tolerance Policy“ for un-sportsman like or unacceptable behavior at any and all Merillon Athletic Association games (both Home and Away); and or functions. All adults present will be held accountable for their behavior as well as the behavior of their guests. Parents and guardians will be held accountable for the behavior of their children. Failure to comply may result in the immediate expulsion from any Merillon events, functions and games of the offending individual. If expelled, the individual may not return to any and all Merillon events, functions or games at any time pending action by Merillon Athletic Association’s Board of Directors and its —Disciplinary Committee“.