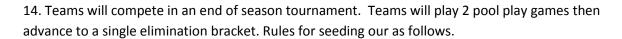




Minors

C. Minors.

- 1. Time Limits: All games have a two hour time limit. No new innings to start after two hours during the weekdays. No new innings after 1:45 on Saturdays
- 2. Score is kept in this division.
- 3. Continuous batting order and all players will play a minimum of 3 innings in the field if it's a completed game.
- 4. Players will be rotated as directed to different positions. 10 players with 4 outfielders will be on the field at the same time. The outfielders must remain in the grass.
- 5. No child shall play the same position (including pitcher) more than 2 innings per game, with the exception of catchers which may play 3 innings. Every child must start once a week. Every child playing outfield one inning per game is highly encouraged. A pitcher who delivers more than 41 or more pitches per game may not play catcher for the remainder of the day.
- 6. Strike zone is inside of chalk to inside of chalk, knees to letters. The batter can strikeout, walk or take a base if hit by pitch.
- 7. A team's at bat consists of three (3) outs or five runs, whichever comes first.
- 8. The pitching distance shall be set at 46 feet. EBYA pitch count rules apply.
- 9. Stealing is only allowed after the ball passes the plate. No stealing of home plate is allowed unless the catcher makes an overthrow, including to the pitcher.
- 10. Runners may advance until the ball is in the control of an infielder and time has been granted by the officials. Runners may advance 1 base on an overthrow.
- 11. Umpires are not provided for this division. A coach from the batting team calls balls and strikes from behind the mound. The objective is a liberal strike zone to encourage batters to swing and hit the ball. A second coach from the fielding team may be used to make calls on the bases.
- 12. 5 run limit, ties permitted
- 13. JM rule No intentional walks



- 1) win loss record
- 2)fewest funs allowed
- 3)highest run differential
- 4) runs scored