



## 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

14. Teams will compete in an end of season tournament. Teams will play 2 pool play games then advance to a single elimination bracket. Rules for seeding our as follows.

1) win loss record

2)fewest funs allowed

3)highest run differential

4) runs scored