

VALLEY ATHLETIC ASSOCIATION MINOR/ INTERMEDIATE LEAGUE BASEBALL RULES 2011

Local Game Rules

In general, we will be using official Babe Ruth Bambino Rules, with the modifications as described below:

Minor and Intermediate levels will be play on a 60 foot playing field.

Minimum Play

Each player must play 1/2 the defensive game. Every other inning in the field. The only exception to this rule will be made at the manager's discretion where there is a real discipline problem:

- a. major behavior problems
- b. missing scheduled practices or games without valid reasons or failure to notify the team manager in advance when the player is going to be absent

MINORS ONLY

c To make it easier to play all of the kids, a 10th defensive player will be used. He must play as a 4th outfielder.

If a manager does not play a player the minimum amount of time, the manager will be suspended for 2 full games and the player will play the entire next game.

Notify the League officials (League Coordinator and/or Commissioner) if possible prior benching a player. It's easier to support you when we know in advance.

Minimum Players

All games must be played with a minimum of 9 players to be counted as a regulation game. If the home team is short players. There will be a 10-minute waiting period, if the home team is still short players, a forfeit will be called. If the visitors are short, the game will start at the scheduled time. If they do not have the minimum of 9 players when their bats are over, or the 10-minute grace period has passed, a forfeit will be called. The game will still be played as an exhibition game.

Runner

Minors

A runner may not steal home. When stealing 2nd or 3rd the runner may only steal when the ball is in reach of the catcher & will be the umpire's discretion. The runner on 3rd may only score on a hit ball, hit batter or a walk

Intermediate

A runner may not steal home. There are no restrictions when stealing 2nd or 3rd base. The runner on 3rd may only score on a hit ball, hit batter or a walk

Minors & Intermediates

When runners are frozen on the base, they must immediately return to the base if the ball was not put in play by the batter.

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Sliding is permitted at all bases. If the runner does not slide on a close play and contact is made with the fielder, it will be the umpires decision whether he interfered with the fielder and the call will be made based on his decession. This is to reduce injuries when players collide. If the runner does not slide on a close play and no contact occurs with the fielder, the runner will not be automatically called out, but safe or out as the cease may be. NO HEAD FIRST SLIDES ARE PERMITTED – the runner will be automatically out (no warnings).

If the catcher is on base and the second out occurs. A substitute runner may replace the catcher. The substitute runner must be the player who made the last out. The substitute runner must have a helmet on and ready to take the field when time is called.

A play is considered over when the pitcher has regained possession of the ball and is on the pitching rubber. The runners must have also stopped advancing.

Local Game Rules

Batter

All players present will be included in the batting order at the beginning of the game.

Players arriving late will be included at the bottom of the batting order.

The maximum number of batters in an inning is 10. After 10 players have completed their turn at bat, the inning will be consider completed regardless of the number of outs.

When the 10th batter comes to the plate, the umpire and opposing managers are to be notified and the number of outs will be set at 2 The 10th batter CANNOT be walked. If the 10th batter is hit with a pitch, there will be an 11th batter and so on. He must either strike out or hit the ball.

If the batter is hit in the head or helmet with a pitched hall, a substitute runner must be used. That substitute runner will be the batter that made the last out.

If a batter fake bunts and swings the bat, the player will be called OUT.

There will be no intentional walks.

Ejections

Players ejected from the game will be skipped in the batting order. No recorded or automatic out. There must be nine eligible players remaining otherwise the game will be declared a forfeit.

Substitutions

Defensive substitutions are to he made only at the end of the 1/2 inning. If an injury occurs and the player is unable to continue any available player may be substituted.

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Moving up during the season:

Some players may be asked to play up in the next league games during the season, this includes players from the JR. 8 league being called up to the minors. The player's primary responsibility is to the Intermediate , Minor or JR. 8 League team. If a player misses a team practice for another League game, this cannot be held against them. 'These

players are not allow to pitch in the league they are called up to. If a coach pitches any of these players it will be considered an illegal pitcher and the coach will be suspended per the illegal pitcher rule. No exceptions.

PLAYING TIME FOR MINORS AND INTERMEDIATE

The playing time for ALL minors' games will be as follows. There will be a 1:45 time limit to all games. No inning can start after the 1:45 time from the SCHEDULED STARTING TIME, unless the umpire was late. If an inning is started at 1:44, the inning will be finished. A 15 run rule will also be implemented, if after 4 innings, a team is leading by 15 runs or more, the game will be stopped.

Playoff format

All teams will make the playoffs. They will play a double elimination tournament type playoff

VALLEY ATHLETIC ASSOCIATION RULE CHANGES FOR - 2012

MINOR/ INTERMEDIATE LEAGUE BASEBALL RULES 2012

Pitchers will pitch a maximum of two (2) innings per game and a maximum of four (4) innings per (2) games with no rest requirements. There is a 65-pitch count for all pitchers per day/game.

MAJORS LEAGUE BASEBALL RULES 2007

Pitching limits: three (3) innings per game, six (6) innings per (2) games for 12 year olds. Two (2) innings per game, four (4) innings per (2) games for 11 year olds. 12 year old pitchers must have two- (2) calendar days rest between pitching assignments if he has pitched more than two (2) innings in any one game. Each game in which a pitcher pitches is considered an assignment. There is a 75-pitch count for all pitchers.

13 to 15 BABE RUTH LEAGUE BASEBALL RULES 2007

Pitching: All pitchers must rest 2 full days after pitching more than 3 innings. There will be a pitch count for all pitchers.

13's - 85 14's - 95 15's - 105