



## Minors Division Rules 2018

*The purpose of the the Minors division is to serve as a developmental step for baseball players transitioning from 8U Kid Pitch before they play in the Majors divisions. The age range of players in this division nine to ten years old in third and fourth grades.*

### Field Size

- Pitching – 46 feet
- Bases – 60 feet

### Game (General)

- Six innings
- **No new inning can start after 1:45. Once the final inning is started it will be allowed to finish (no drop dead time).**
  - Game time begins at the conclusion of the plate meeting between the umpires and managers. The umpire should provide the start time to the official scorer.
  - Stalling by any team will be dealt with by a warning and manager ejection if not corrected; the umpire has the right to extend the game and/or complete the game as desired.
- Three outs and a maximum of six runs per inning.
- Score is entered directly into the website by the home team manager. If the score is not updated, the away team manager can update the score.
- If a player throws a helmet or bat in an unsportsmanlike manner, the offensive coach should provide a warning to the player for the first infraction and discipline the player for a 2nd or repeated infraction. As this is an umpired division, the umpire may eject a player at their discretion for unsportsmanlike behavior.
- Manager is responsible for the conduct of his players, coaches, and parents.
- Home team:
  - Takes 3rd base dugout
  - Provides 2 game balls for each game
  - Keeps official score book
- Away team:
  - Is in charge of the scoreboard (if any, ie at Reach 11)
- Both team's managers and assistant coaches share responsibility of setting up the field (chalk, bases, rubber, etc.)
- Good sportsmanship starts with the managers and coaches:
  - No arguing balls and strikes
  - Managers must instruct parents not to argue with umpires or use derogatory

- language
    - Please be aware of your team's fans to ensure a positive experience for everyone involved.
- If you have an issue, call timeout; only the manager can discuss with the umpire. After the game, you can contact your Minors commissioner to discuss.
- Time in between innings should consist of either 6 warm-up pitches or 2 minutes. Catchers should be dressed and ready to play promptly.
- Coaches on the field:
  - Batting team can only have a 1st and 3rd base coach on the field at a time
  - All other coaches must remain in the dugout at all times. In addition, only authorized coaches are allowed in the dugout. Authorized coaches are those people that have submitted a coaches application, have a background check completed and are listed on the website as coach for the team.

### Players

- The minimum amount of players is eight. If a team knows they will have fewer than 9 players, they can ask the 8U commissioner for fill-in players.
- Teams that do not have the minimum amount of players will forfeit. The game will still be played and the opposing team will lend the forfeiting team players for the field (not for batting unless agreed upon by both managers).
- For the end of season tournament, teams are NOT allowed to have any fill-in players.
- **FILL-IN PLAYER REQUIREMENTS:**
  - Fill-in players can only come from 8U teams **within** SCR.
  - The maximum amount of fill-in players allowed is the amount needed to get your team to 9 players.
  - The player must be from the level immediately below. For example, in Minors the player must be playing up from 8U.
  - The player playing up cannot be a pitcher or a catcher. You still must follow the fair play and infield requirements.
  - Inform the opposing manager and umpire that a player is playing up with your team
  - You cannot have a fill-in player if you have more than 9 players. Fill-in players are only allowed so you can field a full team.

### Pre-Game Meeting at Home Plate

- Manager from each team will meet with umpire(s) at home plate for game preliminaries including any field specific rules in play for that game.
- Managers must provide a copy of their lineup to the opposing team before or at the latest during this plate meeting.
  - The lineup must include batting order with player's fielding position, name and jersey number.
  - This lineup will be considered the starting lineup and any changes must be conveyed to the umpire and opposing manager (and their scorekeeper)

## Game (Offense)

- Entire roster bats in order.
  - Players batting out of order are NOT automatically out. If a player bats out of order and the defensive team discovers before first pitch is thrown, then simply replace the player at bat with the correct batter. Balls/Strikes stand and correct player resumes at bat.
  - If it is discovered (but not communicated) until after the ball is put into play, then the batter is out and all the runners are sent back to the base where they started at the beginning of the at bat.
  - If undiscovered before first pitch to the next batter then no retroactive recourse.
- Three strikes is one out. Final strike swinging or called strike. **There is NO drop third strike in this division. (a dropped third strike is considered an out and the batter is retired)**
- Four balls is a walk. A batter hit by a pitch results in a dead ball and the batter gets to go to first base.
- Bunting is allowed
- **Secondary lead-offs and stealing are allowed.**
  - Players must wait until the ball crosses the plate to leave base.
  - Players leaving the base early
    - 1st infraction = warning
    - 2nd infraction = player will be called out.
- **Cannot steal home from third base and free throws to 2nd base**
  - Keep in mind, a runner starting at second base (or first base) can steal as many bases as they desire while the ball is in play as long as there is not a runner that started at third base (as the runner at 3rd base cannot steal home unless a play is made to get them out)
    - Clarification: Only a runner on second base, and the pitcher throws a wild pitch, or the runner steals third base, the runner has the option to continue to steal home until the play is dead (or umpire calls timeout). Since the runner began the sequence from second base, they are allowed to continue based at their own risk even if a throw is not made to third base.
    - The point is that only a runner that starts the play from third base is not allowed to advance unless a play is made at third base--but everyone else can take as many bases as they like at their own risk until the play is dead or timeout by the umpire is called.
  - When a runner starts at third base they cannot steal home.
    - The only scenario where the runner can achieve home when starting at third base is if a play is made in an attempt to get the runner out (throw down by catcher after a pitch)--then the runner can attempt to score.
    - When a runner starts at third base and another runner is at first base we consider this a “free throw” to second base for the catcher if the runner

tries to steal 2nd base. No matter what, the runner at 3rd base cannot score unless a play is made to get that player out.

- A situation may arise where the runner at 3rd base tempts the defense to get him out by taking an exceptionally large lead. The runner can only score if the defense tries to get him out at 3rd base. If the defense doesn't make a play to 3rd base, the runner cannot score.
- A catcher may attempt to throw out a base runner after a pitch.
  - For Instance:
    - Runner is on 1st base and takes an exceptionally large leadoff, after the pitch the catcher throws to 1st base and the 1st baseman tags the runner out.
    - There is no limit to how many bases a player may advance on an overthrow, except if there is a base runner on 1st and 3b and the overthrow is at 2b--the runner cannot advance as the runner at 3b is not allowed to advance.
    - In the event there is a runner at 3rd base and the catcher overthrows to 3rd base, that runner may advance to home at their own risk.

### **More Clarifications**

- When a fair ball down the foul line passes the dugout fence and/or is fair but rolls out of bounds then a dead ball is called and umpire will make a determination on what bases to award the runners
- Feet first sliding only.
  - Players must avoid contact. If player does not slide feet first and contact, then the player is ruled out automatically and can be removed from the game (umpire judgement on removal from game based on severity of contact)
- Courtesy runners: batter hit by pitched ball and cannot run--a courtesy runner will be allowed. Runner should be last batted out. If at players next at bat and they cannot return because of injury, an out will be recorded 1-time. If this player does not return to the game and their batting slot comes up again, no additional outs will be recorded (batting slot will treated as skipped).
  - Also used for catchers (speed up rule)--see Game Defense section
  - Please note if a player leaves game early regardless of reason: only automatically out next time at bat, and no additional automatic outs afterwards
- Clarification for players leaving the game early:
  - When a player leaves the lineup before the game is completed, when their at bat comes up and they aren't there, they are called out and the spot is vacated for the rest of the game. Just one time will that spot yield an automatic out.
- Clarification for players added to lineup late:
  - Whenever a player shows up after the start of the game they are put in the batting order at the end of the line up. There is no penalty for this. If they show up

in the third inning and the team batted there nine players and they are up to there second batter when the two players show up they are still the number 10 & 11 batters in the line up. If they are up to their ninth batter they will be the next batters up.

\*Manager cannot slow down the game to talk to batters; managers are allowed 1 time-out per half inning to talk to their batters and/or runners if needed.

### **Math Rule (aka Run Rule)**

- The maximum amount of runs per inning in Minors is 6 runs.
- If a team is up by more than 12 runs after 4 innings, or up by more than 6 runs in either the 5th or 6th inning, then the game is considered over and wins/losses are tallied.
- After the math rule is enforced, if time permits, teams should to continue playing and allow further player development.

## **Game (Defense)**

- Nine players in the field including catcher (all catchers must be fully dressed-see equipment section below).
- Pitchers are limited to a maximum of two innings; these innings must be back-to-back. A single pitch in any inning will constitute a full inning pitched.
- Free defensive substitutions including pitcher.
- No balks although a warning will be provided by the umpire for education purpose.
- Fair play rules in effect: no player sits twice before every player sits once.
- All players must play at least 1 innings of infield in a regulation 6-inning game; each player MUST play the infield for 1 inning before the end of the 4th inning.
- If your catcher for the next inning is on base you should call timeout, notify the umpire that your next inning catcher is on base, and you will be granted a pinch runner so your catcher can get geared up before the inning is over. You can do this with any outs and will help speed up the game.
- Managers are allowed 1 trip to the mound per pitcher; a second trip to the mound with the same pitcher requires a pitching change.

### **Postgame Handshakes**

- Youth sports should be as much about teaching sportsmanship as teaching athletic skills. Shaking hands after the game is a valuable lesson. "The point is, the handshake is a simple, traditional show of goodwill and respect, and respect for your opponent is an integral part of any definition of sportsmanship." (Swift 1994)
- At the end of each game, before your team meeting and before you vacate your dugout, both teams should line up single file down the foul line in front of their dugout. The teams will meet approximately at home plate and will shake hands or give a hi-five, and say good game. This includes all Managers and Coaches for both teams.

- It is imperative that all players and coaches handle this ritual with class and a calm attitude and set an example for the kids.
- Anyone showing poor sportsmanship at any point before, during or after the game could be suspended and/or asked not to be a part of this league.
- See this Sports Illustrated Article:  
<http://www.si.com/vault/1994/05/02/130987/give-young-athletes-a-fair-shake-when-we-eliminate-postgame-handshakes-we-fail-to-teach-the-main-lesson-of-sports>

## Equipment

- A fully dressed catcher shall include shin guards, chest protector, full helmet and mask with a throat protector. The proper headgear for a catcher must protect the top of the catcher's entire face and head. Instruct catches to keep their throwing hand behind their back. The catcher should be in proper position behind the plate not against the backstop, standing or on knees.
- Non-metal cleats only
- All bats must be Cal Ripken / Babe Ruth certified and follow the new 2018 USA Bat requirements. To see if your bat is qualified, visit [usabat.com](http://usabat.com); These bats can be no longer than 33" in length and 2 5/8 in barrel diameter. Most importantly, the USA Stamp will be permanently shown on the bat to avoid confusion. If your bat is older than November 2017, it's likely illegal and cannot be used. Wooden bats are permissible providing they adhere to the aforementioned requirements. All bats that do not conform are not permitted at any time during a Cal Ripken practice or game.
- Ball type – Cal Ripken baseballs CR1

## Additional Items & Rules Not Specifically Spelled Out

- Additional rules and bylaws not specifically altered can be found in the latest Babe Ruth / Cal Ripken rules book. Please contact your commissioner for a copy.
- This is an instructional league with the intention to develop players skills and encourage player improvement. \*If a manager has an issue with the other team or game situation, it is their right to call timeout and discuss with umpire. Only the manager may discuss issues with the umpire.

## Code of Conduct Pledge

The goal of the SCR Baseball Program is to provide an enjoyable, exciting and satisfying recreational experience for as many of the children in our community as possible. Our rules are written to encourage participation and enjoyment by all. Developmental sports are to provide "successful" experiences through fundamental skill development vs. a "winning" only, singular philosophy.

Skill development ultimately provides the tools for a more competitive winning focus or experience. The CONDUCT of Players, Managers & Coaches, Parents & Spectators, and not to be excluded -Umpires, will be monitored by the Board. Any person that displays behavior that results in Ejection from a game Must Immediately Leave the facility, and will have an automatic one game suspension. The Board will rule on whether additional penalties should be imposed.

To parents of participants, we direct you to refrain from criticizing or exhibiting frustrations toward opposing coaches, players, fans, and officials IN ANY WAY. This distraction will only have a negative impact on your child's, as well as other children's overall experience. However, we urge you to discuss any concerns you may have regarding the activity with the coach or league supervisor before or after the event in a courteous and respectful manner. Let's work together to provide a positive experience for each and every player.

We hope that you will measure "success" not simply in terms of team victories, but also in the real enjoyment of playing an exciting sport and having a great time! To this end we would like to solicit your support by pledging to provide a supportive, positive image in and around all SCR Baseball sporting events. Below is the National Youth Sports Coaches Association (NYSCA) Parents' Code of Ethics Pledge, which will be extremely important for your child, as well as other participants, to expect from their spectators and parents to realize a "successful experience" in sports.

Please read the material below and ensure that you will abide by this ethics pledge and ask other family members and/or guests to also abide by in order for your child to participate in SCR Baseball programs.

- I hereby Pledge to provide positive support, care and encouragement for my child participating in youth sports by following this Parents' Code of Ethics..
- I will encourage good sportsmanship by demonstrating positive support for all players, coaches and officials at every game, practice or other youth sports event.
- I will place the emotional and physical well being of my child ahead of a personal desire to win.
- I will insist that my child play in a safe and healthy environment.
- I will support coaches and officials working with my child in order to encourage a positive and enjoyable experience for all.
- I will demand a sports environment for my child that is free of drugs and alcohol, and will refrain from their use at all youth sports events.
- I will remember that the game is for youth - not for adults
- I will do my very best to make youth sports fun for my child.
- I will ask my child to treat other players, coaches, fans, and officials with respect regardless of race, sex, creed or ability.