MINOR LEAGUE RULES

THE SHARON MINOR LEAGUES ARE GOVERNED BY ALL RULES AS PUBLISHED BY “LITTLE LEAGUE INTERNATIONAL: MINOR LEAGUE PROGRAM” WITH THE FOLLOWING OVERRIDING EXCEPTIONS, ADDITIONS OR CLARIFICATIONS:

Snack Shack

Home Teams on Field B will be responsible for opening and staffing the Snack Shack throughout the game. No game can start until the Snack Shack is open and operating.

Objective

Players Age/Team Makeup
SYBSA’s policy is that all registered players who are Little League age 12, shall play in the Major League with the following exception:

• A player and player’s parents elect to stay in the Minor League and the request has been approved under Little League International rules.

Once drafted to a team, a player shall remain on that team until the player moves up to the Major league.

Player Draft

Team Rosters
A draft shall be conducted each year to fill open roster spots on Minor League teams. Team draft position shall be determined by final regular season standings from previous year (ex. If Reds finish in 4th place in 2018, then they will have the first draft pick in the 2019 draft). Draft order will be provided to managers prior to start of draft.

Manager Drafting Son/Daughter
All Managers shall draft their own child within the first round. Manager shall announce intent at beginning of draft.

Siblings Draft Order Rule
When there are two or more family members eligible for the draft, Manager shall take them in consecutive rounds. Managers shall announce intent prior of draft’s start that they intend to draft all members of a family grouping. If a manager is intending to draft a sibling of a current rostered player, he must take that player within the first three rounds of the draft.
General Game Rules

1 - Sliding:
   • Players must slide into a base where a play is being made or avoid contact with the defensive player. Failure to do so, as solely judged by the umpire, will result in the baserunner being called out.

2 - Stealing:
   • Head first sliding is not permitted. A runner who slides head first is automatically called out.
   • A base runner may dive back (return) to a base head first.

3 – Game Play
   • A maximum of 5 runs may be scored in any inning, except for the 6th inning or, due to darkness or weather, the mutually agreed “last” inning.
   • A “slaughter rule” shall be in effect. If a team is losing by 10 runs or more after batting in 4 innings (i.e., after either 3.5 or 4 full innings of play depending on who is the home team), the game shall be conceded to the winning team. The coaches may wish to continue the game as a scrimmage if time permits. All pitching rules will continue to apply.
   • The ball is dead only when time out has been granted or any player with possession of the game ball is standing on the dirt of the pitcher’s mound. Any baserunner that is not more than halfway to the next base must at such time must return to the previous base.
   • No advancement to first base on dropped third strike

4 - Pitching:

Curve Balls
   • No curve balls or breaking balls are allowed.
   • A pitcher with a natural tail to his/her pitches is acceptable. Penalties for an illegal pitch are as follows:
     a - 1st offense, the pitch will be ruled a ball and the pitcher will be warned
     b - 2nd offense, the batter will be awarded first base
     c - 3rd offense, the pitcher will be removed from the mound and the batter will be awarded first base
     d - If the batter hits the ball on the 3rd offense the offensive has the option of accepting the play or the penalty after the play is completed. The pitcher is removed from the mound in any case.
   • The home plate umpire shall have the discretion to determine if a penalty is warranted.
Spring 2019

• No balks shall be called.

The following table provides the maximum number of pitches allowed per game based on each player’s age.

<table>
<thead>
<tr>
<th>League Age</th>
<th>Pitches allowed per day</th>
</tr>
</thead>
<tbody>
<tr>
<td>13-16</td>
<td>95</td>
</tr>
<tr>
<td>11-12</td>
<td>85</td>
</tr>
<tr>
<td>10 and under</td>
<td>75</td>
</tr>
</tbody>
</table>


The rest periods required during the entire season are listed below.

- If a player pitches 66 or more pitches in a day, four (4) consecutive calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) consecutive calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) consecutive calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no calendar day of rest is required before pitching again.

If a pitcher starts pitching to a batter below any of the above thresholds, he may finish that at-bat and still be deemed to have pitched up to that threshold.

A calendar day of rest is NOT 24 hours since the player’s last pitch. The day the player pitched and the day that player plans to pitch are NOT rest days. A player is allowed up to 20 pitches in each game of a same-day double header and not more.

The above pitch count rules are intended to conform to the Official Little League Pitch Count Rules – If the Little League rules are changed or modified, those changes shall apply to the Major/Minor League Pitch Count Rules.

• All teams will designate a coach for each game responsible for logging pitch information using the “pitch count log form” and enter pitch counts onto the SYBSA website after each game. This should be done by BOTH the winning and losing managers.
• The designated pitch count coach will keep the pitch count logs for their team AND the opposing team.
• Between each half inning both pitch count coaches shall confer with each other and agree on the pitch count for that half inning. This includes that last inning of the game. Managers should be made aware of the pitch counts for both teams by the pitch tracking coach.
• Any disputes will be ruled on by the League Coordinator.
• It is the responsibility of the head coach or coaches to monitor and abide by the pitch count rules. It is NOT the responsibility of the umpire NOR the Manager to notify an opposing team’s Manager of a pending pitch count infraction during the game.
• In the event of a pitch count infraction, a team may file a protest with the umpire. Such protest must be delivered and recognized by the umpire prior to the last out of the game.
• The Executive Committee shall review such protest within seven (7) calendar days from such protest.
• Pitch counts never reset. Pitch count must be observed for all exhibition, regular season, travel, and playoff games (including partially completed games).
• Failing to appropriately monitor pitch counts and/or pitching a player that is not eligible to pitch by these rules can result in the suspension of the Manager for one or more games and/or forfeiture of a game in which such a player was allowed to pitch. This ruling will be made by the Executive Committee.

A pitcher is not automatically removed because of repeated hit batters.

If the pitcher wishes to intentionally walk any batter, the pitches must be thrown from the mound to the catcher and be included in that player’s pitch count.

Coaches are encouraged to observe and remove pitchers whose wildness creates an unreasonable health risk to any participant in the game.

Umpires have full discretion to remove a pitcher if, in the umpire’s judgment, the pitcher is creating a health risk to any participant in the game.

A coach is permitted 2 visits or timeouts each inning to the pitching mound (not including an injury) per pitcher. Except for injuries and equipment issues (e.g., new glove, removing sunglasses, etc.), calling a pitcher or catcher to the sideline or dugout will be considered a trip to the mound. A pitching change must be made on the 3rd visit to the same pitcher, whether all visits are made in the same inning or the visits occur in multiple innings.

A player removed from the pitcher position during a game MAY NOT return as a pitcher later in the game, regardless of that player’s pitch count.
5 - Rosters, Line Ups, and Defensive Positioning

Playing Time

• All rostered players shall play a minimum of three (3) full innings in the field. There will be a continuous batting order and all players will hit.
• Teams must play (1) 10 fielders (4 in the outfield) when 10 or more players are available, (2) 9 fielders when 9 players are available and (3) 8 fielders when only 8 players are available.

6 - Uniforms / Other:

• All Major League players must be in uniform to participate (team hat, team baseball shirt, and baseball pants), Minor League substitutes are not bound by this rule but must play in hat, baseball shirt of their Minor League team or the team they are substituting for, and baseball pants.
• No hidden ball trick allowed. A pick-off play may be performed by a catcher during a live ball.
• No slashing is permitted. Once a player has squared to bunt such player must either make a bunt attempt or take the pitch. A player who attempts to slash is called out automatically and the ball is ruled dead.
• If a player throws his bat in a game, the batter will be called OUT. It is the coach’s responsibility to warn players before the game.
• A baserunner must return to his original base once the pitcher has returned to the area of the rubber AND the catcher is set in his defensive position, ready to accept a pitch unless such baserunner has already made his “break” for the subsequent base. The enforcement of the rule shall be the sole judgment of the umpire. This rule does NOT apply following ball four to any batter.
• *SYBSA provided helmets shall have face masks. Players using their own helmet are strongly encouraged to also use a face mask.*

7 - Roster Substitution

Pool Players

In the event a manager has knowledge that he will not have enough players to field a team, the use of a pool player will be allowed. The following conditions must apply for the selection of a pool player.

a. Any player from another SYBSA Minor League team will be allowed to be used as a Pool Player, provided that the player does not have a scheduled game in that time period for his regular team.

b. Under no circumstances shall Pool Player be allowed to pitch or catch.

c. Two Pool Players per team per game will be allowed. Manager should reschedule game if he or she has knowledge of only 7 players showing up at a game.
d. The Manager who chooses a Pool Player must notify the Division Coordinator within 24 hours after the completion of game.
e. Should a Manager have knowledge of only 9 players available for a game, he does have the option of adding a Pool Player if desired.

8 - Starting Times

• All games have scheduled start times. If a game is able to start early it must be with the agreement of both head coaches and the umpires.
• Weekday games (Monday – Friday) will begin no later than 5:45PM and continue to completion or:
  ➢ No full inning shall start 2 hours from the start of the game (7:45PM), or at umpire’s discretion

• Weekend games should start promptly as scheduled.
• Failure to field a team within 20 minutes of the start of the game shall be subject to forfeiture. A team may play with no less than eight (8) players. If a team has eight players ready to take the field, the game must start. A coach may not use this 20 minute allotment to anticipate the arrival of his or her ninth player.
• No complete inning shall start fifteen minutes prior to a scheduled start of a subsequent game on the same field. If no game is scheduled on the field following a particular game then the game is not subject to a time limit.
• A game shall be deemed a complete game following a minimum of 3 complete innings (2 1/2 innings if the home team is ahead) prior to May 9th
• A game shall be deemed a complete game following a minimum of 4 complete innings (3 1/2 innings if the home team is ahead) after the May 9th date.
• Incomplete games shall be rescheduled in accordance with the rules and replayed from the first inning of a zero to zero game.
• Games tied after 6 innings will play one extra inning. After the 7th inning, games still tied will end in a tie given that such game still complies with the time limit rules above.

NOTE # 1:
Weekday 5:45 PM Minor League Games have no time limit when played on the lighted “A” or “B” Fields unless there is a 7:45 Game scheduled for the same night. In this case, no inning may start after 7:30 PM. All Minor League Games played on non-lighted Fields (C, D and E) must follow the game time rules as published for during the week games.

NOTE # 2:
There is no time limit on weekend games IF there is no other scheduled game on such field. They will be played to a full 6 inning game and be governed by the rules for tie games.
9 - Scores and Standings
• Standings will be determined on a point basis as follows:
  a. 2 Points for a Win
  b. 1 Point for a Tie
  c. 0 Points for a Loss
  d. It is the winning head coach’s responsibility to get the scores posted on the website within 24 hours of completion of the game. Each coach is responsible for posting his team’s pitching log on the website within 24 hours of completion of the game.

10 - Rainouts
• The League coordinator will make every effort to contact each coach before 4:00 PM if there is the possibility or probability of a rainout. Under some circumstances games will not be called until we convene at the field. If a game is rained out the Head Coaches must request a makeup game from the League Coordinator.
• The coordinator shall reschedule the game and notify the coaches within 48 hours of such rainout.

NOTE # 1: The only reason to cancel a game is due to weather. All games will be played when scheduled. If a team does not have enough players, coaches shall secure a substitute(s) in accordance with the rules above. It is the responsibility of the Manager to ensure the team has enough players for each game.

11 - Practices
• An initial set of practices are scheduled in advance by the league. Coaches can request additional practice time via their League Coordinator and Scheduler.

12 - Coaches Responsibility
• Coaches are responsible to understand the Little League Rules, these overriding provisions, and the League Mission Statement.

13 - Coach’s Appeals
• A coach may protest the outcome of any game based on a breach of a rule by the opposing team that is not enforced by the umpire. A coach may not protest the outcome of a game based on any judgment call made by any umpire.
• A protest must be delivered to the umpire PRIOR to the last out of the game. The coach may rescind his protest at any time prior to the hearing.
• The Appeals Board must hear and decide on the protest within seven (7) days of such protest
• A three member panel shall decide the outcome of all appeals.
• The VP of Baseball and two other members of the Rules Committee are required to participate on such Appeals Board.
• An Appeals Board member shall be excused in the event his/her child played in such protested game and an alternate shall be selected by the VP of Baseball.
• An Appeals Board member shall be excused if the outcome of such protest shall have significant bearing on the playoff standing of his child’s team at the time of protest.

TEAMS ARE REQUIRED TO CLEAN THE DUGOUTS FOLLOWING EVERY GAME

Any of the foregoing rules may be amended by vote of the SYBSA Board.