

2020 Minor Division

GENERAL RULES:

- 1- There will be no more than **one** minute between innings.
 - a. To speed up game, teams can have the last batted OUT run for the catcher with 2 OUTS. This should not delay the game.
 - b. The Pitcher and Catcher are expected to take the field once the third out has been recorded. Failure to do so will result in less warmup pitches as umpires will strictly enforce the 1 minute rule.
- 2- There is a 5 run limit per inning except in the 6th inning. More than 5 runs can **only** be scored before the 6th in the event of an out-of-the-park homerun. There is also a 10 run mercy rule after 4 innings of play. 3 ½ if the home team is in the lead. If there is time left and the coaches would like to continue they may but the score will not count and umpires will **not** be present; this is a completed game.
- 3- There is a **1:45** time limit. No new inning after 1:45 hours for games played. Also all Saturday games have a 1:45 time limit, with an immediate stop once time limit is reached. If in the middle of an at-bat, the game ends after the batter is finished with their at-bat. The score will revert back to the **last completed inning**.
- 4- Please be sure to rotate players every inning to ensure minimum play requirements have been met
- 5- Follow 46/60 rules
- 6- Coaches are not permitted to be outside of the dugout during games with exception of base coaches. Please keep gates shut at **all times**.
- 7- All scores must be reported by winning team within 24 hours of games end to Mark Gugino via text at 716-531-1679
- 8- Each manager is required to keep track of pitch counts for their own team and the opposing team; you must report pitch counts to Mark Gugino within 24 hours.
- 9- All players must wear a cup at all times.
- 10- Please read, understand, and follow the guidelines in the NTNLL Concussion Protocol
- 11- The home team gets the dugout on the first base side.
- 12- If weather permits rainouts will may be made up to try to ensure each team has ten games.
- 13- All games will be 6 innings.
- 14- Any abuse of any umpires from coaches, players, or spectators will not be tolerated and will result in an ejection and one game suspension. **Any individual that is ejected will have to meet with the board before returning to the complex.**
- 15- An ejected player's spot in the batting order will be skipped over and will count as an "out" due to continuous batting order
- 16- Any call-ups from the Peewee division cannot play pitcher and must bat at the end of the batting order

PITCHING RULES:

1. PITCHING RULES REVIEW:
 - a. Pitchers must wear a helmet during warm-ups.
 - b. Visits to the mound – 2 visits per pitcher allowed with a 30-second time limit. If there is a 3rd visit, the pitcher **must** be pulled. Only one infielder is allowed to participate in a mound visit. Otherwise it will be considered a defensive timeout
 - c. Each team is permitted **one** 30-second defensive timeout per game

2. Maximum pitch counts are as follows: 50 pitches (7-8 year olds) or 75 PITCHES (9-10 year olds)
3. You must follow Little League rest requirements
 - a. 66 or more pitches = 4 days of rest
 - b. 51-65 pitches = 3 days of rest
 - c. 36-50 pitches = 2 days of rest
 - d. 21-35 pitches = 1 day of rest
 - e. 0-20 = No required days of rest
4. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day. Catching one pitch = catching one inning.
5. ONCE A PITCHER IS REMOVED FROM THE MOUND THEY MAY NOT COME IN AND PITCH ANY OTHER TIME IN THE GAME.

OFFENSIVE RULES:

- 1- The batting order must be continuous.
- 2- No out will be recorded if a player has to leave the game due to the following: injury, school function, or religious function. If a player just decides to leave for no reason an out will be recorded when it's their at bat.
 - a. Any player that arrives to the game late or after lineups are exchanged will be added to the end of the order. **It does not matter how late the player arrives or if the team has batted through the lineup; any player can be added to the lineup at ANY time.**
- 3- Lineups must be exchanged prior to the first pitch.
- 4- There is a 5 run rule per inning except in the 6th inning. The only way to score more than 5 runs before the 6th inning is if there is an out-of-the-park homerun
- 5- If a player squares to bunt before or during the pitch, **he/she may not pull back and subsequently swing the bat.** If a player does this, they will immediately be called "out".
- 6- Dropped third strike is not in effect.
- 7- Leading off is **not** permitted. The runner must wait until the ball crosses the plate to leave the bag. Each team gets one warning if a player leaves early. Any player that leaves the base early after a team is warned will be called "out". The umpire will toss their hat onto the ground to signal when a player leaves the bag early
- 8- No stealing home under any circumstances. Any player that does so will be called **out**.
- 9- No head first sliding to advance. **Any player that does so will be called out.**
- 10- All players **must** try to avoid contact. Players may **not** leap over another player in order to avoid contact. A player may be called "out" if the umpire believes contact could've been avoided when it wasn't. This is at the umpire's discretion. **Any arguing with such a call will be grounds for immediate ejection.**

DEFENSIVE RULES:

- 1- All players must play a minimum of 3 defensive innings.
- 2- 10 Players – 6 Infielders and 4 Outfielders only. All outfielders must be positioned at least 10 feet away from the infield grass
- 3- INFIELD FLY will be in effect
- 4- No fake tags. This is unsportsmanlike conduct and is grounds for ejection.