



Holbrook / Avon
MINOR LEAGUE RULES
2014

The Minor League will play by the Little League 2014 Baseball Official Regulations and Playing Rules for the Minor division with the follow exceptions and clarifications:

BATTING LINEUP

All players on the roster are to be in the batting lineup regardless of the number of players. (Example: one team may have 11 players in the batting order and the other team may have 14 players in the batting order)

FREE SUBSTITUTION IN THE FIELD

Players may be freely taken out or put in at any position the manager desires.

10 RUN RULE (Local Rule)

If after five (5) innings (4 ½ if the home team is ahead), one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede victory to the opponent.

STEALING :

7.13 - When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter.

Local Rule Exception:

A base runner starting on 3rd base may only advance to home base as the result of an offensive play (base hit, fly ball, bunt) by the batter or by being forced to home base due to the batter getting a 'base on balls' or 'hit by pitch'. The base runner is 'locked' on 3rd base until such offensive play occurs allowing the runner to advance.

If after a legal pitch the catcher or pitcher may make an attempt on the runner at 3rd base, the base runner at 3rd may not advance home. The runner can be called out if legally tagged.

The base runner may advance only as a far as 3rd base when advancing to via stealing and/or a pass ball.

If after a legal pitch the catcher or pitcher make an attempt on a runner at 1st or 2nd base, the base runner may advance as far as 3rd base. The runner is out if legally tagged.

Pitching Rules:

Little League Pitching Rules will apply to all ages.

Slide or Avoid:

A runner does not have slide into a base. However,

7.08 - Any runner is out when –

(a) (1) running more than 3 feet away from his/her baseline to avoid being tagged, unless such action is to avoid interference with a fielder. (3) the runner does not slide or attempt to get around the fielder who has the ball and is waiting to make the tag.

Touching a Runner:

7.09 (h) A base runner is out when in the judgment of the umpire, the base coach at third base, or first base, by touching or holding the runner, physically assists that runner in returning to or leaving third or first base.

Note – giving the runner a high five and/or congratulatory hand slap is not assisting the runner.

HIT BATSMAN:

There is No hit batsman rule for a pitcher. Use your common sense.

LEAVING THE BATTER'S BOX:

It is NOT an automatic strike if the batter leaves the batters box.

6.02 (b) – The batter shall not leave that position in the batter's box after the pitcher comes to a Set position, or starts a windup. **Penalty:** If the pitcher pitches, the umpire shall call "Ball" or "Strike" as the case may be.

6.02 (c) – If the batter refuses to take his/her position in the batter's box during a time at bat, the umpire shall call a strike on the batter without the pitch being delivered. The ball is dead and no runners may advance. After the penalty, the batter make take a proper position, and the regular ball and strike count shall continue, but if the batter does not take the proper position before three strikes are called, the batter shall be declared out.

PLAYING TIME: (Recommended)

Every player should play defensively for a minimum of (3) innings per game.

All players on a team should play approximately an equal number of innings by the end of the season. A record of innings played should be kept by the manager.