

SOUTH LINCOLN SPORTSPLEX MINOR LEAGUE BASEBALL RULES

PLAYER ELIGIBILITY

Any player who's 9th or 10th Birthday falls before April 30th of the current year.

GENERAL

Each team is allowed four (4) adults in the dugout; one (1) manager and three (3) assistant coaches.

Any coach who calls time and goes onto the playing field more than two (2) times in one inning per pitcher to talk to a player or players, will be required to remove the current pitcher from the mound.

EQUIPMENT

No metal cleats shall be allowed.

Approved (unaltered) baseball bats (not softball), wood or aluminum, any size, may be used.

All batters and runners must wear batting helmets. Any batter who bats without his headgear is out after the first (1st) pitch. Any player running the bases and deliberately removing his headgear, in umpire's judgment, will be called out. **EXCEPTION:** Home run over the fence or time out.

If a runner's helmet comes off while the runner is advancing to a base, then once the runner reaches the base, whether safe or out, time will be called, the ball is dead and no runners may advance.

The catcher must wear the full catcher's outfit, this includes: Protective helmet with attached mask, protective cup and throat protector.

Any player warming up a pitcher shall wear a protective facemask.

THE PLAYING FIELD

The pitching distance is forty four (44) ft.

The base paths will be sixty (60) ft.

PITCHING RULES

A pitcher can pitch three (3) innings per game. A pitcher that throws one pitch in an inning will be charged with one complete inning pitched.

OFFENSE

Each team will bat their entire roster of players present for the game.

No team shall score more than five (5) runs per inning. If there are not three (3) outs when five (5) runs are scored, the teams will change sides.

A batter that walks cannot advance past first (1st) base unless a defensive play is made. If a defensive play is made on any base runner, the ball is in play and base runners may advance at their own risk.

Base runners on third (3rd) base may attempt to advance home on a wild pitch or passed ball, but they cannot advance home on a throw from the catcher to the pitcher.

A regulation game will be six (6) complete inning. The game will be called if one team is ahead eleven (11) or more runs after four (4) innings. Games will have a one hour and fifteen minute (1:15) time limit.

Four (4) innings constitute a complete game in case of bad weather or any other cause, which in the umpire's judgment interferes with further play, or three and one half (3-1/2) innings if the home team is ahead.

In the event that a game is halted before the three and one half (3-1/2) or four (4) innings, it must be resumed from the point of termination when the game is rescheduled with as nearly the same lineup as possible. **WARNING:** The three (3) inning pitching rule applies.

If the score is tied at the end of six (6) innings the game will go one extra inning provided the time limit has not been exceeded. Otherwise the game will end in a tie.

Teams may start a game with a minimum of seven (7) players.

A base runner cannot leave his base before the ball reaches home plate. **PENALTY:** The runner is out. (umpire's decision).

If a runner misses a base, it will be an appeal play to the umpire.

After one (1) warning per game per player for slinging the bat, the batter will be called out for each additional time that he/she slings the bat, the ball is dead and no runners may advance.

Bunting will be allowed. No “fake butting” will be allowed. If a batter squares to bunt and then swings at the ball, the batter will be called out, the ball is dead and no runners may advance.

The infield fly rule will be in effect.

Any runner is out when he does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make the tag, or if he maliciously runs into a fielder.

Three (3) strikes is an out, even if the ball is dropped.

DEFENSE

Only nine (9) players will play on defense in any inning.

If a team has less than nine (9) players, the manager may decide which position(s) to leave vacant on defense. **EXCEPTION:** Pitcher and catcher.

The infield fly rule will be in effect.

Defensive players may be freely substituted between innings. Each defensive player **MUST** play at least two (2) innings per game with allowances being given if the player is incapacitated and cannot play.

MISCELLANEOUS

If a manager has used all of his eligible player and a player is injured, becomes too sick to continue, or is ejected, then the **OPPOSING MANAGER** must select one or more players on the bench who has already been in the game as replacements. This applies only to a substitute and not an ejected player. In either situation, if there is no one for the opposing manager to select then the game will be forfeited. An injured player cannot return to the game.

If a player is injured by being hit in the face, throat or head **TIME WILL BE CALLED IMMEDIATELY** and all players awarded one (1) base. Any other injury deemed serious enough in the judgment of the umpire will be handled in the same manner. The coach must not enter the field until time is called. **NOTE:** This is a judgment call and cannot be appealed or protested.