

## 2024 Minor Division FALL RULES

1. There will be no more than one minute between innings.
2. To speed up the game, teams can have the last batted OUT run for the catcher and/or pitcher with 2 OUTS, this should not delay the game. The player entering to run should be ready with their helmet on before time is issued.
3. 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 warm up pitches as umpires will strictly enforce the 1 minute rule.
4. 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.
5. All games will come to a hard stop at 2 hours. The score will revert to the last whole inning unless the home team is at bat. Any attempt to manipulate the outcome of a game in regards to the time limit will warrant a warning and possible ejection. In the event of darkness (overcast conditions leading to darkness earlier than expected), the umpire or field official can call the game at any time with the score reverting to the last whole inning played.
6. Please be sure to rotate players throughout the season to ensure player education and experience
7. Only bats marked "USA Baseball" or solid wood are allowed for game play
8. Coaches are not permitted to be outside of the dugout during games with exception of base coaches. Please keep gates shut at all times.
9. All scores must be reported by the winning team within 24 hours of games sent to Tom Metzger via text (716) 523-6081.
10. Each manager is required to keep track of pitch counts for their own team and the opposing team; you must report pitch counts to Tom Metzger within 24 hours.
11. Catchers must wear a cup at all times.
12. Please read, understand, and follow the guidelines in the NTNLL Concussion Protocol
13. The home team gets the dugout on the first base side.
14. If weather permits rainouts may be made up.
15. All games will be 6 innings.
16. 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.
17. An ejected player's spot in the batting order will be skipped over and will count as an "out" due to continuous batting order
18. Any call-ups from the Peewee division cannot play pitcher and must bat at the end of the batting order

### **PITCHING RULES:**

1. Pitchers must wear a helmet during warm-ups.
2. Visits to the mound – 2 visits per pitcher per inning allowed with a 30-second time limit. If there is a 2nd visit in the inning, the pitcher must be pulled. More than your pitcher and catcher meeting on or around the mound will count as your 1- 30 second team meeting.
3. Maximum pitch counts are as follows: 50 pitches (7-8 year olds) or 75 PITCHES (9-10 year olds)

4. 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
5. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
6. Once a pitcher is removed, they may not return to the pitcher position for the remainder of the game, or in the event of a double header the remainder of the day.
7. For fall, pitchers are limited to 9 outs with 6 outs being the preferred maximum.

#### **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 leaves for any other reason an out will be recorded for their at bat. Any player that arrives to the game late or after lineups are exchanged will be added to the end of the order, even if the team has batted through the line up.
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 base. 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. Stealing home is allowed
9. No head first sliding to advance. Any player that does so will be called out. Head first is only allowed when going back to the base.
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. Standard lineup is 10 Players – 6 Infielders and 4 Outfielders only. All outfielders must be positioned at least 5 feet away from the infield dirt. A team can start the game and play with 9 players using a 4<sup>th</sup> borrowed outfielder and the coaches discretion. In the event a player must leave early at a pre-scheduled time communicated prior to the game, the team can finish the game with 8.
3. INFIELD FLY will be in effect
4. No fake tags. This is unsportsmanlike conduct and is grounds for ejection