



## Minor Division Rules

- Bat entire roster
- Free substitutions
- Must flip flop infield and outfield every inning during the regular season. Not in playoffs
- After 4 balls the offensive teams coach comes in to pitch. (Coach must pitch from the pitching rubber. The coach needs to pitch standing up, not from a knee)
- Max of 5 runs per inning except for 6<sup>th</sup> inning.
- 10 run rule after 3 ½ innings.
- No new inning started after 90 minutes from start time.
- A pitcher may hit a maximum of 4 batters before they need to be replaced with a new pitcher.
- No bunting
- Stealing: Maximum of 2 steals per inning. **\*\*CAN NOT STEAL HOME \*\***A player can only steal if the catcher catches the ball or knocks it down in the immediate area (reaching distance).
- 1 extra base allowed on overthrows. (Cannot go home on an overthrow). **A player that was more than halfway to the next base at the time of the overthrow is granted the next base unless the next base is home.**
- A base hit on the ground is a maximum of a double.
- A batted ball that lands in the outfield grass is allowed unlimited bases.
- Home team gets the field ready for the game. Line the fields, put bases out.
- Visiting team rakes and drags field after the game.
- Pitch Count will be logged and signed off after each game by both head coaches **before leaving the field after each game.**

PITCHING RULES					
Age	Daily Max (Pitches in a day)	Rest Period			Weekly Max
		0 Days	1 Day	2 Days	
7-8	50	1-20	21-35	36+	60
9-10	75	1-40	41-65	66+	85
11-12	85	1-40	41-65	66+	120

**\*Weekly Pitching goes from Monday to Sunday. All pitch counts must be signed off post-game on the pitch count sheet by both head coaches. Failure to do so will result in a 6-0 forfeit.**

**\*Age is the player's actual age and not their league age, so coaches should be aware of any players playing outside the normal division for their age.**

