



COTTAGE GROVE BASEBALL

RULES AND REGULATIONS

MINORS

FIELD LAYOUT

1. The pitching rubber shall be 46 feet.
2. Bases will be 65 feet.

RULES AND REGULATIONS

1. Umpires will be scheduled by the Umpiring Director for each game.
2. The winning team is responsible to report the score online using the reporting form on the C.G. Baseball website within 24 hours of the completion of the game. The game will be recorded as a loss for both teams if the score is not reported timely. The losing team should review the score once posted to ensure the accuracy of the score and has 24 hours from the time the score is reported to dispute the score.
3. The Minors league plays a maximum of 9 fielders while on defense.
4. Games will start at 6:15 PM. A forfeit will be declared if a legal team cannot be fielded by 6:30 PM. A legal team is considered to be 8 players. A later starting time will be allowed only by a mutual consent of both teams and the umpire. Games will be 6 innings. Additional innings will be played to break a tie. No inning shall start after 8:30 PM by the umpire's watch.
5. A 12 run rule will be in effect after 4 innings or 3½ innings if the home team is ahead.
6. The infield fly rule will not be enforced.
7. The Home team must supply one new game ball and one back up ball in good condition prior to the start of the game.
8. A player who has been removed from the game for a substitute may re-enter the game at any time (free substitution).
9. Abusive behavior on the part of players, coaches or fans may result in eviction from the park with no previous warning.
10. The maximum diameter of the barrel of a bat used in this league will be 2-1/4 inches. A player will be called out if he uses an illegal bat during an at-bat.
11. A team must bat all players present round robin.
12. Bunting will be allowed in this league.
13. All pitchers can pitch a maximum of 3 innings per game and a maximum of 6 innings in a calendar week. One pitch thrown constitutes an inning pitched.

14. Any pitcher who has been relieved may return to pitch in the same game. One pitch thrown constitutes an inning pitched.
15. A pitcher must be replaced if he hits 3 batters in a game.
16. A pitcher must be removed after the 2nd visit to the mound. The player is still eligible to play another position in the field during the game.
17. Braking (i.e. curve, slider, fork, etc.) balls will NOT be allowed in the Minors league. 1st offense - Dead ball. 2nd offense - Dead ball and pitch is called a ball.
18. Balks will not be enforced.
19. Stealing of all bases is allowed. Runners stealing 3rd cannot score on a ball thrown by the catcher in an attempt to throw that runner out. Base runners cannot score from 3rd on a passed ball or wild pitch. Runners may only advance one base on a passed ball or wild pitch when at 1st or 2nd base.
20. A player may leave a base when the pitcher releases the baseball.
21. On a dropped third strike the batter is out and the base runners may advance at their own risk.
22. To speed up the game, please have a pinch runner for your catcher when there are two outs. The player who was run for must catch the next half-inning.
23. Sliding is mandatory to avoid collisions. A base runner will be called out if he fails to slide on a close play at 2nd base, 3rd base or home.