

## **MINOR SPRING RULES**

### **GENERAL RULES:**

1. Time Limits: 2-hour time limit or 6 innings. No new inning may start after 1 hour 45 minutes.
2. Scorebooks must be used for all games no exceptions. No game will begin until an official scorekeeper is in place. Winning team must post results to STC website.
3. Winning percentage of games played will determine end of season seeding
4. There is a 5 run limit per inning during innings 1-5. 6th inning will be unlimited. If a game is shortened due to time or light, last inning determined by managers/umpires will be unlimited runs. The unlimited inning should be agreed to by both managers and umpire before the inning begins.
6. Managers and coaches must stay in the dugout at all times except when their team is batting, where they will occupy 1st and 3rd base. When on defense, no coaches are allowed on field.
7. Home team must occupy the 3rd base dugout and visitors the 1st base dugout.
8. If game is called for weather conditions, 4 complete innings (3.5 if home team is ahead) will constitute a complete game.
9. If a player leaves a game once started, reducing the team to 8 players, the player's absence will not count as an out unless player was ejected from game.
10. The home team shall be required to surrender the field to the visiting team 10 minutes before game time
11. No metal jewelry including earrings allowed except medical bracelets
12. A player may be called up if a Minor league team cannot field a full roster of 9. The player who is called up must be registered in STC Baseball and rostered on a Mustang league team.
13. Managers shall exchange lineups prior to each game. The lineup shall contain the continuous batting order to be used, each player's name and uniform number, and if the player is a first- or second-year player.

### **RESPONSIBILITIES:**

1. Home team
  - a. Prepare field for play
  - b. Provide game balls
  - c. Provide an official scorekeeper

- d. Inspect the field to ensure it is acceptable for play
- e. Remove bases after the game
- f. Repair pitcher's mound and batter's box following game

## 2. Both Teams

- a. Clean up dugout and bleacher areas following game
- b. All teams and fans are considered guests of St. Charles Baseball. It is expected that teams will manage their spectators' behavior so as not to disrupt the play of the game.

## 3. Players' Safety

- a. Managers must ensure any player catching must wear protective headgear
- b. Manager must ensure that any catchers use protective equipment when warming up pitchers on the field or in bullpen session
- c. Each manager is responsible for their own team while on and off the field

## **BATTING:**

1. All players will bat in a continuous batting order.
2. Bat size maximum is 2  $\frac{3}{4}$ -inches. In other words, there are no bat restrictions in place.
3. Umpires will call balls and strikes, and safe/outs. There are absolutely no arguing calls from the umpire.
4. Batters are prohibited from showing bunt, slash hitting (showing bunt, pulling back then swinging freely), or bunting.
5. Hitting sticks are only allowed during pre-game warmups.

## **FIELDING:**

1. No player shall play the same position for more than 2 innings per game, (including the pitcher). If the pitcher is removed from that position, they cannot re-enter to the pitcher's position.
2. There may be no more than 9 players in the field.
3. Except for reasons of ailment, a player cannot be on the bench for consecutive innings.
4. All Players must play an infield position at least twice (except pitcher) and an outfield position at least once during a game based upon roster availability of that game. Any exceptions must be discussed with parent and commissioner. All players must play the infield and outfield at least once in innings 1-4.

5. Once the batter hits the ball, the ball is live. Once ball becomes dead and play stops no runners can advance. Ball becomes dead once one of the following occurs:

a. Infielder is in control of ball in the infield. No runners may advance once ball is in control by defense after play is made. Any runner not more than halfway to next base when ball is in control shall return to previous base. If more than halfway, runner may advance to intended base at own risk and be played upon. Runner is considered less than or more than halfway to base solely upon umpire's discretion.

b. Umpire calls time out. Play is then stopped.

### **BASERUNNING:**

1. Stealing 2nd base is allowed only after the ball crosses the plate.

a. No lead offs

b. No stealing of 3<sup>rd</sup> base or home plate

c. No advances on overthrows during attempted steal of 2<sup>nd</sup> base

d. In no case may a runner who started the play on 1<sup>st</sup> base advance to 3<sup>rd</sup> base on a steal of 2<sup>nd</sup> base.

e. Secondary leads are allowed after a pitch crosses the plate but cannot be used to bait a throw from the catcher to advance to 2<sup>nd</sup> base. If a throw from the catcher to 1<sup>st</sup> base is attempted because of a secondary lead, it will be ruled as dead ball by umpire and runners cannot advance or be called out.

2. The catcher must be replaced by last batted out as a pinch runner if they are on base with 2 outs.

3. No advancements of runners on 3<sup>rd</sup> base to home except for a batted ball or bases-loaded walk.

4. Sliding or avoiding contact at any base is required in all play situations. Runner may be called out for failure to slide at the umpire's discretion. Under no circumstance may a player headfirst slide into any base. Headfirst slide violation will result in an immediate out of the runner.

5. No advancement of runners of wild pitches or passed balls except from 1<sup>st</sup> base to 2<sup>nd</sup> base in a stealing situation.

6. Overthrows: One base at will advancement of runner on overthrows.

a. Overthrow to 1<sup>st</sup> base: Runner to 1<sup>st</sup> base will have option of running to 2<sup>nd</sup> base. If ball is still in playable field (including foul territory), play may be made on runner to 2<sup>nd</sup> (runner may not then advance to 3<sup>rd</sup> on an overthrow to 2<sup>nd</sup> base). If ball is out of playable field (including foul territory) 2<sup>nd</sup> base will be granted to runner.

b. Overthrow to 2<sup>nd</sup> or 3<sup>rd</sup> base: Runner may advance one base at will on an overthrow to 2<sup>nd</sup> base. Runner may not advance home on an overthrow to any base, including 3<sup>rd</sup> base.

Example 1: A runner attempting to advance to 2<sup>nd</sup> (except in a stealing situation) and defense overthrows attempt at 2<sup>nd</sup> base, the runner may advance to 3<sup>rd</sup> base at will. Throw is made to 3<sup>rd</sup> base with an overthrow, runner has to hold at 3<sup>rd</sup> base and cannot advance to home. No scoring on overthrow to 3<sup>rd</sup>.

Example 2: Runner on 2<sup>nd</sup> base, batter hits a ball in the infield, runner may advance to 3<sup>rd</sup> but cannot advance to home if there is an overthrow to any base during the play. If infielder overthrows 1<sup>st</sup> base in attempt to get batter out, runner on 3<sup>rd</sup> cannot advance home. Batter may advance one base to 2<sup>nd</sup>.

7. Overrunning 1<sup>st</sup> base. Rule 8-2 article 7: A batter runner who reaches 1<sup>st</sup> base safely and then overruns or over slides may immediately return without liability of being put out provided he does not attempt or feint an advance to 2<sup>nd</sup> base. The runner has the ability to turn in either direction, towards 2<sup>nd</sup> base, or towards foul territory. Whether or not he has made an attempt to go to 2<sup>nd</sup> or not is at the discretion of the umpire. Simply turning back towards 1<sup>st</sup> base, even in fair territory would not constitute an attempt to advance.

#### PITCHING:

1. A pitcher is limited to 2 consecutive innings pitched per game. A pitcher may not return to the mound after removed. One pitch in an inning will constitute an inning pitched.

2. No Breaking balls allowed.

3. Pitch that hits ground then hits batter (batter does not swing) is considered a hit by pitch and is awarded first base. Pitcher gets charged with a hit batter.

4. 44' pitching distance, 60' foot bases

5. Any player will be allowed to pitch in no more than 2 innings per game and in no more than 4 innings per calendar week (Monday – Sunday) except if three games are scheduled in a week. Then 6 innings are allowed in a week with one day rest between games. First year players must pitch a minimum of six outs during the first 4 innings of game. Pitchers in subsequent innings may be first- or second-year players. Lineups exchanged at the beginning of each game shall include a designation indicating each player as a first- or second-year player. A recommended game pitch count is 50 / 90 per week. Lineups that are exchanged

6. If a pitcher hits 2 batters in an inning, the player must be removed from the game.