

NorthWood Youth Little League Rules MINOR LEAGUE

- All games are limited to 75 mins of play **OR** 6 innings, whichever comes first. At the 75 minute mark, the top and bottom of that inning will be completed. Once that inning is completed, the game is over, even if 6 innings have not been played. After 3 complete innings a game can be called due to inclement weather conditions, and will be considered a complete game.
- All players may only sit out for a maximum of 6 outs per game. There will be no warning for violating this rule. A violation of this rule occurs for each out after 6 outs a player sits out. For each violation of this rule, at the beginning of the next inning after the violation, the violating team will start with an out for each violation (up to, including and over, three outs, in which case, the violating team will skip at-bats), and during the inning of any violation, the non-violating team will have one run per violation added to its score. If the violation(s) occur during the last inning of a game or there are not enough innings left in the game to enforce all of the outs penalties, the penalties for outs and runs will be enforced and applied at the beginning of the violating team's next game.

Batting: **Pitching Machine Speed: 38 mph for the first half of season. Up to 42mph for the second half of the year.**

- Machine will be set at the start of each game by the umpire in charge with both head coaches from each team, home team catcher in full gear, and first batter from the visiting team at the plate with a batting helmet on and his/her game bat extended from the batters naval over the home base. Once both coaches are satisfied with the consistent position of the balls being pitched, the game will commence.
- All players on your roster are in the hitting lineup. Each batter will receive 6 pitches or 3 swings before being called out. If the 6th pitch is a foul, the batter will continue until he/she does not swing or swings and misses, or hits the ball in play. NO WALKS are issued.
- If the batter receives 3 bad consecutive pitches in a row (at the umpire's discretion Umpire can make the decision to change at any time by talking to the coaches), and does not swing, the machine will be reset. HOWEVER, the pitches count towards the six pitches and the batter will receive ONLY 3 more pitches.
- Bunting- bunting is permitted, but once the batter squares to bunt, he/she may not pull the bat back and make a full swing. If the batter does this they will be called OUT. If the ball does not hit the bat it is NOT called a strike, however, it will count towards the pitch count.
- If a batted ball makes contact with the pitching machine or the umpire, the ball will be ruled dead with the batter awarded a single, and all runners advance one base.
- ANY ball that stops under the pitching machine will be ruled a dead ball; runners will be permitted to the next base. DO NOT reach under the machine for ANY reason!
- 6 run rule per inning for the first 5 innings. Teams may score as many runs as possible in the 6th inning and every inning thereafter, until 3 outs are recorded.
- Mercy Rule: The game will end when one team is ahead by 10 points after the 4th inning or 15 points after the 3rd inning. The game is over and the team in the lead is awarded the win. The score board will be reset to 0 and the remainder of the innings will be played until the time limit is up.
- A catcher's area will be marked prior to each game and will be from the front of the batter's box and

extend 6 feet beyond the back of the batter's box. It will be from the outside of one batter's box to the outside of the other.

- Thrown Bat: 1st time is a warning. 2nd time it is an out. 3rd time you are removed from the game.
- NO INFIED FLY RULE!
- Defensive coaches will NOT be allowed on the field, and must remain by their dugout along the fence.
- All bats must be 2-1/4" or 2 5/8 barrel with "USA Baseball" stamp of approval. Wooden bats are allowed. Any use of a bat that is not allowed will result in a warning for first offense, 2nd offense is an out, 3rd offense is an out and removal of player from the game.

Base Runners: -Base stealing is permitted, but only if the pitched ball leaves the catcher's area. The runner may not leave the base at all until the ball leaves the catcher's area and the umpire signals so by raising his hand. A ball on the line is considered to be in the catcher's area. The runner may NOT leave the base at all until it leaves the box!

One Base rule on overthrow, on the first overthrow (once an overthrow is made and fielder possess the ball it is a dead ball)

- -Any runner that crosses the halfway line may advance to the next base.
- -If the runner crosses the halfway line and comes back, they must go back to the previously occupied base unless forced to advance.
- -Half way chalk line: A line perpendicular to the base path. The line is drawn halfway between first and second, second and third, and third and home.
- -A runner must slide feet first to avoid contact at 2nd, 3rd or home plate while remaining within 3 ft of the direct line between bases, with the fielder who has the ball waiting to make a tag. Failing to do so will result in the runner being called out, and if the contact, in the judgment of the umpire, is in a manner in which causes harm, said runner may be ejected from the game.
- Baserunners must slide feet first. You may dive back into a base after rounding. Automatic out for sliding head first.
- The pitcher must start within the pitcher's circle (10 ft diameter). **The pitcher must stand to the right or left behind the umpire.** Any contact with the circle will be considered inside the circle. Play is stopped when the pitcher has the ball within the pitcher's circle. Again, ANY contact with the circle will be considered inside the circle. Any runner who has reached the halfway line or forced from the base may proceed to the next base WITHOUT risk of being put out.
- If the pitcher fields a batted ball within the circle, he MAY make a play on the runner at any base from inside the circle. Otherwise, the play is dead when runners reach base safely. If the pitcher makes a play on the runner, the ball is declared dead once the ball is returned to the pitcher and he/she enters the pitcher's circle. Once the pitcher reenters the circle, he CANNOT make a play on any advancing runner, play is dead, halfway rules apply.
- 10 defensive players take the field with no more than 6 players starting a play within the infield area. The 10th player is to be used as a 4th outfielder, not an extra infielder or rover.
- Outfielders may not receive the first throw from a defensive player on a batted ball to make a put out at any base, whether by forcing or by tagging. They can make a put out in a "run down" (pickle) situation or any subsequent play following the first throw.

- **Safety Base Rule** - A safety base is optional. The safety base shall be 15 inches by 30 inches and not more than 3 inches high. The safety base should be positioned such that the white portion is located where first base would normally be (in fair territory) and the colored portion (red or orange) should be in foul territory. Any batted ball hitting the white portion should be fair and any ball hitting the red or orange portion should be foul. On the initial throw to first base from the infield or outfield, the batter-runner **MUST TOUCH** the red or orange portion of the base but not the white. If legally appealed by the defense during a live ball situation, the runner will be called out. The defensive player **MUST** always touch the white portion. This rule is in effect only on the initial play at first base. This does not include:
 1. Returning to the base after over running,
 2. Running on a base hit to the outfield (runner may touch the red or white part) or
 3. Re-tag to advance on a fly ball.EFFECT: If the base runner uses the orange portion at any time after the first attempt at first base and is not in contact with the white portion, then he is considered off the base.
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- **There will be a ZERO TOLERANCE rule in effect. Any parent, player, coach, spectator (that is actually associated with teams playing) that is asked to leave a game for any reason will not be allowed back for the teams next game, also that team will receive an automatic out, even if that is the last out of an inning or game.**

For any further rules or information, please refer to Town and Country Youth Baseball