

## Minor League Division Rules; 9 Year Old Division

### Minors Division Objectives:

- The Minor Division prepares players for the Cooperstown and Major Divisions.
- The emphasis is on learning the skills and the knowledge necessary to play baseball. This should be a fun, educational experience. Players should learn about sportsmanship and develop a healthy attitude toward competition. The Division is competitive and standings are kept. All teams make the playoffs at the end of the regular season. Seeding for the playoffs is based upon the finish of the teams during the regular season.

### At Bat:

- Hit a pitched ball, swing at strikes and learn how to bunt.

### In Field:

- Play the infield and outfield positions.
- Throw the ball to the correct base/cutoff position and develop pitchers.

### General Rules:

1. The safety of all players is the responsibility of both managers.
2. The batting order shall consist of every player on the team present at the game, whether playing in the field or not. All coaches will use a rotating batting order to ensure that no child will always bat first, last, etc.
3. Every player listed in the batting order must play in the field for at least four innings. At least two of the innings shall be in the infield (Includes Pitcher & Catcher) and at least one inning shall be in the outfield. No player shall sit for consecutive innings. This is done on the honor system but if questioned be prepared to indicate when and where a player played during the game. Failing to abide by this rule will result in a forfeit.

- Example:

12-player roster: A,B,C,D...L

Game 1 batting order: A,B,C,D...L

Game 2 batting order: L,A,B,C...K

Game 3 Batting order: K,L,A,B...J

- a. Four outfielders are allowed. No outfielder is allowed to be in the infield or short field behind 2<sup>nd</sup> base.
- b. If you are scheduled to play and you do not, acting on your own decision, you will forfeit the game to your opponent provided a minimum of eight players are present at game time for your opponent. If both teams are not present to play and

the league has not canceled the game then both teams will be assessed a forfeit.

4. Fielding changes, with the exception of pitchers or injury, must be made between innings and is free substitution.
5. Players can advance only one base when the ball is thrown off the field of play. On a throw to home plate, the ball is live.
6. Runners cannot advance on a bad throw from the catcher to the pitcher. Balks will not be called. The infield Fly Rule will be in effect. If, however the umpire overlooks calling it then the play will stand as is. There will be no infield fly rule called "after the fact".
7. A game is considered official if the trailing team has batted at least 4 innings; when the game is stopped by weather, darkness, etc. A game is considered complete after six innings with no extra innings (Game can end in a tie).
8. In case of a tie, the game shall remain a tie and shall not be replayed.
9. There is no leading. Players on base may NOT begin to advance until the ball is hit into the field of play by the batter or is forced ahead by a walk or a hit batsman. However, two (2) successful base advancements on a steal or wild pitch are allowed per inning, per team. Stealing can only occur from a pitched ball. A base runner may not leave the base to steal until the ball passes by the batter.
  - a. No double stealing at any time is allowed. No stealing home.
  - b. Any runner who advances or leaves their base can be tagged out. A base runner stealing or advancing on a wild pitch cannot advance further in the event of an over throw by the catcher or misplayed catch by the infielder. If time is called, a runner that advanced illegally is returned to their proper base.
  - c. Headfirst slides are not allowed. A runner who slides headfirst will be called out. A player may dive back to base.
10. If the pitcher has control of the ball within an 8' circle around the pitching rubber/plate, any runner without positive movement toward the next base must return to the previous base. The "hidden ball trick" is prohibited.
11. One (1) successful bunt per inning per team is allowed, however, no fake bunting and swinging away is allowed under any circumstances. Any such attempt shall automatically result in the batter being called out (whether the bat contacts the ball or not). The ball immediately becomes dead in such a situation. If a bunt is attempted after the completion of a successful bunt during an inning, the batter shall return to the batter's box and continue batting with the previous pitch count in effect.

12. There is a limit of 12 batters per inning provided at least one team has 12 players present or three outs per inning whichever comes first. In the event that fewer than 12 players are present for either team; the number of maximum batters per inning will be determined by which team has the most players. For example, if team A has 11 players and team B has 10 players then the maximum number of batters per inning will be 11. This will apply to both teams.
  - a. Once the maximum number has been established at the beginning of the game it cannot change. If additional players arrive late or depart early the maximum batters remains unchanged throughout the game.
  - b. The offensive manager should **not** announce the last batter. The play should carry out as a normal play. The manager announces the ½ inning is over once the play is complete.
  - c. At the end of each 1/2 inning, the team that just batted will communicate the runs scored to the other team. Each team will keep score for both teams.
  - d. Coaches should use their best judgment as to shutting off the scoreboard if the game is lopsided. If the scoreboard is shut off, the coaches will continue to keep score.
13. No inning shall start after 7:45 p.m.
14. Evening games are scheduled to start at 5:30 p.m. and must under no circumstances start later than 5:45 p.m. In the case of bad weather, the league will send an email and/or post on their web site cancellations.
15. There will be two (2) All-Star Teams chosen at the close of the season.
16. Any pitcher who walks three batters on 12 consecutive balls or walks five batters in one inning must be replaced.
17. Any pitcher who hits 2 batters in one inning or 4 batters in a game must be replaced.
18. Any questions or problems, please contact the Division Coordinator.
19. All make-up games shall be played.
20. Managers are responsible for the care and return of equipment.
21. Spectators - Parents and friends are prohibited from coming onto the field during a game and from being involved in or questioning any decision made by an umpire or manager. The league will prohibit any harassment or intimidation of umpires by spectators.

22. Pitching Rules:

- a. No intentional walks
- b. Pitchers will be limited to the Pitch Smart USA pitch count guidelines as shown below. 9-year old players are limited to a MAXIMUM of 75 pitches per game:
  - a. 0-20 pitches in a game – zero days rest
  - b. 21-35 pitches in a game – 1 day rest
  - c. 36-50 pitches in a game – 2 days rest
  - d. 51-65 pitches in a game – 3 days rest
  - e. 66-75 pitches in a game – 4 days rest
- c. Once a pitcher is removed, he/she cannot return to pitch in the game. A manager or coach is allowed two (2) trips to the mound per inning. On the third trip, the pitcher must be removed from the mound. Calling the pitcher or catcher to the sideline will be considered a trip to the mound.
- d. Pitchers must pitch from the rubber.
- e. No curve balls allowed

23. Umpires will be at every game and will make all judgment calls. Their decisions are final. If there is a disagreement on interpretation of the rules, the two managers may approach the umpire and discuss the rule in question. Please be sure the other manager is present.

24. Playoffs:

- a. Playoffs will be held at the end of the regular season. All teams in the Division will make the playoffs, with seeding based upon their order of finish in the regular season.
  - Example with 8 teams: 1 vs 8, 2 vs 7, 3 vs 6 and 4 vs 5 in the first rounds of the playoffs.
  - Example with 6 teams: The 1 and 2 seeds will get a first round bye. 3 vs 6 and 4 vs 5. Round 2: The 1 seed will play the lower advancing team from the first round.
- b. Playoffs shall follow a single elimination format until the finals, which will consist of a best of three format.
- c. Pitching rules for the playoffs – a player can pitch for the entire length of the playoffs as long as said player does not exceed 60 pitches in a two-game span. So, if a pitcher pitches 40 pitches in game one of a series, they are limited to 20 pitches in game two, and then limited to 40 in the next game.

25. In the Minor League Division, teenage umpires are allowed behind the plate. Coaches & spectators will refrain from calling balls or strikes before the umpire makes determination of pitch.

26. Trophies shall be awarded to Minor League Division champs and runners-up.

**All official Cal Ripken Baseball Rule, a Division of Babe Ruth League, Inc., apply to situations not addressed in these rules**

### **General Rules; All Divisions**

#### **A. Sportsmanship:**

1. All players, managers, coaches, umpires and fans are expected to be respectful to one another and refrain from any behavior that deters from the playing of the game and the enjoyment of all participants.
2. Profanity is not allowed. Profanity directed at an umpire or an opponent is immediate cause for removal from the game. Other instances of profanity, such as frustration, especially by a player should be dealt with swiftly by an adult.
3. Chanting and singing is part of the fun of the game, however all chanting and singing should be in a positive vain for one's own team. Negative chanting toward your opponent will be stopped immediately by the umpire. No chanting may be timed to affect the pitchers wind-up and delivery to the plate. This behavior will result in a warning from the umpire for the first infraction and the batter being ruled out if it persists.
4. All managers, coaches, players and parents are expected to be supportive of the league. This extends to care of league equipment and facilities and actively participating in the league parade, Opening Day Ceremonies, fundraising, field work and working at the snack bar on their assigned right.
5. Teams will shake hands at the conclusion of each game at home plate.
6. Spitting should be discouraged.
7. In the event of a lopsided game, managers are asked to dim the scoreboard indicating runs when the game is effectively out of reach.
8. Managers are further encouraged to limit aggressive base running in lopsided games, which would result in humiliating an opponent.

#### **B. Safety:**

1. Teams shall refrain from warning up in common areas between fields. This is especially important on Saturdays when games overlap and many small children are around.

2. Any field maintenance tools, to include machinery, shall only be operated by authorized adults and/or approved employees/volunteers. Players shall not utilize any field maintenance tools, to include machinery, at any time.
3. Batting helmets must be worn by all players in the batting cages.
4. There will be no horseplay in the dugouts and no sitting on the support rails in the front of the dugouts.
5. Only the on deck batter is allowed in the on deck cage.
6. Coaches are not allowed to stand on the field unless coaching a base.
7. Base coaches are not allowed further than 5 feet down the baseline in front of the base they are coaching.
8. Players who warm up a pitcher must be wearing a catcher's mask.
9. In the Cooperstown, Majors and Babe Ruth divisions; all catchers, with the exception of left-handed players, are required to use a catcher's mitt while catching.
10. No one is allowed to pitch in a white long-sleeve undershirt.
11. Batting doughnuts and/or bat sleeves are prohibited.
12. If a batter strikes the catcher or any fielder with a thrown bat accidentally it will be cause for a warning from the umpire. In a second instance in the same game by the same player, the batter will be called out regardless of the result of the at bat. This rule will not apply at the Instructional or Farm Divisions; and managers should make immediate effort to teach the player the proper means to hold on to or discard the bat, as instruction is imperative at these levels.
13. If a player throws a bat or helmet in anger, the player will be either warned or removed at the discretion of the umpire. If the situation recurs the player will be removed from the game.
14. There is no smoking or tobacco use allowed at the Militia Park complex.
15. There is no alcohol consumption allowed at the Militia Park complex.

**C. Equipment:**

1. Each division will have an assigned official game ball, determined by the Executive Committee prior to the start of the season. Any substitutions during the season must be approved by the Executive Committee.
2. Catchers are required to wear protective athletic cups when playing the position. Catcher's equipment must be in compliance with Cal Ripken rules, to include at all divisions:
  - CATCHER'S MASK HELMET AND THROAT PROTECTOR (ALL DIVISIONS): Any player, manager or coach warming up a pitcher at any

location shall wear a mask. An extended throat protector is considered part of the catcher's mask. PENALTY: If the catcher refuses to wear this equipment, he shall be removed from the game.

- The catcher's helmet must cover both ears. Hockey style masks are approved. Two piece catcher helmet/mask combinations are not allowed.
3. Managers should not allow any illegal bats to be in the on-deck area or brought to the plate. All bats used should be official Cal Ripken approved bats. Any player using an illegal bat will be called out regardless of the result of the at bat.
    - All non-wood bats must have the USABat Marking.
    - The bat barrel may not exceed the maximum 2 5/8<sup>th</sup> inch diameter.
    - The bat may not exceed 33" in length.
    - No BBCOR Bats are permitted.
    - For T-Ball Division, bats must be marked with the USABat T-Ball Stamp
    - Wooden bats are legal to be used if approved by Cal Ripken standards; and display the imprinted approval of Cal Ripken. Wooden bats must also conform to the bat length and barrel size restrictions cited above.

#### **D. Umpires:**

1. All umpires have been given a clinic and are children ranging in age from 13 - 17 years. Many of the umpires are former EYBL players.
2. All participants will show the umpires proper respect. The umpires have been given the authority to remove any manager, coach, player or spectator if necessary to properly administer the game.
3. Easton Youth Baseball stands behind its umpires. Any one observed raising their voice, berating or intimidating an umpire shall be brought to the attention of the Executive Committee. The Executive Committee will have the authority to manage and/or resolve the issue as they deem necessary. Any action taken by the Executive Committee may be appealed through the Grievance Committee and the appropriate process. Managers and coaches are responsible for the behavior of players, parents, siblings and spectators.
4. Only a Manager may speak with an umpire regarding, and limited to, a rules interpretation. At that time, the opposing manager should be present. The Manager requesting the discussion should be prepared to cite the rule they think is being misinterpreted.
5. No judgment calls can be questioned. Do not delay the game by doing so. This behavior could be subject for removal. Balls and strikes, out/safe and fair/foul calls are included under judgment calls.

#### **E. Protesting Games:**

1. Game protests must be initiated by a letter (e-mail acceptable) to the Commissioner, League President, & respective Division Coordinator within 24 hours of the game in question.
2. Game protests will only be considered if playing rules are questioned.

3. Games may not be protested based on umpire decision of judgement calls.
4. Protest letters will be confirmed in writing (e-mail acceptable), as received by the Commissioner.
5. The Commissioner will engage the Grievance Committee to commence investigation & proceeding with the Grievance process.
6. EYBL will try to determine outcome of protest as quickly, but thoroughly, as possible.