

MINOR LEAGUE RULES OF PLAY

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21.01 - Game Rules

Minor League games will be played in strict accordance with Official Cal Ripken Rules.

21.02 - The Game

A. A game will consist of 6 innings or a 2 hour time limit.

B. No new inning may be started after the time limit has expired.

C. An inning that has started prior to the expiration of time will be played until completion.

21.03 - Game Lineup/ Batting Order

A. Each teams' lineup/ batting order is to be turned in to the Official Score Keeper by the Manager as soon as the teams enter the dugout for their game.

B. Prior to the start of the game both Managers will meet with the Umpire. The Umpire will be given a game lineup/batting order from each Manager. The Managers will also exchange game lineup/ batting orders at this time.

21.04 – Team Lineup/ Batting Order

A. Each Team Lineup/ Batting Order is to be turned in to the Official Score Keeper by the Manager as soon as the teams enter the dugout for their game. This lineup will be complete with each player's number, position in the batting order and the defensive position. Substitute players will be listed at the bottom of the lineup card and will also include the players' number.

B. Prior to the start of the game both Managers will meet with the Umpire. The Umpire will be given a Team Lineup/Batting Order as submitted to the Official Score Keeper from each Manager. The Managers will also exchange Team Lineup/ Batting Orders as submitted to the Official Score Keeper at this time.

21.05 - Required Playing Time

Every player on a game lineup/ batting order is required to play at least 2 defensive innings and bat one time in every game.

21.06 - Rain Out Game

A rain out game is one that never started due to inclement weather or did not complete 3 ½ innings of play before being stopped due to inclement weather.

21.07 - Tie Game

There will be no ties in Minor League play. If after 6 innings a game is tied, extra innings will be played until the game is decided.

21.08 - Rescheduling Rain Out or Suspended Games

A. Any game that has been rained out or suspended must be made up within 7 - 10 days of the original date.

B. If that is not possible for any reason, the game may be cancelled from the schedule.

C. If the rain out or suspended game will affect either the League or Division Standings; it shall be rescheduled at some point prior to the League Championship Game or the beginning of the League Tournament.

D. A Suspended Game will begin at the exact point in the game that it was when stopped and played until completion.

21.09 - Mercy Rule

A. If, after 4 ½ complete innings of play, the home team is ahead by 10 or more runs the game will be stopped and the home team declared the winner. If, after 5 complete innings of play, the visiting team is ahead by 10 or more runs the game will be stopped and the visiting team declared the winner.

B. If there is time remaining in the 2 hour time limit, the score board will be reset to “zero” and the 2 teams allowed to scrimmage for the remainder of the time limit.

21.10 – Pitching

A. A pitcher may pitch a maximum of six innings per calendar week. If a pitcher delivers one pitch in an inning, that pitcher shall be charged for one inning pitched.

B. A pitcher should not throw more than 45 – 60 pitches in a game. Once he reaches this pitch count it is strongly recommended that he be removed from the game as the pitcher.

C. The calendar week is Monday – Sunday.

D. Use of pitches that involve a twisting motion of the arm or wrist is prohibited. These pitches include curveballs, sliders and screwballs. Violation of this rule will result in a one time warning to the player and the coach. If the warned pitcher continues to throw illegal pitches after the umpire’s warning, the pitcher will be removed as pitcher for the remainder of the game.

E. Pitchers are not permitted to wear white on their forearms, wrists or gloves.

F. Pitchers must have two calendar days rest between pitching assignments if he/she pitches more than two innings in a single game.

21.11 – Batting

A. Homerun balls must clear the fence. A ball which hits the top of the fence and remains in play is a live ball.

B. There shall be No Slashing. Slashing is defined as; the pitcher is on the pitching rubber and the batter fakes a bunt to draw the infielders in and then the batter swings away. The pitcher does have to be in the windup, the violation is called as soon as the batter fakes the bunt. This is a safety issue, with the batter showing bunt, the charging infielder does not stand a chance of protecting him/herself against a line drive. Penalty: Batter is called out and ball is dead. A second offense, during that game, will result in the player being ejected from the game.

C. Any batter who unintentionally throws a bat will be given one warning. A second offense in the same game will result in the player being called out. Any player who intentionally throws a bat will automatically be called out. This is also cause for ejection from the game if the umpire feels that the player was intentionally trying to hurt another player.

21.12 – Courtesy Runner

A. Courtesy Runner for Catcher: When the catcher is a base runner and there are two outs, a courtesy runner may be used to allow the catcher additional time to put on their equipment for the next half inning.

B. The Courtesy runner must be the player who committed the second out in the current inning.

C. The player receiving the courtesy runner must be the player who is going to catch the next half inning.

21.13 – Sliding

A. Headfirst sliding is prohibited. The two exceptions will be when a player is caught in a run down or is returning to a base to avoid being put out. Penalty: Umpire will declare a dead ball and the violating player will be called out.

B. There is a NO-Contact rule in effect for a tag play. The runner must slide. The defensive player can not block the base/plate if they do not possess the ball. Penalty: runner failing to slide will be called out if the umpire feels like the contact was intentional in an attempt to gain an advantage on the play. The play will be called dead and all runners will return to their previous base. If the batter had already safely reached first base prior to the infraction – he/she will be given credit for the hit and stay on base.

C. If defensive interference occurs, Obstruction is called and the runner(s) will be awarded a base.

21.14 – Game Protocol

A. All coaches are expected to remain inside their dugout once game play has begun. Time must be called prior to entering the field of play once the umpire has declared “Play Ball”.

B. Only rostered players and coaches of the competing teams may be in the dugout during the game. A Scorekeeper and the team mom are also permitted to be in the dugout. Parents of injured players are also permitted to enter to care for their child.

C. Deliberate action taken to delay a game is considered unsportsmanlike conduct and will be reported to the Division Vice President. Repeated violations of this rule may result in a game suspension for the violating coach.

D. In the event a player or coach is ejected from the game by an umpire, the player or coach will not be eligible to participate in the next game played by their team. In the event that a second ejection occurs involving the same individual during the season, that player or coach will not be eligible to participate again until he/she has been given permission by the JCYB Board of Directors.

E. Any individual ejected from a game or the park by an umpire or league official must leave the field area for the remainder of the day in which the ejection occurs. The individual must vacate all park facilities including the parking lot area. Failure to leave in a prompt fashion or continued unsportsmanlike conduct may result in a forfeiture of the game for the team affiliated with that person.

21.15 – Extra Hitter

A. Extra Hitters rules/guidelines:

- a. Must list EH on your lineup card before start of game.
- b. E.H. spot must be used for entire game.
- c. Can change the E.H. any time during the game.

Example: E.H. exchanges spots with shortstop and shortstop becomes E.H. They remain in the original spots in the batting order. The E.H. can also be replaced by a player not already in the game

- d. E.H. may re-enter the game as a player according to Cal Ripken rules if he has been removed from the game.
- e. E.H. can be used by one team or both teams.
- f. E.H. must play six defensive outs in the field.