

Minor League Rules-2017

Coaches: No swearing or obscene gestures at practice or games. Smoking or chewing tobacco products on the field or in or around the dugouts is prohibited. Penalty: 1st offense is automatic ejection from the present game and the following game. 2nd offense, coach is banned from participation in any league function, I.E. coaching, scorekeeper, etc. **The umpire(patch or non patched)/commissioner will call the coaches conduct.**

To all spectators, parents, coaches and players: Anyone causing a disturbance by arguing with Umpires or Coaches will be asked to leave the property of the ball diamond. If they refuse to leave, their team will **forfeit** game. If offending Spectator is a parent, then both Parent and Child will be banned from all properties associated with the Wayne County Rural Youth League for one year. **The umpire is in control of the game. If a call is made and the coach continues to complain then the coach will be given a warning and restricted to the bench. If he is given a second warning then the coach is automatically ejected. If it's a coaches first offense then a verbal/written warning will be given to that coach in question with their league commissioner. A second offense will result in a punishment decided by the league commissioners.**

Minor League will be following High School Rules except for the following:

1. Any team 15 minutes late will forfeit.
2. If no one calls visiting team or is not at the ballpark to tell the visitors the game is cancelled, home team will forfeit.
3. Players who are registered with league commissioner by first regular season game and players that are permanent move-ins by April 1st are eligible to play. Every player listed on the roster must play at least 50% of the regular season games to be eligible for the season ending tourney. Every team is required to keep a scorebook for every game for proof of the above if necessary.
4. A team must start a game with a minimum of 7 players; the empty slots in the batting order (8 and/or 9) will be automatic outs.
5. Players may move up a division to field a team that has only ten (10) players, and that eleventh player does not have to play the required field & bat rule. You may not move a player down to a lower division to field a team. You also may not bring any player over to field your team (from another team - same league, softball player, etc). Move-up players may not start until the beginning of the 4th inning, unless a position cannot be filled by a player on the original team roster.
6. All rain games must be rescheduled (not necessarily played) within 7 days & must be played prior to the tourney. All scheduled games must be played.
7. Any child not turning 11 prior to January 1st of the current season is eligible to play.
8. Bats must be 2-1/4 diameter wood or non-wood.
9. Base distances are 60 feet.
10. No leaving base until ball crosses home plate. First offense-team warning, Second offense then runner is out. Runner may not get a running lead.
11. Runners cannot advance once pitcher is on the rubber. If the pitcher steps off the rubber then runners can advance at their own risk or if pitcher makes a play at a base. Once runner retreats, he must go back to base unless play is made on.
12. Pitchers can pitch three innings a game. Starting pitcher only may be non- consecutive. All pitchers are entitled to one additional inning in extra inning games whether they have used there three innings during regulation or not. A player, who has not pitched at all, may pitch 3 innings in an extra inning game. One pitch equals one inning.

13. Pitcher can straddle rubber and throw to base as long as he is not in contact with the rubber. **The pitcher position must use chest protector/heart guard before the game can be started.**

14. NO BALKS: If pitcher makes a move to a base while in contact with the rubber, the ball is dead. Runners cannot advance or be called out.

15. If pitcher hits two batters in the same one inning, pitcher must be pulled from the mound. Pitcher cannot come back later to complete his three innings. If batter is hit by a ball in the strike zone this does not count as a hit batter.

16. Coach is allowed two trips to the mound in one inning. Third trip in inning and pitcher must be removed as pitcher.

17. If coach crosses foul line and goes on to playing field, this counts as a trip to the mound even if coach doesn't talk to the pitcher. Only exception is when a player is hurt.

18. Pitching rubber is to be 46 feet from front of pitching rubber to point/back of home plate.

19. A substitute can be entered and a starter re-entered anywhere in the line-up as long as the substitute plays six consecutive defensive outs and bats once, then a starter can be re-entered in the lineup for any player. Starters can only re-enter one time.

20. Run Rule: Six-inning game. Six (6) runs per inning. 13 run lead after 4 innings, 7 run lead after 5 innings. This also applies to 3 1/2 or 4 1/2 innings if the home team is ahead. If run rule has been called, then game is over. Four complete innings, or 3 1/2 innings if the home team is ahead, is a complete game if cancelled due to weather or darkness. If four complete innings have not been completed the game starts over from beginning. There will be a 2 hour time limit on all regular season games. In the season ending tourney, all games will be played to completion, except for run rule. If a game is stopped due to weather or darkness, it will pick up exactly where it left off except for ball/strike count.

21. Slide Rule: Any slide must be legal per the IHSA rule book. Runners must avoid contact with fielder who has the ball, which is why we have a slide rule. Instead of calling a runner out for not sliding, the call should be based on whether intentional contact is made. Any contact involved with a play, runner may be called out. This is at the umpires discretion. Head first slides into any base going forward shall be called an out. Diving back to the base is okay.

22. All players must play six consecutive defensive outs and bat once per game. If game is called early due to run rule and player does not play his six consecutive outs, team is not penalized.

23. The batting lineup will be batted to match the team with the least number of players, or a coach may choose to bat his entire roster. These are the only 2 choices for your batting lineup.

24. If you only have 9 players, you do not take an automatic out for the 10th position. If only fielding 8 players, the 9th batting position will be an automatic out.

25. If one team has less than 10 players, the opposing team must bat at least 10 players.

26. Any player throwing bat will be warned on 1st offense, and the play stands. 2nd offense batter is out—and all runners return to original base. The warning is an individual warning against each batter. If the umpire determines that the throw was an intentional act in anger, the player may be ejected by the umpire without warning.

27. A dropped 3rd strike by the catcher, the batter is out but the runners may advance at their own risk.

28. There are only 2 reasons where a game may be postponed and rescheduled. The first is due to weather. If a team feels they have another legitimate reason to postpone a game, they must request that their town commissioner notify the other board members to get permission. Just being short 1-2 players is not a legitimate reason. That is why we have the move up rule.

29. **When on defense, all defensive coaches must be off the playing field and/or in the dugout or behind the fence. Only the base coaches are allowed on the field.**

30. Teams may choose to use a courtesy runner to help speed up the game. With 2 outs and your catcher on any base, a substitute may be entered to run for the catcher so that the catcher may come off the field and start getting his gear on. This may only be done once per inning and only for the catcher. If you do not have an eligible sub, the player who made the last out is to be used. This does not count for an entry or removal nor does it count toward the mandatory play time. Coaches are also reminded that by IHSA rules, there is a 1 minute time limit between innings. Please hustle your teams on and off the field as soon as the 3rd out is made. This could affect how many warm up pitches your pitcher is allowed to throw.

31. The following ISHAA rule will apply to ALL boys and girls teams for **LIGHTNING OR THUNDER DISTURBANCES:**

- a. **Suspension of play criteria:** when thunder is heard or lightning in any form (cloud-to- ground, cloud-to-cloud, etc.) is seen, which means that the thunderstorm is close enough to strike your location with lightning, play will be **suspended immediately**.

- b. **Return to play criteria (thirty-minute rule):** once play in a contest or practice has been suspended, resumption of play, if warranted, should not occur until at least **thirty (30) minutes** has passed since the last thunder was heard or the last flash of lightning was witnessed. Note that any thunder heard or lightning seen after the beginning of the 30- minute count **resets** the clock and **another thirty (30) minute** count begins..