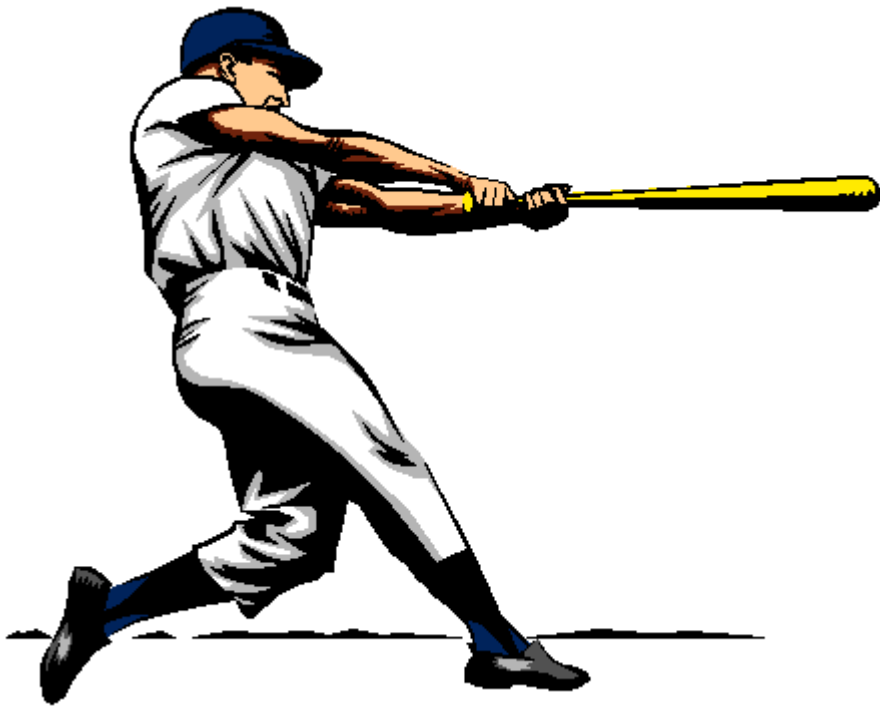


Rutland County Youth Baseball League

Minors Division



2018 Rule Book

AN INTRODUCTION TO MINOR LEAGUE BASEBALL

"The intention of this Minors League Division is to provide an intermediate level between Mighty-Mites and Major League to allow the kids more playing time and more opportunity to develop at numerous positions that they normally do not get exposed to when going directly to the more competitive Major League Division. This is intended to be a learning and development league that does not try to expose or take advantage of another team's weaknesses. The following rules are intended to keep to this philosophy without jeopardizing the intentions of how baseball is to be played."

LEAGUE REPRESENTATIVES 2008

Randy Adams, Pittsford Recreation Department

Rick Hill, Barstow Boosters

Darren Carter, Proctor Youth League

Jeff McGee, Rutland Town Recreation Department

Ted Surpitski, Brandon Recreation Department

Mike Sutcliffe, Killington Parks & Recreation Dept.

Rutland County Youth Baseball League Minor League Rules 2018

GRADE LEVELS: -This is an 3rd/4th grade league.

ELIGIBILITY: -A Major League team that needs additional players may choose players from the Minor Division. In order to move up players must be 10 before May 1 (one (1) year younger than appropriate age requirement for the higher level).
-A Minor League team that needs players due to roster deficiencies may choose players from the Mighty Mite Division. In order to move up players must be 8 before May 1 (one (1) year younger than appropriate age requirement for the higher level).
-Any Minor League player that plays “up” at the Major League level may play back down at the Minors provided said player has not played in more than two (2) games in the upper division.
-Any Minor League player that plays “up” at the Major League level for more than two (2) games will no longer to be eligible to play at the Minors level. These games do not have to be consecutive.
-EACH & EVERY ROSTER CHANGE MUST BE PRE-APPROVED BY THE YOUR LEAGUE REPRESENTATIVE!

GAMES: -Games start promptly at 6:00 p.m.
-Forfeit time is 6:15 p.m. (Rain-out decision made by 5:00 p.m.)
-There is a 2 hour time limit per game.
-6 inning games with no new inning starting after 2 hour time limit. If game is called on account of darkness, the score reverts back to the last full inning. An official game is 3½ innings if the home is ahead, and 4 innings if 4 complete innings if the visiting team is ahead. If an official game is tied it will remain a tie.
-Each team must be able to field nine (9) players in order to start the game. Any team unable to field nine (9) players will forfeit the game.
-If a team, due to injury or illness, is unable to field nine (9) after the start of the game they may continue with eight (8) players but an automatic out will be recorded when the missing player is to bat. Under no circumstances, can a team play with less than eight (8) players. This would result in an immediate forfeit. In this instance, the four (4) inning rule does not apply.
-Home team is designated on the schedule, and is responsible for keeping the Official Score Book. Home team is also responsible for supplying two (2) game balls. Additional balls should be available if the umpire determines that a game ball has become unfit for play. Also the Home team MUST provide a copy of the Tri-Town Minor League Rule Book & Major League Rule Book if it is needed for any reason.
-Home Run fences, if installed, shall be no closer than 165’-0” from home plate.

BATTING: -3 strikes is an out, 4 balls is a walk.
-3 outs per inning or 10 batters. On the 10th batter, after attempting to make a play, the ball can be thrown to home plate and the inning ends when the defensive player steps on the plate. It is assumed on the 10th batter that there are 2 outs. Intentional walking of the 10 batter is not allowed, batter will remain at bat if in the opinion of the umpire the pitcher has not made a good faith effort to pitch to the hitter.
-Intentional bunting is not allowed at this level.
-Protective caps must cover head & ears and must be worn by on-deck batters, batters, runners & retired runners in live ball territory. **PENALTY: IF A UMPIRE OBSERVES ANYONE REQUIRED TO WEAR A BATTING HELMET INTENTIONALLY REMOVE HIS BATTING HELMET WHILE IN PLAY THE UMPIRE SHALL ISSUE A WARNING TO THE COACH OF THE INVOLVED TEAM.** The player who intentionally removes his helmet (while in play) will be automatically out. It is recommended that each team provide in the dugout or on the bench 7 protective helmets that MUST meet NOCSAE specifications and standards.

Rutland County Youth League Minor League Rules 2018 Rules Cont.:

- PITCHING:** -This is a “Player Pitch” Division.
-3 strikes is an out, 4 balls is a walk, no balks, etc...
-Pitching rubber will be 46’-0” from home plate. Up until 2012 it was 40’-0”. Pitcher must remain in contact with the rubber when pitching. (Each field must have a pitching rubber properly secured in the ground.)
-No pitcher may pitch more than 2 innings in a game. Innings must be consecutive.
-No pitcher may pitch more than Six (6) innings in a week. Calendar week is Sunday-Saturday.
-If a pitcher hits, intentionally or not, three (3) batters during a course of the game said pitcher shall be removed as the pitcher for the remainder of the game.
-Tournament Pitching Rules remain the same as per Regular Season Pitching Rules.
-Any player who moves up and pitches in the Major League level and then moves back down is still only eligible to pitch six (6) innings per week regardless which league they pitched at.

PLAYING

- TIME:** -All players present will be placed in the batting order before the start *of the game. All players are in the batter order at all times. If a player arrives after the start of the game he/she will be placed at the bottom of the batting order. *(First pitch thrown.)
-There will be free and unlimited substitution in all fielding positions.
-All players should be given an equal opportunity to start a game. (Remember this league is a learning experience for the kids.)
-All players must play defense for three (3) full innings. This does not have to be done in three consecutive innings.
-No one player should sit on the bench (when his/her team is in the field) for more than one inning.

- DEFENSE:** -3 outfielders, 5 infield positions, and a pitcher.
-On the 10th batter, after attempting to make a play, the ball can be thrown to home plate and the inning ends when the defensive player steps on the plate. It is assumed on the 10th batter that there are 2 outs. Please stress making the third out by making the play though throwing to home plate to make the third out is allowed.
Please stress making the play verses throwing the ball to home plate, bad habits are hard to break and some players will be moving on to Major League next year.

- BATS:** -The legal bat for Minors is a bat that is approved for either T-Ball or Major League. Must be at least 24 inches and not more than 31 inches long. All bats (wooden or metal) must have “Little League Approved” printed on them. If a bat is not marked “Little League Approved” its illegal. **ALL ILLEGAL BATS WILL BE REMOVED.**

PLAYERS/

- PARENTS:** -Must remain in the dugout/bench area when not playing and must wear a helmet at all times when on deck or in the playing area when on offense. Parents are asked to stay out of the dugout/bench area unless they’re a team assistant or in case of emergency.

- JEWELRY:** -The wearing of watches, rings, pins, jewelry, or other metallic items when playing is prohibited. **Taping of earrings is NOT allowed. Coaches are expected to strictly enforce this rule for the safety of all players.**

- LIGHTNING/THUNDER POLICY:** -If visible lightning or audible thunder is observed, play is suspended for **30 MINUTES** for each observation made and the field is to be cleared accordingly to each town’s guidelines. Decision is ultimately made by the home plate umpire.

Note: Waiting out weather delays does NOT count towards the two (2) hour time limit per game.

BASE

- RUNNING:**
- No stealing or leading at all. A runner can't leave any base until the ball is hit by the batter. If the runner (runners) leaves early, the ball will be dead. A runner who leaves early on a base hit is automatically out.
 - A runner may advance, at their own risk, one (1) base only, on a pass ball or wild pitch. A ball blocked or knocked down by the catcher is not considered a pass ball or wild pitch. A player may not advance beyond 3rd base.
 - The base runner must slide or give themselves up if a play is being made on him/her.
 - ***MALICIOUS CONTACT IS NOT ALLOWED!!!**
(*Penalty for malicious contact is a one game suspension!!!)
 - A runner must slide feet first while advancing. **Note:** It applies when advancing to a base. Does not apply when returning to a base from a run down situation.

COACHING
CONDUCT:

- Coaches are not allowed on the field with their defensive players.
- Consumption of alcohol and/or use tobacco products by coaches during any youth league games, practices, or similar activities is not permitted.
- A manager or coach may not confer with any other defensive player while visiting the pitcher on the mound. The catcher may be included in the visit with the pitcher.
- Coaches are expected to set good example to their players and encourage them to display good sportsmanship at all times.
- The coaches, umpires, and Town Representatives work together for the benefit and enjoyment of the players. Discussions are welcome, arguments are not.
- The head coach is responsible for the action of his players, assistant coaches, and team follows that are in the general bench area. What seems like humorous remarks to you may cut quite deeply into the person it is directed toward. Youngsters are quite sensitive.

UMPIRES:

- The intention is that the home team is to provide at least one (1) or more umpire(s) for each game. It is also the intention or recommendation not to use relatives or parents of the players who are participating in the game as umpires. Not complying with this recommendation is not a basis for a forfeit.
- The umpire shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game. **Note:** Plate umpire must wear mask, shin guards and chest protector. Male umpire must wear protective cup.
- It is the responsibility of each Town Representative to make sure that all umpires are aware of the rules of our league.
- If there is only one umpire, that umpire shall have complete jurisdiction in administering the rules.
They must umpire from behind the plate, **NOT** from behind the pitchers mound.

PROTESTS:

- There are NO protests in this league. All rule disputes/discussions that arise during a game should be settled prior to the next pitch. These situations should be handled in a sportsman like manner with the umpire making the final decision. Coaches should be aware and not allow these situations to deter from players and fans enjoyment of the game.