

Eau Claire American/National Little League

2010 Minor Division Rules

Coaches: No defensive coaches are allowed on the field. Coaches must pitch from the pitching rubber and pitch at a speed consistent to that of a Minor League players speed. Players can strike out, but cannot walk or take a base if hit by pitch.

Mandatory Play: A player must play a minimum of two defensive innings unless the game is shortened for any reason, ALSO each player must play at least three consecutive defensive outs in an infield position. Free substitution with equal playing time is encouraged. A full team is 10 fielders on the defense, with 4 in the outfield. A minimum of nine (9) players or the game is forfeited.

Continuous Batting Order: All players must bat.

Equipment: NOCSAE rated helmets, with chin straps, must be used. Dangling throat guard must be used for the catcher mask. All male players must wear athletic supporter. Catchers (male) must wear the metal, fiber or plastic cup. Catcher must wear a catcher's mitt.

Bats: Max. Length - 33" and Max. Diameter - 2 ¼". (See Rule 1.10)

Pitching: Pitch count regulation, based on total pitches and required days rest, (see rule book).

Note: league rule, a pitcher can only pitch the maximum of 75 pitches against the same team in the two games of the regular season schedule for both 9 & 10 year olds. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

Suspended and makeup games: pitch count and required days rest regulations must be followed. (See *Regulations VI - Pitchers, and option 1.*)

Counting Pitches: A scorekeeper from each team and a volunteer from the home team must count the pitches of each pitcher for both teams. At the end of each inning the scorekeepers and the volunteer will check the pitch counts. If there is a discrepancy the volunteer count will be final, if there is no volunteer the home team count is final. Before each game coaches must check both team pitcher tracking forms and after each game coaches must fill out the form and have it signed as required.

Pitching In Consecutive Days: Allowed if 20, or less pitches were thrown in the previous game. (See *Regulations VI - Pitchers, and option 1.*)

Pitcher Reentry: Players once removed from the mound may not return as pitcher.

Offensive & Defensive Conferences: Keep to a minimum (See rule book).

On Deck Position: This player is not permitted on the field or out side the dugout. Lead off batter is permitted outside the dugout between half-innings.

Sliding: All runners must slide or attempt to avoid body contact when a tag is being attempted. Base runner must slide feet first while advancing. (See rule 7.08)

Stolen Base: Stealing is allowed starting the 3rd week of the season. A base runner may lead off only after the pitch has crossed home plate. When a runner leaves early (see rule 7.13(a)). No player can steal home. Starting the 3rd week of the season, a runner can advance one base on an overthrow, which includes coming home.

Special Pinch Runner: This is not allowed, except for the catchers position.

Base on Balls: During the first two weeks of the season coaches will pitch to all batters that are walked by the pitcher. Starting the 3rd week of the season, coaches will only pitch when bases are loaded and the batter up receives a walk.

5 run limit: Only 5 runs will be allowed per inning except for the 6th inning which is unlimited.

10 Run Rule: After 4 innings, 3 ½ if home team is ahead.

Regulation Game: (Complete) (6) innings, 5 ½ innings if home team is ahead or 1 1/2 hours of play time.

Called Game: 4 full innings or 3 ½ innings if home team is ahead.

Tie Game: (See rules 4.11 (e), 4.12)

Game Is Called by Umpire: Game can be called due to weather, darkness or any safety reason by Umpire: (see rules 4.10 c, 4.10 d 4.11d)

Canceled Games: Must be rescheduled and played with in five (5) days, on the first open date. (See schedule)

Bunting: Is allowed and encouraged in Minors. One base will be allowed on an overthrow.

Infield Fly: This is a fair ball (not including a line drive) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The ball is alive and runners may advance at the risk of that ball being caught, or retouch and advance after the ball is touched or caught, the same as any fly ball. If the hit becomes a foul ball, it is treated the same as any foul ball.

Dugout: Home team will occupy the third base dugout.

Score Board: Home team will operate score board.

Field Cleanup: Home team will be responsible for picking up litter after each game.

Field Repair: Home team will be responsible for field maintenance after each game. (home plate area, pitcher mound, base areas, batting cages and pitcher warm-up mound.)

Game Report: After every game coaches must record game information on forms in the locker room so our web site can be updated.