

BALDWIN LITTLE LEAGUE

MINOR LEAGUE RULES

1) Purpose

This division is the introduction to actual baseball. There are standings and playoffs. We still want kids to have the chance to play, teach them all the responsibilities of each position. Don't hit the same kids last every game, winning isn't everything and everyone makes the playoffs.

2) Selection of Players:

All players are to try out to be eligible in the draft. Managers and coach's children must also try out. Only the manager's child and one coaches child can be frozen. Their position in the draft will be decided by all the managers and league supervisor at the draft. Children that did not try out will have their ability discussed by all the managers before they can be picked for a team. If a player becomes injured or cannot complete the season, moves or quits, the player agent will appoint a player from the minors to that team for replacement. No team in the minors can have a second child brought up until all teams have had a first child brought up. If a conflict arises, a decision will be reached by the player agent after discussions with the major and minor league supervisors.

Late Registrants:

Before the start of the season: Each team at the conclusion of the draft will pick a number from a hat to determine the placement order of late sign ups. This number will not be known by any managers, just the league supervisor and player agent(s) will have such order.

After the start of the season: Late sign ups after we started playing regular games will be placed on a team, if room is available, by the league supervisor and player agent(s). The outlook of the entire division will be taken into account before such placement is made.

3) Fielding

A. Ten (10) fielders are on the playing field at a time, but all team members will bat.

B. Outfielders must play in the outfield positions and positioned on the grass of the outfield.

C. There must be 2 infielders on the each side of 2nd base and no infielder may play on the outfield grass.

4) Playing time:

All players must play at least 3 innings in every game. No player may sit out consecutive innings in any game.(Please, be fair to all the children and distribute playing time as even as possible). If the home team is winning and does not bat in the bottom of the 6th inning, three(3) innings in the field meets this obligation.

Players assigned to a defensive position at the start of an inning must remain in that position until the completing of the inning, except in the case of a pitching change or injury.

5) Stealing:

A player may steal a base as follows:

- a) Once a pitched ball has crossed home plate or any time the ball is live.
- b) All runners must be in contact with the base at the time of pitch, and may not leave the base until the ball has crossed home plate.
- c) If a player leaves a base early, before the ball crosses home plate, first time there is a warning issued and the player, if safe, will return to that player's original base. If thrown out, the out stands. The next player on that team to leave early will be automatically called out by the umpire. (Dead Ball)
- d) If the defensive team makes a play at a base (Example: Runners take a larger secondary lead and the catcher throws behind the runner or an overthrow to the pitcher and the fielder throws behind the runner)
- e) A runner may not steal home on an attempt by the catcher to throw out someone trying to steal second base or 3rd base.
- f) A runner may steal home only if a player attempts to make a play on him at third base. (Example: Taking secondary lead after pitch crosses plate and catcher throws ball to third to try to get the runner out)
- G) In addition, a runner may advance on a fly ball. Once it is caught, the runner must TAG UP and advance at his own risk.

6) Run Rule:

See Little League Rules. Because we need players to get into games if the run rule occurs the winning team is awarded a win but the game is to continue to allow for playing time. If one team is winning by more than 15 runs that team should stop stealing and taking more bases on overthrows. Continue that game and take the opportunity to play kids in different positions than they normally would.

7) Sliding:

At any time a play is occurring, at any base, the runner should slide or avoid contact. Mandatory, automatic sliding is no longer required at home plate. WHAT CONSTITUTES A PLAY will be left to the UMPIRE'S DISCRETION, unless there is contact with the fielder and then the runner will be called out. In the event of intentional contact with a fielder, the runner will be called out by the umpire. If it prevented a double play, in the umpire's judgement, a double play can be called. Hard or malicious contact will result in a player being out and out of the game.

Also, please remember, there is NO head first sliding permitted. sliding head first will result in an automatic out. The only exception that is permitted, is returning to the base he/she occupied. Example: a runner attempts to steal a base and changes his or her mind, they may slide back to the base head first.

Sliding into 1st base is also prohibited and will result in an automatic out.

8) Walks:

There is no limit to the number of walks per inning.
No Intentional Walk Allowed. Batters must be pitched to.
A walk will be a dead ball. No runners may advance.

9) Batters:

A. All players will bat in their proper order. Once 10 players have batted, even if there are less than 3 outs the inning is over. If Both teams have fewer than 10 players they will have the same number of at bats as the team with the greater number of players. There is no limit to the number of batters in the last inning of the game.

B. No on deck batters allowed.

10) Hit by pitch:

- a) Any thrown ball by the pitcher that touches a batter is considered a Hit by Pitch. The batter is awarded first base. This includes a ball that bounces first or even rolls on the ground.
- b) If a batter checks his swing and gets hit on the hands it is also hit by a pitch.
- c) A batter should attempt to avoid getting hit but is not required. If a batter moves into a pitch, as to get deliberately hit, umpires judgement, it is not hit by a pitch, but only a ball or a strike.
- d) If a batter gets hit while in the strike zone, that ball was a strike it remains a strike.
- e) If a batter puts his hand up to stop a pitch, and gets hit in the hand, it is the umpires judgement if the pitch would have hit the batter, if it would have hit the batter he/she is awarded first base, if not it is just a ball or a strike. The ball is dead, Batter is awarded first base.

11) Equipment:

- a) Batting helmets - Helmets with the face guard are optional.
- b) All base runners are required to wear helmets. Any runner throwing off their helmet, either while running or to show displeasure may be called out by the umpire.
- c) Bats - 2022 BAT RULE. USA BASEBALL stamp required
- d) All male players must wear a cup.
- e) No donut weights allowed.
- f) No Jewelry is to be worn by any *players.* (*Medical Bracelets are an exception*)

- g) All players should wear proper team uniform, Jersey, Pants, Hat and Socks(if provided by league)
- h) All players must use a finger glove, First basemen may use First basemen's glove, Catcher must use catchers' glove and full catcher gear.

*****BAT RULE ON LITTLELEAGUE.org*****

13) Infield fly rule:

The infield fly rule exists in the Major Leagues.

With runners on first and second, or first, second and third, with less than two outs, the batter hits a fly ball that in the umpire's judgement can be easily caught by an infielder, the batter is out. The runners may tag up, or advance if the ball is not caught, at their own risk.

14) Dead ball:

A ball is dead, if it goes under the backstop, thrown into the dugout or into the out of play area. If there is no physical dugout or out of play area a designated area will be assigned by the umpire. When a ball is ruled dead, No runner may advance. If a thrown ball goes into dead area, the runner gets the base he is going to plus the next base, at the time the throw was made.

In the minor leagues, a ball being returned to the pitcher by the catcher is a LIVE ball and runners may advance. - Runner on Third may not steal home in this case.

15) Interference:

- A. A runner, running into a fielder, trying to field the ball - the runner is out.
- B. No fielder is allowed to line up in the base path. If a fielder not fielding the ball and the runner runs into him - the runner is awarded the next base he is going to.
- C. A batter swings the bat at a pitch and it hits the catchers glove - this is catchers interference and the batter is awarded first base or result of play (see L.L. rule #6.08)
- D. A runner attempts to steal a base and the batter blocks or prevents the catcher from making a play, the batter is out and the runner goes back to the base of origin.

16) Offensive Conferences:

Only one offensive conference, coach calls time out to talk to a batter or runner, per inning. The umpire is not to allow additional conferences. If a batter walks away even when he is told not to by the umpire, the umpire can instruct the pitcher to pitch the ball. The umpire will call a strike for each pitch thrown. An injury time out is not a chargeable time out.

17) Defensive Conferences:

Managers or coaches cannot cross the foul line to talk to pitchers or infield players. Outfield players cannot come to the infield for conferences. On the third defensive trip in one inning the pitcher must be removed. On the fourth trip in a game the pitcher must be removed. The number of trips starts new with each pitching change. An injury time out is not a chargeable time out.

18) Substitute Runners:

No substitute runners are allowed except in the case of injury. If a player becomes injured and cannot run, the last batted out will run for that player except if that is the catcher and there are two (2) outs. Then the previous batted out will run. Remember the speed up rule applies when there are two (2) outs.

19) Coaching:

Two adult coaches or One adult coach and one player coach. Player coach must wear a helmet.

20) Pitching Rules:

The number of pitches allowable under the new regulation is based on the pitcher's age. Specific rest periods are in place when a pitcher reaches a higher threshold of pitches delivered in a day.

The table below gives an overview of the number of pitches that will be allowed per day for each age group during the regular season in 2023.

League Age	Pitches allowed per day
17-18	105
13-16	95
11-12	85
10 and under	75

The rest periods required during the 2023 regular season are listed below.

Pitchers league ages 9 through 16 must adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 46-60 pitches in a day, two (2) calendar day of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no calendar day of rest is required before pitching again.

Rest is based upon pitch count at the start of the last batter, per Little League rules.

A pitcher is to be removed from the mound if he/she hits 3 batters in one inning or 4 batters in a game.

-Baldwin Little League Double Header Rule: If a player pitches 20 or less pitches in game one of a double header he is eligible to complete his 85 pitch count in game two. If he pitches 21 or more pitches in game one, he is subject to follow the above rest chart.

Failure to follow the above pitching rule will result in forfeit of said game and suspension of the player and Head Coach for the following game.

21)All Star Game:

All teams will have an equal number of players entered in the All Star Game. All Star managers will be selected based on their teams standings before the Memorial Day Weekend. No more than 2 manager or coach from each team will be permitted in the dugout. All players will play an equal number of innings (no more than one inning differential) No pitcher may pitch more than two (2) innings.

22) Championship Double Elimination Tournament:

All teams will participate in a Championship Double Elimination Tournament. If there are two divisions, each division will play a separate double elimination tournament with the winner of each division playing a one game world series. If there is only one division, all the teams will be placed in one double elimination tournament which will be played until completion. (Time

allowing).

For pitching purposes, the first play-off game will start a new week. Rest rules apply.

If one team has less players than the other, the team with more players bat a line up in an equal number to the other team. Example Team A has 13 players and Team B has 9, Team A may bat only 9 player. All play time rules still apply.

IF the league is made aware and confirms that a coach intentionally had a player stay home from a playoff game, that game will be forfeited and the manager will be suspended for the remainder of the playoffs and a board review for return as a manager for subsequent seasons.

23) Forfeit Time:

If a team cannot field 7 players by 20 minutes after the scheduled game time, that team will forfeit the game.

24) Time Limit:

No Inning can start after 1 hour and 50 minutes from scheduled game time on a weekday game. (Monday - Friday)

No Inning can start after 2 hours from scheduled game time on a weekend game. (Saturday and Sunday)

If no game is scheduled to follow, no inning can start after 2 hours and 30 minutes from scheduled game time.

25) Dugout

Only team players and team volunteers are allowed in the dugout during practice and games. All coaches and volunteers must be registered through the www.baldwinsports.com website and complete a background check.

26) On-Deck Batter

Little league does not permit on-deck batters. The only player permitted to have a bat in their hands is the current batter.

* FAILURE TO FOLLOW THE ABOVE RULES MAY RESULT IN FORFEIT OF GAME OR SUSPENSION OF MANAGER/COACH. DECISION WILL BE MADE BY THE BALDWIN LITTLE LEAGUE BASEBALL COUNCIL.

Revised 3/2023..... All rules not covered are governed by Little League Rules

Rule 1.10 - Baseball

The bat must be a baseball bat which meets Little League specifications and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or of material and color tested and proved acceptable to Little League standards.

Little League (Majors) and below:

It shall not be more than thirty-three (33) inches in length nor more than two and one-quarter (2¼) inches in diameter. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.15 or less;

Intermediate (50-70) Division - (11-12 Year Olds)

It shall not be more than 34 inches in length; nor more than 2 5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. All composite barrel bats shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labeled with a silkscreen or other pennant certification mark.

Baseball Bat Standard: What You Need to Know

Minors & Majors *Baldwin Little League up to 10 years old.	2023 USA Baseball marking 2 5/8" barrel maximum NO BBCOR ALLOWED
Intermediate (50/70) *Baldwin Little League 11 & 12 year olds.	2023 USA Baseball marking 2 5/8" barrel maximum NO BBCOR ALLOWED