

COVE CREEK PARK
MINOR LEAGUE BASEBALL RULES
2022

1. PITCHING LIMITS

- A. 6 innings per week (Monday through Sunday)
- B. Can not pitch two days in a row **except if games are scheduled on back to back days by the league** in which case a pitcher may throw 2 innings or less and still pitch the next day.
- C. If four or more innings are pitched in one day, mandatory two days wait to again EX. On Saturday four innings are pitched, the player can not pitch again until Tuesday
- D. If three innings are pitched in one day, mandatory one day wait to pitch again EX. On Saturday three or less innings are pitched, the player can not pitch again until Monday
- E. Five pitch warm up only per inning per pitcher
- F. During an intentional walk, the pitcher shall be required to throw all four balls. No automatic passes will be allowed
- G. One pitch thrown constitutes one inning
- H. Please keep track of pitch counts for every player that pitches

2. GAME LENGTH

- A. Six innings per game
- B. A game is considered complete and final if four full innings have been completed or if three and a half innings are completed and the home team has the lead and is at bat. If a game is called anytime during the middle of an inning after it is considered a complete game, the final score will be determined by going back to the last completed inning. If the score was tied in that last completed inning, refer to Rule 17G.
- C. If less than four innings have been completed and the game is called, then the game shall be suspended and played at a later date starting exactly where the game left off. Scorekeepers for both teams should compare books at the end of the suspended game to confirm the score, inning, batting lineup, and substitutes used and left.
- D. A maximum run rule has been implemented in the **Minor League**. No more than seven (7) runs can be scored in any one inning. After the seventh run crosses the plate, the inning is over no matter how many outs or runners on base. This rule has been implemented for several reasons. One, to protect the arms of players who are just learning to pitch. Two, to make games more competitive. Three, to help lessen the chance of suspended games at the beginning of the season.

3. COURTESY RUNNERS

- A. A courtesy runner may be used for the pitcher and catcher
- B. The use of a courtesy runner is optional
- C. The courtesy runner must be a substitute player who is not in the batting line up. If batting the entire line up, the courtesy runner will be the last player to make an out.
- D. If only eight or nine team members are present, a courtesy runner cannot be used
- E. Entering the game as a courtesy runner does not count towards mandatory innings required as stated in 7A

4. TIME LIMITS

- A. The umpire has sole discretion to determine when a game is to be called darkness
- B. No time limits will be used for weekday games (Monday thru Friday). A 1 hour and 45 minute time limit will be imposed on Saturday games. means no new inning may begin after 1 hour and 45 minutes has elapsed. If an inning begins **before** 1 hour and 45 minutes has expired, that inning alone may be completed. A game **may not be called** by the umpire for time if both teams **have not completed their at bat** (assuming the home team needs

to bat) and the **inning began before** 1 hour and 45 minutes. The umpire will declare the start time at the beginning of the game and is considered the official time keeper.

- C. If a game is called for time on Saturday regardless of the number of innings played, the game is considered an official game.

5. DUGOUT CONTROL

- A. Only the manager, two assistant coaches, and the official team scorekeeper are allowed in the dugout during a game
 - These three names, if an assistant coach is the scorekeeper, or four names, if the scorekeeper is not an assistant coach, are to be listed on the line-up card and checked by the umpire before the start of the game
- B. No food, sunflower seeds, tobacco products, or drinks are allowed in the dugout during games
 - Only water provided by the park or Gatorade is to be present in the dugouts during games
- C. Players must obtain the permission of the manager or an assistant coach to leave the dugout during a game

6. INCLEMENT WEATHER

- A. Upon the first sound of thunder or first sight of lightning during a game, the umpire will stop the game immediately and start timing for 15 minutes. Every instance of lightning or thunder thereafter restarts the 15 minute wait.
- B. This same rule will be enforced by managers and/or assistant coaches during practices

7. MANDATORY PLAY

- A. Every player shall play a minimum of two innings on defense (six outs), and shall bat at least one time in each game
- B. **If this rule is violated for any reason**, the player will start the next game he/she is present and play a minimum of three innings on defense and bat at least one time
- C. If this rule is violated, the offending manager is responsible for reporting the violation to the front office

8. SLAUGHTER RULE

- A. If one team is ahead by 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings, the game will be called if the losing team has completed their at bat

9. DESIGNATED HITTERS

- A. DH's will not be used

10. PLAYERS

- A. If eight players are present, a game will start at the designated time
- B. If less than eight players are present, there will be a fifteen minute delay. If after fifteen minutes an eighth player has not arrived the offending team will forfeit that game
- C. Any player who arrives after a game has started must go to the bottom of the lineup for that team
- E. A team with only eight players available for a game may notify the League in advance and request the use of an additional player for the game. The League will use its discretion in locating the additional player.
- F. If a team starts a game with only nine players, and one is forced to leave the game for any reason, the team may continue to play with the remaining eight. The vacancy in the batting lineup caused by the absence of the ninth player **shall not** be considered an out during the hitting rotation.
- G. Do not ask to reschedule a game, if you have enough players to field a team.
- H. The front office must be informed and approve prior to the game if you plan not to play a player in a particular game.

11. STEALING

- A. A base runner is not allowed to lead off
- B. A base runner may leave the base after the pitch crosses the plate
- C. In Minor Leagues, the throwback from the catcher to the pitcher after a pitch shall be a live ball, and the runner may advance at their own risk. A pitcher may not receive the throwback from the catcher with either foot on the pitcher's plate. Once the pitcher has received the ball from the catcher and steps on the pitcher's plate, then the ball is not live. A runner may begin his/her advance from one base to the next during the period of time in which the ball is thrown from the catcher to the pitcher, and the pitcher steps on the pitcher's plate.

12. SLIDING

- A. No player shall slide head first into a base he/she has not yet advanced to and will be called out. Once a runner has advanced to a base, he/she may dive headfirst back into the base to avoid a tag.
- B. A runner who in any manner causes a collision without sliding, shall be called out, and may be ejected from the game.
- C. No defensive player, with emphasis on the catcher, shall block the runner's path in route to a base unless the defensive player has possession of the ball or possession is imminent. This is a judgment call by the umpire.
- D. Runners are strongly encouraged to slide into any base at any time a play may be imminent.

13. HELMETS

- A. All bat boys/girls are required to wear helmets while retrieving bats from the field.
- B. All batters and runners must keep helmets on when:
 - (1) in the batters box, (2) on the bases and base paths, (3) the ball is in play, (4) after crossing home plate and returning to the dugout.
- C. Any player who throws a helmet, bat, glove, or ball to show anger or disapproval with the call of an umpire, or in frustration with his/her own performance, or the performance of his/her teammates or coaches, will automatically be ejected from the game.
- D. A player may wear a cap under a helmet.

14. RE-ENTRY RULE

Refer to Rule Addendum Sheet

15. PROTEST

- A. Protest shall be considered only when based on the interpretation or violation of a playing rule or the use of an ineligible player. No protest shall be allowed based on the decision of an umpire's judgment.
- B. Only the acting head coach or manager shall have the right to protest a game.
- C. The protesting manager or head coach shall immediately, and before the next pitch is thrown, notify the chief umpire that the game is being played under protest.
- D. Following the notice of protest, the chief umpire shall consult with the associate umpires, and if it is determined that the decision is in conflict with the rules, then the decision shall be overturned. If, however, after consultation, the chief umpire is convinced the decision is not in conflict with the rules, then the decision shall stand and the chief umpire shall announce that the game is being played under protest.
- E. Within 24 hours, a written report of the protest shall be filed by both the protesting manager or head coach, and the chief umpire, with the League office.
- F. A Protest Committee shall consider the protest and issue a prompt decision.

16. EJECTIONS

- A. All ejections should be reported to a league official immediately.
- B. Any player or coach ejected from a game may serve a next game suspension after the Board reviews the offense.
- C. Players and/or coaches may be subject to further game suspensions if the Board deems necessary.

17. MISCELLANEOUS

- A. Managers and assistant coaches are encouraged to warm-up their pitchers between innings if the catcher is not ready
- B. Between pitches, every batter shall keep one foot in the box
- C. A manager may call time and walk to the pitcher's mound to talk to his pitcher. On the second trip to the mound **in a game** to the same pitcher the pitcher must be pulled
- D. All protective equipment not issued by the park must be approved by the League before it can be used in games and/or practices. This change in policy is due to new insurance regulations. This includes any catching equipment and batting helmets.
- E. No jewelry may be worn by players during games or practices. This includes earrings, necklaces, rings, and watches. It should not be up to the umpire to inspect for jewelry. Check your players before games and practices. This rule has been implemented for the safety of the players.
- F. Only uniforms (shirts, caps, pants, and socks) issued by the park may be worn during games. If a player forgets a piece of his/her uniform the park will try to issue a substitute for that one game only. If the park cannot provide something for the player, he/she should borrow the item from a teammate when possible, but the player is expected to be in proper uniform for the next game. A player who willfully violates this rule will not be permitted to play. Additional hats, socks, and pants are available for purchase should a player lose or destroy the first set. The costs are as follows: Hat \$6, Socks \$5, Pants \$5.
- G. If a game is tied after it is considered a complete game (four full innings have been completed or three and a half innings if the home team has the lead) or after the time limit expires on Saturdays, that game shall end in the tie. No extra innings will be played to break the tie.
- H. Tie Breakers to determine final regular season records are decided by the following: 1. Head to head 2. If an unequal number of games are played by any team compared to other teams in their division, that team's record will be determined by a percentage. This percentage is computed by dividing number of games won by total number of games played. Tie games count as a full game played with half a win.
- I. Disciplinary Rule: Coaches may remove a player from a game for disciplinary reasons. If there are substitutes who have not entered the game yet they may be used. If all substitutes have been used when the disciplinary problem occurs, the manager is to inform the opposing coach of the situation and the opposing manager may select a player to enter the game.
- J. All bats must be solid wood and have no larger barrel diameter than 2 1/4.
- K. Batting helmets must be worn in the batting cages by players. Coaches need to stand behind the L-screen when throwing batting practice
- L. All rules not covered in this handout will defer to the National Federation High School Rulebook.

COVE CREEK PARK
MINOR, MAJOR, 13, 14-15 YEAR OLD BASEBALL RULE ADDENDUM
2022

1. DEFENSE: Free, unlimited defensive substitutions will be used.
 - A. Rules for pitchers are still as they've always been. If a starting pitcher is removed from the mound and stays in the game they may return to the mound. If the starting pitcher leaves the game, they may not return to the mound but may play defense. A substitute pitcher once removed from the mound may not return to pitch.

2. BATTING ORDER:
 - A. Each team will bat 10 in every game, if 10 players are present.
 - B. Players not in the starting 10 batting lineup will be considered substitutes in the batting order only. A starter and his sub may not be in the batting order at the same time.
 - C. Each team has the option of batting the entire roster. This must be declared before the start of the game. If one team chooses to bat their entire lineup, the other team may still only bat 10.