



Minors Division Baseball Rules

1. Age Alignment.

- a) A player must meet these ages as set forth in the rules and regulations of the Little League rulebook.
- b) Minor Baseball is 9 thru 11 years old. (8 yo allowed to be drafted if approved by coaches after tryouts)

2. Scorebook.

- a) Each team will be required to maintain a scorebook at each game for the primary purpose of recording scores; innings played AND pitches thrown by the respective players.
- b) Player's names will be recorded in the scorebook with last name and first initial.
- c) Scores and Standings will be kept.

3. Adult Volunteers.

- a) Only a total of THREE league approved coaches/adults, are allowed in the dugout or on the field during a game.
- b) ONE adult must be in the dugout or designated dugout area at all times.

4. Umpires.

- a) The home team will provide at least one qualified umpire for home plate.
- b) The visiting may provide one qualified umpire for the field umpire. If the visiting team is unable to provide a field umpire, the home team may provide.

5. Pitch Counts.

- a) This division must follow the pitch count rules as defined in the Little League rule book.
- b) Managers should agree on the pitch count for all pitchers at the completion of the game.
- c) Each team manager must record pitch count for their team through specific SVLL Team Connect app within 24 hours of the completion of the game.
- d) If an agreement can't be met the home book will be used as book of recorded number of pitches.

6. Players

a) ** A player will play a maximum of two (2) innings in any one position, **EXCEPT** catchers may play a maximum of three (3) innings as catcher. The innings, at any one position, except for the pitcher need not be consecutive. **

b) All re-entry restrictions are waived for this league. All starting players and substitutes alike may leave and re-enter the game at any time, subject to all other rules.

c) Each player **will** play at least four (4) defensive innings in each game, if possible.

7. Batting.

a) All Players on a team roster will bat through the lineup (continuous batting order) if present. Late arrivals (those arriving after the exchange of lineups at the home plate) shall be added to the bottom of the batting order upon arrival.

b) ** The batting order **shall** change from game to game. **

c) The batting position of any injured or ejected player shall be skipped over. It **will not** be counted as an out.

8. Pitching Limits.

a) This division must follow the pitch count rules as defined in the Little League rule book.

b) ** League age 11 year olds, individually, may pitch a maximum of two (2) innings in any one game. **

c) ** League age 11 year olds collectively, may pitch a maximum of four (4) innings in any one game. **

d) ** League age 9/10 year olds, individually may pitch a maximum of three (3) innings in any one game. **

e) 9/10 year olds, collectively, may pitch any number of innings in any one game.

f) Once a player is removed from the pitching position, he/she may not return again as a pitcher in that game. (He/she, however, may continue to play in any other position, subject to all other rules.)

9. Games.

a) A game will start no later than 15 minutes from its scheduled start time.

b) No new inning will start after 1 hour 50 minutes from the scheduled start time.

c) All games **MUST BE STOPPED** at 2 HOURS from the scheduled start time. Exceptions **ONLY** for locations which have less than a 2 hour time slot for game play; such games will be stopped in accordance with field rules.

d) Five run rule is in effect for all innings.

e) There shall be a 5 run rule in effect during each team's at bat. **Exception** The 5 run rule is waiver for both teams in the final inning of play

f) The 10 run rule is in effect after 4 innings.

10. General.

a) This being an **instructional league**, coaches are permitted to request a "time out" for instructional purposes, keeping in mind the length of the game. Coaches are encouraged to make notes for use in their next practice session, instead of stopping the game.

b) To facilitate rule 10a (above) all limits of player/coach conferences, both offensive and defensive, are waived for this league, keeping in mind the length of the game.

c) Rain-outs and incomplete games may be rescheduled **by the home league through the Minors Coordinator and as the schedule permits**. There will be no forfeits because one team is short players.

11. Season Ending Roy Strotz "Black and Blue" Tournament

a) Team seeding for Tourney will be established by chip draw at conclusion of Tryouts.

**** To insure proper rotation and development rules 6a, 7b, 8b, 8c, 8d must be followed for the first ½ of the game schedule****