



## 2008 Stoughton Area Little League MINOR LEAGUE RULES

1. The purpose of the Minor League is to develop baseball skills in a safe, fun and positive atmosphere. Coaches should promote sportsmanship and teamwork.
2. Under no circumstances are coaches, players or spectators allowed to argue with an umpire. SALL has a Zero-Tolerance approach against umpire abuse. We will go to great lengths to ensure that our young umpires are in a safe and positive game situation. This is the responsibility of the coaching staff!
3. The umpires are instructed by the league to call a "generous" strike zone. SALL wants to encourage young players to swing the bat; "hittable" pitches will be called for strikes. Prepare your players and parents for this strike zone!
4. Games are 6 innings. No new inning may start after 90 minutes. A new inning is considered started after the third out of the home team is registered. The home-plate umpire is the official timekeeper.
5. Games that are tied after 6 innings or the time limit will end in a tie
6. Runs cannot score on a walk or hit batsman. When bases are loaded and a batter is hit by a pitch or ball four is called, the umpire will set up a batting tee. The player will resume the count with the ball on the tee. A foul ball or missed swing with two strikes will result in an out.
7. A half inning ends with the recording of the third out, or when 10 players have batted. The tenth batter is retired when the ball precedes him/her to any base. If the 10th batter is walked or hit by a pitch, the tee rule takes effect (rule 6)
8. All players in attendance will be included in the batting order and must play 6 defensive outs.
9. Each team is allowed 10 defensive players, with 4 outfielders. If a team is playing with less than 10 players, the other team may still use 10.
10. Eight players are required to play a game.
11. Each pitcher can pitch a maximum of 2 full innings per game. Delivery of a single pitch constitutes having pitched an inning. Each pitcher can pitch a maximum of 6 innings/week.
12. There is free substitution, except for pitchers. Once a pitcher is removed from pitching, they cannot return to the mound in that game.
13. Warm ups between innings are limited to 5 pitches, or 1 minute. Emergency pitching changes warrant more prep pitches, at the umpire's discretion.
14. No infield fly rule. No balks. No bunting. No running on a dropped third strike.
15. There is one free mound visit per pitcher, per inning. The pitcher must be removed at the second mound visit.
16. Runners may advance one base, to second or third on a passed ball that goes behind the catcher. Runners may not score in past balls.
17. Runners may only score on plays that are initiated by the batter. Runs may not score on balls being returned to the pitcher or on over throws during steal attempts.
18. Runners must avoid contact with fielders, head first slides are not allowed. Runners that initiate contact, or slide head first will be called out.
19. There is a 10 run rule in effect. If after 4 innings (3.5 for the home team) a team is ahead by 10 runs or more, that team is declared the winner.
20. No metal spikes. Players must wear long pants and protective cups. Catchers must use a catcher's mitt.