

Barrington / Mar Vista / Oakwood / Penmar / Westchester

2012 Minor Division Baseball Rules

Equipment and Field Layout:

1. Bats in the Minor Division games must be marked Little League or Youth League Approved. Softball Bats are not permitted. Batter is ruled out if an illegal bat is used.
2. A player must wear shoes at all times during the game. Metal cleats are not allowed.
3. Department approved headgear must be worn by the batter, catcher, and all base runners. Failure to comply shall result in the batter and/or runners being called out. Intentional removal of the helmet in a live ball situation is an automatic out.
4. Minor Division will use 60 foot base paths and a pitching distance of 46 feet.
5. No jewelry of any kind is permitted during games. Eyewear must be shatterproof. "Rec Specs" or other sports eyewear is recommended. Religious and medical medals may be worn but must be taped to the body. Medical medals must be visible.
6. Athletic cups are recommended for all players, but are mandatory for the position of catcher regardless of gender.

Time / General Rules:

1. All Minor Division games shall be 6 innings or 1 hour and 30 minutes. No new inning will start after the time limit. The End of Season Championship Game will be played to a full 6 innings or a 10-run mercy rule after the 4th inning.
2. Official time is kept by the home plate umpire.
3. No grace periods. Game time is forfeit time. **League Director may adjust times if necessary.**
4. Teams will be allowed to start with seven (7) players, but they may finish with no less than six (6). The maximum number of defensive players in the field at once is 10 (4 outfielders). **All other outfielders must take position in the outfield until the ball is hit.** No player may sit more than 1 inning.
5. There is a 4-run maximum per inning per team for the 1st and 2nd innings and an 8-run maximum for each inning after until the last inning (run limit does not apply in the last inning). A 10-run mercy rule will be enforced after the 4th inning.
6. During the regular season, games may end in a tie. During the End of Season Tournament, games will be played until a winner has been decided.
7. The "infield fly rule" is in effect.
8. Teams leading by a score of 12 or more are not permitted to steal and may only advance bases on hit balls or walks. **(Penalty - Return runner to base occupied at time of pitch).**

Pitching Rules:

1. Pitchers will be limited to a maximum of three (3) innings pitched per game. If a pitcher only throws one pitch in an inning, it will be counted as a full inning pitched. Scorekeepers will record innings pitched.
2. There will be no balks in the Minor Division.
3. Pitchers may throw up to eight (8) warm-up pitches in a one minute time limit.
4. Once a pitcher is removed from the mound, he/she cannot return to pitch again **in that inning however the pitcher may return to pitch the following inning.**
5. The pitcher must begin pitching motion with at least one foot touching the pitching rubber.
6. **Two (2) Defensive Conferences or "Trips" will be allowed per game. On every "trip" after the second, the manager must remove the pitcher from the mound.**

Batting:

1. In the Minor Division, the "Drop 3rd Strike Rule" is not in effect. A batter is out on the third strike and may not advance to first base if the catcher drops the ball.
2. An out will be declared the first time a batter fails to take his/her turn at bat.
3. A batter will walk on the 4th ball.
4. An intentional base-on-balls may be granted by the umpire upon the request of the defensive coach. Pitches do not have to be thrown.
5. Teams must use a continuous batting order. Late arriving players (after the line-ups have been exchanged) will be added to the end of the batting order.

Base Running:

1. Base runners may not leave an occupied base or steal 2nd base until a pitched ball **crosses home plate**. Leaving early will result in a "dead ball" and the runner will be called "out."
 - A. Once the pitcher has the ball and is back on the mound, base runners must return to their base and are not allowed to steal unless a play is made in an attempt to get them out.
 - B. The pitcher must allow adequate time for base runners to return to the bag before making a pitch.
2. The stealing of 3rd base or "home" is only permitted when:
 - A. There is an overthrow back to the pitcher that travels beyond the pitcher's rubber.
 - B. There is a play made on a base runner. Any feint (faked throw) is not considered a play made on a runner.
 - C. If base runner attempts to steal 3rd base. The ball is dead and the runner must return to 2nd base.
 - i. An attempt to steal is different than drawing a throw or drawing a play by a fielder.
 1. Rule interpretation is left up to the umpire.

3. Base runners must avoid contact on any close play or they will be called "out." A base runner may not slide into a defensive player or interfere with a play on the field in any way.
4. The faking of a tag without the ball is illegal. Obstruction will be called and the runner will be advanced one base. **Additional runner may advance one base if forced.**
5. When available, a double base will be used at first base for safety. Base runners must use the base on the outside of the foul line when running through the base. **On plays made at first base, if the runner touches any part of the inside base he/she will be called out.**
 - A. Runners rounding first base may use either base if a play is not being made on the runner.
 - B. Sliding at first base is permitted.
 - C. Fielders must use the inside base only. If fielder is touching both bases he/she will be considered to have missed the base.
 - i. Fielders may not obstruct the path of the base runner.
 - ii. Obstruction is a delayed dead ball
 1. Penalty - One base awarded to the runner. **The runner may attempt to advance more than one base and may be put out on the play.**
6. Helmets must be worn in live ball area while the ball is in play. If a runner removes his/her helmet after scoring a run while in live ball area with the ball in play, the run will count and an out will be recorded.
 - A. Warnings will not be given.
7. Coach's Interference - coaches may not physically assist runners while play is live
 - A. Penalty (Delayed Dead Ball) - An out will be declared **on the assisted runner and any additional out made on the play will stand.** Other runners return to the base occupied at the time of interference.

Conduct and Protests:

1. Coaches are responsible for conduct of players, coaches and fans.
 - a. Taunting, profanity and unsportsmanlike conduct may result in ejection from the game, the playing field and/or the park. Rule infractions will be determined by the umpire and will not be tolerated.
2. Protests of rule interpretations will be handled on the spot by the Barrington / Mar Vista / Oakwood / Penmar / Culver Slauson / Westchester Recreation Center staff member present. Protests will not be considered on judgment calls.
3. If the manager/head coach is ejected from the game, the assistant coach will manage the team. If the assistant coach is ejected from the game while managing, the game will be called and the team will forfeit.
4. Minor Division rules will be governed by the current edition of the California Interscholastic Federation (CIF) High School baseball rules unless otherwise specified herein.

*** League Directors have the final decision in the interpretation of the above rules. ***