

**Livingston Youth Baseball RULES Minor Boys (update 9/2021)**

**No person shall coach in this league without being fingerprinted and cleared through the Livingston Police Department and Recreation office. All fingerprinting will be done by appointment only.**

These rules govern the specific age groups participating in the Livingston Youth Baseball League. This information does not contain a complete set of rules. Play is governed by Official Baseball Rules. These rules are only exceptions to the Official Baseball Rules and Pony Baseball, Inc., which are necessary for a youth program.

GAMES MAY OR MAY NOT BE RESCHEDULED DUE TO INCLEMENT WEATHER. IT WILL BE DECIDED BY THE RECREATION SUPERINTENDENT WHETHER OR NOT A GAME WILL BE RESCHEDULED, TIME AND FIELD AVAILABILITY PERMITTING.

Before every game, umpires shall call a meeting with both team coaches to go over ground rules and discuss any issues teams may have. Umpires should also discuss how they plan to call the strike zone.

**Rules and Regulations for Minor Boys Leagues**

**TEAMS AND ELIGIBILITY**

1. It is strongly recommended that teams shall consist of not more than 12 players. Although, more can be placed on a roster, remember that all players must play 2 defensive innings every game.
2. **Age, for league purposes, is the age attained by a player prior to May 1<sup>st</sup> of the season in question.**
3. Legal age for each division is as follows:
  - a. Minors - ages 9 and 10
4. A birth certificate, hospital certificates or baptismal certificate shall determine date of birth. Copies of certificates must accompany registration form for verification. All certificates must be legible and bear the signature of the authorizing agency and the full date must be present.

**PLAYING FIELDS**

1. Distance for bases:
  - a. Minor boys - 60 feetDistance for pitching:
  - a. Minor Boys – 40 feet, there will be a 16’ diameter pitching circle around the pitching rubber in the event the field does not have a mound at the 40 foot rubber.

### **Minor Teams:**

Play action stops when the ball is thrown back to a defensive pitcher and they are in control of the ball on the rubber. There is no “half way rule”. When the pitcher has the ball on the rubber, runners must commit to a base.

### **BATS**

1. *Wooden, metal graphite or ceramic bats, manufactured specifically for baseball play, which are round and not more than two and one-fourths inches (2 5/8”) (7.0 cm) in diameter at the thickest part, nor more than 33 inches (106.7 cm) in length, and if wood, not less than 15/16 inches in diameter (7/8 inch for bats less than 30”) at its smallest part, are acceptable. A non-wood bat must have a grip of cork, tape or composition material, and must extend a minimum of 10 inches from the small end. No laminated bats. Bats may be taped or fitted with a sleeve for a distance not to exceed sixteen (16) inches from the small end of the bat.*

### **SHOES**

1. Metal cleats are not permissible. Only rubber soled shoes or cleats will be allowed.

### **BATTING HELMETS**

1. All batters players in the on-deck batting area and base runners shall be required to wear protective headgear which gives protection to the top of the head, temples, ears and base of the skull. Helmets must be NOCSAE approved.

### **CATCHERS GEAR**

1. Catchers are required to wear a catcher’s helmet with a throat guard, chest protector, and shin guards. Any person, coach or player serving as a catcher to warm up a pitcher must wear a mask, whether warming up on the mound or in the bullpen..

### **UNIFORMS**

1. All players should be in provided uniform shirts and hats. Numbers shall be on each shirt, and no duplicate numbers are preferred, however duplicate numbers will be allowed if specifically marked with an underline and has to be used due to shirt order issues.

### **ATHLETIC SUPPORTER**

It is recommended that coaches encourage all male players to wear protective supporters.

## PLAYING RULES

### ROSTER BATTING RULE

The roster-batting rule shall be in effect for **minor boys**. All players on the roster shall bat. A maximum of 10 batters shall hit in one inning, in case three (3) outs are not recorded. If any team has less than 10 on the roster then they will bat 10 finishing their roster and starting from the top.. If the 10<sup>th</sup> batter draws a walk and forced the runner on third home, the run counts and the inning is over. If the 10<sup>th</sup> batter hits the ball in fair territory, the inning will end at the completion of play. The completion of play, in this case, shall end when the ball is thrown to a defensive player who must be in control of the ball preventing the runner from advancing or the third out has been made at a base, fly-ball or touched runner out, etc. *On the 10<sup>th</sup> batter, an intentional walk cannot be given to the batter. The pitcher must make a legal attempt to pitch to the batter. If, in the judgment of the umpire, an intentional walk was pitched, an additional batter will be given to the team. If the pitcher continues to intentionally walk the next batter and so on, additional hitters will be given.*

### SHORTHANDED RULE

If a team has only 9 players, the coach must let the umpire and other coach know. If a player is injured or becomes ill, an out will not be determined when that player is up to bat. If a player is ejected from the game then an out will be recorded when the player is up to bat. If at any time a team drops below 8 players who are able to continue then a forfeit will be called.

### STEALING

**\*\*\*Minor boys must wait until the ball passes the plate.**

**\*\*No warning will be given to runners who leave the base early, runners will be called out.**

### ALL PLAYERS IN ALL LEAGUES

All players present and in uniform must play two (2) defensive innings. If each inning is taking long, and it appears that 6 innings will not be played, then players should be put in the game for the last 45 minutes, if they have not already been in the game. *Teams must report their substitutions to the other team and the official, otherwise, if a team did not play someone, they will forfeit that game. Scorekeepers must designate in the scorebook when a substitute has entered the game. Coaches are responsible for making sure everyone plays.*

**\*\*\*\*\*Umpires will check each teams scorebook for substitutions and sign off on them. If this rule is violated disciplinary action will be taken.\*\*\*\*\***

### NUMBER OF TEAM PLAYERS

**MINOR BOYS** – Teams will play with **9 players** on the field and a minimum of 8 players may play.

## **PITCHING**

### A. Innings Pitched:

1. Pitchers in the **Minor Boys Division** shall not pitch more than three (3) innings in a game and **no more than six (6) innings in a week. (Saturday to Saturday or through Friday constitutes a week)**
2. As soon as a pitcher delivers one pitch to a batter, the pitcher is considered as having pitched in one inning.
3. **If a team has to reschedule a game, the rule still applies and pitchers must meet the eligibility rules for innings pitched in a week.**
4. Any pitcher removed from the mound or lineup shall not be permitted to pitch again in the same game.
5. ***If a pitcher hits a second batter in the same inning, the pitcher must be removed for the remainder of the game.***
6. ***Umpires will complete a game report which will include how many innings a pitcher has pitched and who they were.***

## **BALKS**

1. Balks will not be called in Minor Boys play.

## **LENGTH OF GAME**

All coaches should confirm the start time with the umpire.

1. **Minor boys** regulation game shall be six (6) innings and not exceed one and one half (1-½) hours in length. If an inning is in progress it will be completed. If home team up and/or ahead at the 1 hour 20 minute mark then the game will be called. No new inning will start if there is less than 10 minutes to the time limit. If a team is leading by (10) or more runs at the end of five (5) innings, the game will terminate. In case of a tie at the end of regulation play or after the time limit, the game will remain tied.
2. If a game is called because of light failure or inclement weather before it is a complete game (4 innings will be considered a complete game), it shall be considered a suspended game and shall be resumed from the point of curtailment at the time re-scheduled by both teams. Both teams must agree on a time and date immediately and confirm the field availability with the Recreation Department within 24 hours. If the field is not available, then an alternated date can be set and agreed by both teams. If a team does not show for the next game, it shall be a forfeit by that team, regardless of the score prior to the interruption.

## **RUNNERS**

- a. Two runners may not occupy a base, but if while the ball is alive, two runners are touching a base, the following runner shall be tagged out and the preceding runner is entitled to the base.

- b. Each runner other than the batter, may advance without liability to be put out and advance one base when:
  1. the batter's advance without liability to be put out forces the runner to vacate a base, or when a batter hits a fair ball that touches a runner or umpire before it has been touched or passed by a fielder, if the runner is forced to advance;
  2. the fielder's momentum, after catching a fly ball, forces him/her into a dead ball area.

**Ball becomes dead when:**

The ball becomes dead and runners advance one base, or return to their bases, without liability to be put out, when:

- a. A pitched ball touches a batter, or his clothing, while in his legal batting position; runners, if forced, advance.
- b. The plate umpire interferes with the catcher's throw; runners may not advance. NOTE: The interference shall be disregarded if the catcher's throw retires the runner.
- c. A ball is illegally batted; runners return;
- d. A foul ball is not caught; runners return. The umpire shall not put the ball in play until all runners have retouched their bases;
- e. A fair ball touches a runner or an umpire on fair territory before it touches an infielder including the pitcher, or touches an umpire before it has passed an infielder other than the pitcher; If a fair ball touches an umpire working in the infield after it has grounded past, or over, the pitcher, it is a dead ball. If a batted ball is deflected by a fielder in fair territory and hits a runner or an umpire while still in flight and then caught by an infielder it shall not be a catch, but the ball shall remain in play. If a fair ball goes through, or by an infielder, and touches a runner immediately back of him, or touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out. In making such decision, the umpire must be convinced that the ball passed through, or by the infielder and that no other infielder had the chance to make a play on the ball; runners advance if forced;
- f. A pitched ball lodges in the umpire's or catcher's mask or paraphernalia, and remains out of play, runners advance one base; if a foul tip hits the umpire and is caught by a fielder on the rebound, the ball is "dead" and the batsman cannot be called out. The same shall apply where such foul tip lodges in the umpire's mask or other paraphernalia. If a third strike (not a foul tip) passes the catcher and hits an umpire, the ball is in play. If such ball rebounds and is caught by fielder before it touches ground, the batsman is not out on such a catch, but the ball remains in play and the batsman may be retired at first base or touched with the ball for the out. If a pitched ball lodges in the umpire's or catcher's mask or paraphernalia,

and remains out of play, on the third strike or fourth ball, then the batter is entitled to first base and all runners advance one base. If the count on the batter is less than three balls, runners advance one base.

- c. Each runner, including the batter-runner, may without liability to be put out advance:
  1. to home base scoring a run, if a fair ball goes out of the playing field in flight and the runner touches all bases legally, or if a fair ball, in the judgement of the umpire, would have gone out of the playing field in flight is deflected by the act of a fielder throwing a glove, cap or any article of apparel.
  2. Three bases, if a fielder deliberately touches a fair ball with a cap, mask, glove or any part of that fielder's uniform detached from its proper place on the person of said fielder
  3. Two bases if a fielder throws a cap, mask, glove and any part of that fielder's uniform detached from its proper place at a thrown ball. The ball is in play.
  4. Two bases if a fair ball bounces or is deflected into the stands outside the first and third base lines, or if it sticks in shrubs or the fence.
  5. Two bases on a wild throw that goes into the stands, the umpire shall determine the position of the runner at the time of the wild throw was made.
  6. One base if the pitcher, while on the pitcher's mound, throws a ball that goes into the stands. The ball is dead.
  7. Runners shall be out when:
    - a. Running more than three feet from a direct line between bases to avoid being tagged out, unless such action is to avoid interference with a fielder fielding a ball.
    - b. The runner does not slide or attempt to get around a fielder who has the ball and is waiting to make a tag. Anyone intentionally running into a fielder to knock the ball loose will be called out and ejected from the game.
    - c. The runner slides head first while advancing.
    - d. Exception: a runner cannot be called out for overrunning first base if said batter-runner returns immediately to first base.
    - e. Runners may not slide into first base.

**No collision rule:** A runner trying to advance a base must attempt to go around the fielder if the fielder is in possession of the ball (in the judgment of the umpire). A runner colliding into a defensive player in an attempt to jar the ball loose will be called out and ejected from the game. It is the runner's job to avoid all collisions. **This is not a must slide rule. No fielder is allowed to block any base without possession of the ball.**

### **INJURED PLAYER**

If a player is hurt or has a potentially serious injury, the umpire may stop play. Base runners will be allowed to return to the nearest base.

## **COACHES**

1. Coaches shall remain in the dugouts or in the prescribed areas throughout the game. **The only individuals allowed in the dugout and on the field are the head coach, one assistant coach and the teams currently playing.** (This means no toddlers, babies, parents, siblings etc..) There will be no exceptions to this rule and a forfeit for the team shall be called after a first warning for this infraction.
2. If a coach goes onto the playing field to talk to a player more than once during an inning while the same player is pitching, a pitching change shall be made. The only exception to this rule is in the case of an injury or time is called by the opposing team or umpire.
3. The use of tobacco by any coach on the playing field or dug out is not permitted. Tobacco is not permitted on any of the school grounds.
4. Coaches should conduct themselves in a manner as to teach the youth of our area the idea of SPORTSMANSHIP. Coaches should also keep in mind that this league is for the participants to gain experience in a recreational program and **WINNING IS NOT THE MOST IMPORTANT THING.**
5. All coaches, Staff and game officials have the responsibility to insure the safety and well being of the players when in their charge during games and during practices.
6. Unsportsmanlike conduct on the part of any player, coach, or person (parents, relatives, friends, etc.) associated with a team will not be tolerated. Unsportsmanlike conduct such as profanity, abusive language or gestures, threatening, abusive handling of equipment will result in forfeiture of the game. In the judgement of the umpire, a forfeit will be called. Unsportsmanlike conduct will not be tolerated at any practices or situations that are affiliated with the league.(see disciplinary policy)

## **OTHER PENALTIES**

1. If a team has an illegal player on their team, all games played with the illegal player shall be a forfeit. Teams that suspect an illegal player must contact the Recreation Office and state the name of the player and reason in question. The disciplinary action for this offense is up to 1 year suspension from the league.
2. All Players must wear their team jersey. Players not wearing their jersey will not be allowed to play.
3. Players are not permitted to wear illegal shoes or headgear. When proper equipment is not available, the game shall be stopped until the proper equipment is found or borrowed. If the team is unable to obtain the proper equipment then the team will forfeit. Teams can share equipment if needed. If a player has illegal shoes and can not find correct replacements, then that player shall be removed from the game. If the team does not have enough players to finish the game, it shall be declared a forfeit.
4. Players who intentionally, in the judgement of the umpire, throw bats or protective headgear, or discard protective headgear while batting or running the bases, shall be

ejected from the game following completion of any play in progress at the time the violation occurs. Such action constitutes an out.

5. Any offensive player on the field without their helmet on will be determined to be an out.

## **PROTESTS**

1. **Protests will not be allowed.**
2. Any disagreements, misunderstandings or misinterpretations of rules or umpires decision pertaining to the game in question shall be discussed by both managers of each team and the umpires, so an agreement can be reached and the game continued.

## **Dropped Third Strike -**

If the catcher fails to catch the ball on a **third strike**, and first base is open, or there are two outs, then the batter becomes a runner.

*Updated 3/2014*