

## **2007 Munson Baseball League Minors Rules**

Parents and players, each year in Munson Rec League baseball you will see a progression of skills, rules, desire, and competition. In the Minors you will see the players with the most hustle and talent play more and the teams will play to win. The Minors division will have players that have been playing organized ball for as many as 7 years. Some have skills that are far superior to others. At this level for the player's own safety they must have the skills to play a position during a game. Every one will not play the infield or pitch or catch. They must prove in practice that they have the skills and awareness to play the infield positions. That being said the league is first and foremost about teaching the player proper fundamentals and a love for the game. If we can teach these players proper fundamentals with a competitive desire to play hard, never quit or be a poor sport we have had a great season. Our desire is to see every player improve their skill set. The players with the greatest hustle and talent will be playing the most innings in a game. Those players that need more practice must spend time at home with mom or dad practicing so you continue to improve and get more playing time.

Parents please help your coaches by being involved. At this age we all need help running a practice because the kids need to be broken into smaller groups for a better practice. Bring a mitt to practice and games and help run some drills, line or rake the field, keep score, coach a base, Ask your child's coaches what you can do and I am sure they will be glad to have you do something.

Coaches remember these players are 9 & 10, some are have great talent now, some will be great when they are 16 and that is why coaching them to improve and have a greater desire to play hard is most important. This is a difficult age to coach as some are old enough that they are motivated when you are tough on them, others still need to have their confidence built up and reassured that they are good enough to be on the team. This year your players need to be more responsible, post the batting order and teach them to read it and know it. They should know all defensive positions of the field, make them responsible to put the equipment out and away. Always advance their knowledge and skill with each practice teach them something new.

Always remember that if you have good fundamentals, a great attitude, and hustle the winning will come naturally.

- 1 ALL LEAGUE GAMES WILL START PROMPTLY AT 6:15 WITH THE EXCEPTION OF SATURDAY OR MAKE UP GAMES. NO INNING WILL START AFTER 8:30 PM. THE TEAMS WILL SHARE THE OUT FIELD FOR WARM UP AND THE VISITORS WILL TAKE THE FIELD FROM 5:30 TO 5:45 THE HOME TEAM WILL TAKE THE FIELD FROM 5:50 TO 6:05. THERE WILL BE 10 MINUTES FOR FINAL PREPARATIONS**
- 2 FIELD PREPARATION IS THE RESPONSIBILITY OF THE HOME TEAM. THIS CONSISTS OF DRAGGING THE FIELD REMOVING WATER SPREADING SOME FILED DRY WHEN NEEDED, PLACING THE BASES, CHALKING THE FIELD AND LOCKING UP THE EQUIPMENT AT THE END OF THE GAME**
- 3 THE VISITING TEAM WILL BE RESPONSIBLE FOR RAKING OUT THE FIELD AND FILLING IN ANY HOLES AT THE END OF THE GAME AND LOCKING UP THE EQUIPMENT**
- 4 HOME TEAM WILL SUPPLY ONE NEW AND ONE SLIGHTLY USED BALL TO THE UMPIRE**
- 5 HOME TEAM WILL PAY THE UMPIRE**
- 6 HOME TEAM WILL OCCUPY THIRD BASE**
- 7 BOTH TEAMS ARE RESPONSIBLE TO PICK UP ANY LITTER AFTER THE GAME**
- 8 THE MANGER OF THE WINNING TEAM IS RESPONSIBLE TO CALL OR EMAIL IN THE SCORE TO THE NEWS HEARLD AT 440-951-000 OR [SCORES@NEWS-HERALD.COM](mailto:SCORES@NEWS-HERALD.COM) AS WELL AS CALL OR EMAIL CHRIS SEABECK 440-286-6505 OR [cseabeck@adelphia.net](mailto:cseabeck@adelphia.net) AFTER THE GAME.**

- 9 AT FIRST SIGHT OF LIGHTNING ALL GAME ACTIVITY WILL CEASE. PLAYERS AND COACHES ARE TO IMMEDIATELY SEEK SHELTER. IF LIGHTNING PERSISTS AFTER 20 MINUTES THE GAME SHALL BE POSTPONED IF GAME NEVER STARTED OR SUSPENDED IT SHALL BE RESCHEDULED AT THE EARLIEST POSSIBLE DATES
- 10 ALL GAMES ARE 6 INNINGS. IN RAIN AND DARKNESS SHORTENED GAMES THEY WILL BE PICKED UP RIGHT WHERE THEY WERE LEFT OFF INCLUDING BATTING ORDER, BASE RUNNERS, LAST BATTER AND PITCHER ON THE MOUND. GAMES THAT ARE SUSPENDED OR NEED TO BE MADE UP MUST BE REPORTED TO THE LEAGUE SO FIELDS CAN BE SCHEDULED. IT IS THE HOME TEAMS RESPONSIBILITY TO CONFIRM A TIME WITH THE VISITORS AND CONTACT THE COMMISSIONER CHRIS SEABECK 440-286-6505 TO CONFIRM THE FIELDS AVAILABILITY. FIVE (5) INNINGS CONSTITUTES A COMPLETE GAME UNLESS THE HOME TEAM IS AHEAD AFTER 4 1/2 INNINGS
- 11 ALL POSTPONED OR SUSPENDED GAMES SHOULD BE MADE UP WITHIN ONE WEEK TO AVOID A BACK LOG OF GAMES. NO TEAM SHOULD PLAY MORE THAN THREE GAMES IN A WEEK. THE ONLY EXCEPTION WOULD BE THE FINAL WEEK OF THE SEASON
- 12 EVERY ATTEMPT WILL BE MADE TO PLAY A SCHEDULED GAME. ON RAINY DAYS MANAGERS AND PARENTS SHOULD MAKE EVERY EFFORT TO ARRIVE EARLY TO REMOVE WATER AND PREP THE FIELDS, VISITING AND HOME TEAMS SHOULD SHARE THE BURDEN ON THESE DAYS OF PREPARATION
- 13 UMPIRES WILL BE PAID BEFORE THE GAME. ONCE THE FIRST PITCH OF THE GAME IS THROWN THE UMPIRES WILL KEEP THEIR PAY. PAYMENT FOR SUSPENDED GAMES WILL BE HANDLED BY THE COMMISSIONER AND THE HEAD OF UMPIRES
- 14 NO RULES ARE TO BE WAIVED OR ALTERED IN ANY GAME
- 15 HARASSING OR SECOND GUESSING OF UMPIRES OR COACHES WILL NOT BE TOLERATED. IT IS THE MANAGERS JOB TO HELP MAINTAIN CONTROL OF THE CROWD. IN EXTREME CASES CALL CHRIS SEABECK AT 440-487-7431 OR 440-286-6505. UNRULINESS ON THE PART OF THE MANAGER OR PARENTS HAS NO PART IN MUNSON BASEBALL. IF OUR YOUNG ATHLETES CAN NOT PARTICIPATE IN A SAFE AND WHOLESOME ENVIRONMENT THE OFFENDERS WILL NOT BE ALLOWED TO BE INVOLVED AS MANAGERS OR SPECTATORS. THE UMPIRES HAVE THE FINAL SAY IN EJECTION OF MANAGERS AND SPECTATORS
- 16 NO PROTESTS OF CALLS WILL BE ACKNOWLEDGED. PART OF ALL GAMES AT ANY LEVEL ARE UMPIRES MISSING SOME CALLS
- 17 MANAGERS AND TEAM MEMBERS MAY ONLY EXCHANGE PLEASANTRIES. NO TRASH TALKING WILL BE ALLOWED AND WILL RESULT IN AN EJECTION OF OFFENDERS. IF BOTH TEAMS ARE INVOLVED IT WILL RESULT IN STOPPAGE AND CANCELLATION OF THE GAME, NOT O BE MADE UP.
- 18 ONLY THE MANAGER WILL SPEAK DIRECTLY TO AN UMPIRE
- 19 SHOES WITH METAL SPIKES ARE NOT PERMITTED
- 27 SWEARING IS NOT ALLOWED ON THE FIELD IN THE STANDS OR THE DUGOUT. PENALTY-EJECTION FROM THE GAME AND THE POSSIBLE SUSPENSION FROM THE NEXT GAME
- 20 ALL PLAYERS MUST BE IN FULL UNIFORM WITH THE BILL OF CAPS FACING FORWARD (EXCEPTIONS TO CATCHERS) AND SHIRTS TUCKED IN.
- 21 THERE WILL BE TEN DEFENSIVE PLAYERS ON THE FIELD 6 IN THE INFIELD AND 4 OUTFIELDERS
- 22 IF A TEAM HAS LESS THAN 10 PLAYERS A PLAYER FROM MIGHTY MITES MAY BE USED. YOU MAY ONLY BRING UP ENOUGH PLAYERS TO FILL A ROSTER OF 10 AND THESE PLAYERS MAY NOT BE PULLED FROM A GAME THEIR TEAM IS SCHEDULED TO PLAY THAT DAY. THE SUBSTITUTE(S) MAY NOT PLAY ANY MORE THAN THE REGULAR PLAYERS

- 23 A TEAM MAY PLAY WITH 8 PLAYERS
- 24 ALL PLAYERS THAT ARE PRESENT AND ELIGIBLE FROM THE FIRST PITCH OF THE GAME WILL BAT. THE COACH HAS THE AUTHORITY SIT A PLAYER AT THEIR DISCRETION
- 25 ALL THE PLAYERS WILL BE SEATED INSIDE THE DUGOUT AND AWAY FROM THE DOORWAY AND BACKSTOP. MANAGERS ARE ALLOWED IN THE DOORWAY OF THE DUGOUT, BUT NOT OUTSIDE OF IT.
- 26 NO EQUIPMENT IS ALLOWED ON THE FIELD.
- 27 THE TEAM AT BAT WILL HAVE ONE FIRST BASE AND ONE THIRD BASE COACH
- 28 ANY BATTER CAUGHT THROWING THE BAT WILL RECEIVE ONE WARNING FROM THE UMPIRE. THE NEXT TIME HE THROWS THE BAT DURING THE COURSE OF THE GAME IT WILL RESULT IN BEING CALLED OUT
- 29 ANY PLAYER THROWING BATS OR HELMETS IN ANGER IS SUBJECT TO EJECTION FROM THE GAME
- 30 ALL OTHER RULES NOT LISTED ON THESE PAGES FOLLOW LITTLE LEAGUE BASEBALL RULES
- 31 A BAT AROUND ORDER WILL BE PREPARED TO INCLUDE EVERY ELIGIBLE PLAYER ON THE TEAM, IF A PLAYER ARRIVES AFTER THE START OF A GAME AND IS STILL ELIGIBLE THEY WILL OCCUPY THE LAST SPOT IN THE BATTING ORDER. EVERY ELIGIBLE PLAYER BATS WEATHER OR NOT THEY ARE PLAYING A DEFENSIVE POSITION
- 32 ALL PLAYERS ARE TO BAT DURING EACH GAME IF ELIGIBLE TO PLAY. ANY PLAYER NOT BATTING UNLESS INJURED WILL BE CONSIDERED AN OUT. BATTING OUT OF ORDER WILL FOLLOW LITTLE LEAGUE RULES
- 33 ANY PLAYER ARRIVING AFTER THE SECOND INNING OF A GAME WILL BE INELIGIBLE TO PLAY. PLAYERS MISSING THE ENTIRE ROTATION OF THE BATTING ORDER IF IT OCCURS IN THE FIRST OR SECOND INNING WILL NOT BE ELIGIBLE TO PLAY
- 34 ONLY THE HITTER AND ON DECK BATTER ARE ALLOWED ON THE FIELD
- 35 ONLY THE HITTER, ON DECK HITTER AND HITTER IN THE HOLE WILL HAVE A BAT IN THEIR HANDS ALL OTHER PLAYERS ARE TO BE IN THE DOUG OUT ON THE BENCH
- 36 ALL BATS MUST BE LITTLE LEAGUE APPROVED 2 1/4" BARREL AND NO LONGER THAN 31 INCHES
- 37 THERE WILL BE A FOUR RUN RULE IN EFFECT. DURING AN INNING NO TEAM WILL SCORE MORE THAN FOUR RUNS UNLESS A HOMERUN IS HIT OVER THE FENCE, IN WHICH CASE ALL RUNS WILL SCORE. THE FOUR RUN RULE WILL BE IN EFFECT UNTIL THE LAST INNING WHEN UNLIMITED RUNS CAN BE SCORED AND THREE OUTS MUST BE MADE.
- 38 THERE WILL BE A MERCY RULE IN EFFECT IF A TEAM IS AHEAD 15 OR MORE RUNS AFTER 4 COMPLETE INNINGS. THE GAME WILL BE COMPLETE. THE MANAGERS MAY CONTINUE FOR THE FULL SIX INNINGS IF BOTH MANAGERS ARE IN AGREEMENT. THE ADDITIONAL INNINGS ARE CONSIDERED PRACTICE FOR THE TEAMS. THE UMPIRE MAY LEAVE WHEN THE MERCY RULE HAS BEEN APPLIED
- 39 BUNTING IS ALLOWED
- 40 ANY BATTED FAIR BALL THAT BOUNCES OVER, ROLLS UNDER, OR STICKS IN THE OUTFIELD FENCE IS A GROUND RULE DOUBLE. IF THIS OCCURS THE PLAYER NEAREST THE BALL MUST RAISE BOTH HANDS ABOVE HIS HEAD TO SIGNAL THE UMPIRE. IF THE DEFENSIVE PLAYER DOES NOT RAISE BOTH HANDS OVER HIS HEAD THE BALL WILL BE CONSIDERED LIVE

- 41 A BATTED BALL THAT IS HIT INTO FAIR TERRITORY AND STRIKES THE BASE RUNNER BEFORE STRIKING ANY OTHER PLAYER OR OBJECT IS A FAIR BALL LIVE BALL AND THE BASE RUNNER IS OUT
- 42 THE PITCHING RUBBER WILL BE 46 FEET FROM THE BACK POINT OF HOME PLATE
- 43 ALL PITCHERS WILL PITCH FROM THE STRETCH
- 44 THERE WILL BE A PITCH COUNT OF 35 PER INNING OR 50 FOR TWO INNINGS PER PITCHER
- 45 NO PITCHER MAY PITCH MORE THAN TWO INNINGS IN A GAME. ONE PITCH CONSTITUTES AN INNING. THE TWO INNINGS PITCHED MUST BE CONSECUTIVE INNINGS NOT ALTERNATE INNINGS
- 46 PITCHERS MAY NOT THROW A CURVE BALL. PLAYERS WILL BE WARNED THE FIRST TIME AND NOT ALLOWED TO PITCH THE REMAINDER OF THE GAME AFTER THE SECOND INFRACTION
- 47 PITCHERS ARE NOT ALLOWED TO WEAR ARM BANDS, LIGHT OR WHITE LONGED SLEEVE SHIRTS, NOR BATTING GLOVES ON EITHER HAND
- 48 A PITCHER THAT HITS TWO PLAYERS IN AN ONE INNING OR THREE PLAYERS ALTOGETHER WILL BE REMOVED AS PITCHER FROM THE GAME. THIS PLAYER MAY ASSUME ANY OTHER FIELDING POSITION.
- 49 DURING THE GAME A PITCHER MAY WARM UP WITH A COACH BEYOND THE OUTFIELD FENCE OR IN AN AREA OUTSIDE THE FENCE AWAY FROM THE SPECTATORS
- 50 THERE ARE NO BALKS
- 51 PASSED BALLS OR BAD THROWS BACK TO THE PITCHER CAN NOT SCORE A RUNNER FROM THIRD
- 52 ALL RUNNERS HEADING TO FIRST BASE THAT OVER RUN THE BAG MUST TURN TO THE RIGHT AND HEAD BACK TO FIRST TO AVOID BEING TAGGED OUT. THIS RULE WILL BE ENFORCED FROM THE FIRST GAME.
- 53 A COURTESY RUNNER MAY BE USED WHEN A PLAYER IS INJURED. IT MUST BE WHO EVER WAS THE LAST OUT. A PINCH RUNNER MAY BE USED FOR THE CATCHER WHEN THE BATTING TEAM HAS TWO OUTS. AGAIN IT MUST BE THE LAST OUT.
- 54 THE CATCHER MUST WEAR A CUP
- 55 THE INFIELD FLY RULE WILL NOT BE CALLED
- 56 THE WEEK AFTER MEMORIAL DAY STEALING WILL BE IN EFFECT UNTIL THEN THERE WILL BE NO STEALING. STEALING ANY BASE EXCEPT HOME IS ALLOWED AFTER THE PITCH HAS CROSSED HOME PLATE. A RUNNER FROM THIRD MAY NOT STEAL, BUT MAY ADVANCE HOME AT HIS OWN RISK IF A PLAY IS MADE AT THIRD OR ANY OTHER BASE.
- 57 LEAD-OFFS ARE NOT ALLOWED. THE BASE RUNNER MAY ONLY LEAVE THE BASE AFTER THE PITCH HAS CROSSED HOME PLATE (AFTER MEMORIAL DAY)
- 58 A RUNNER ON THIRD CAN NOT ADVANCE UNLESS A PLAY IS MADE ON HIM , OR A PLAY IS MADE SOMEWHERE ELSE ON THE FIELD, HE IS FORCED IN BY A WALK, HE TAGS UP ON A FLY BALL OR HE IS HIT IN.

- 59 ON A WALK THE PLAY CONTINUES AND A LIVE BALL SITUATION IS IN FORCE. IT IS UP TO THE DEFENSE TO STOP THE FORWARD MOVEMENT OF THE RUNNER, HOLD THE RUNNER TO A BASE AND THROW THE BALL TO THE PITCHER STANDING ON THE RUBBER. IT IS ONLY WHEN THIS OCCURS THAT A BALL IS TRULY DEAD. LEAVING BEFORE THE BALL CROSSES HOME PLATE WILL RESULT IN THE RUNNER OR RUNNERS BEING CALLED OUT.
- 60 THE BALL BECOMES DEAD ON A FOUL BALL, A HIT BATSMAN, AND WHEN THE PITCHER STEPS ON THE RUBBER WITH THE BALL. THE DEFENSIVE TEAM MUST STOP THE FORWARD PROGRESS OF THE OFFENSIVE TEAM. THE OFFENSIVE TEAM MAY CONTINUE TO ADVANCE IF THE DEFENSE DOES NOT CHASE BACK RUNNERS OR THROW TO THE PITCHER STANDING ON THE RUBBER. ONCE THE FORWARD MOTION OF THE RUNNER IS STOPPED THE RUNNER MUST RETURN TO THE BAG HE IS CLOSEST TO BEFORE THE NEXT PITCH OR BE CALLED OUT FOR LEAVING HIS BASE EARLY
- 61 NO HEAD FIRST SLIDING EXCEPT DIVING BACK TO THE BASE. THE TEAM WILL RECEIVE A WARNING THE FOR THE FIRST INFRACTION, THE SECOND INFRACTION WILL RESULT IN AN OUT. THIS IS A TEAM RULE NOT FOR ONE INDIVIDUAL RUNNER. THIS RULE IS FOR THE SAFETY OF THE RUNNER
- 62 OVERTHROWS INTO FOUL TERRITORY WILL ALLOW BASE RUNNERS TO GET AS MANY BASES AS THEY CAN. OVER THROWS THAT ARE OUT OF BOUNDS WILL GIVE THE BASE RUNNER THE BASE THEY ARE GOING TO PLUS ONE.
- 63 ON A STRIKE OUT THE BATTER IS OUT AND MAY NOT ADVANCE TO FIRST BASE, EVEN ON A PASSED BALL
- 64 ANY TIME A PLAY IS MADE AT 2ND 3RD OR HOME THE BASE RUNNER MUST SLIDE. FAILURE TO DO SO WILL RESULT IN BEING CALLED OUT. GOING AFTER A DEFENSIVE PLAYER OR SLIDING WITH THE INTENT TO CAUSE HARM WILL RESULT IN EJECTION FROM THE GAME AND SUSPENSION FOR THE FOLLOWING GAME
- 65 NO ONE IS PERMITTED BEHIND THE BACKSTOP