

OXFORD PARK COMMISSION YOUTH SPORTS PROGRAM

9/10 MINOR LEAGUE RULES

The following rules will apply in addition to the Dizzy Dean Baseball National Bylaws.

General Rules

- a. Home and visitors will be determined on the game schedule. Please sit in the appropriate dugouts, with home team on the 3rd base side and visitors on the 1st base side.
- b. A team can start with 7 players. Once the 8th and 9th players arrive they must be put at the bottom of the lineup, once it has been turned in.
- c. TIME LIMIT: Games will be scheduled for 1 hr and 15 mins. or 6 innings
- d. During the school year, all games that are tied after regulation the game will remain a tie. Once school is out for the summer, a game that is tied after regulation will have one extra inning played.
- e. **International Tie Breaker** will be used for extra innings - The last batter of the previous inning will be placed on 2nd base with 0 outs. If the game is tied after 1 inning, the game will then remain a tie.
- f. An inning is over when 6 runs have scored or 3 outs are made, whichever comes first.
 - i. **Exception – 4 runs during Kid Pitch or 3 outs are made, whichever comes first.**
- g. If there is a play at a base, the runner must avoid contact by sliding. If too much contact is made, the umpire can call interference on the runner and rule him out.
- h. **The first 2 innings will be Kid Pitch - the remainder will be machine pitch. There will be a 6 pitch max from the machine (3 Strikes is an out). After the 6th pitch the batter will be called out, regardless of the number of strikes – if 6th is fouled the at bat continues. A batted ball that hits the machine will be a 'Dead Ball' and all runners will advance 1 base.**

Playing Field

- i. 60' baselines and 46' pitching distance.
- j. **All bats must be labeled with the 1.15 BPF rating or BBCOR certified**
- k. NO metal spikes allowed. Cleats must be molded or rubber.
- l. Before games or practices, there will be NO warming up on the infield. Throwing must be done in the outfield.
- m. No hitting balls into the fence or back stop on the field at any time.

Substitutions and Line-ups

- n. Extended batting order will be used. If you have 12 players at the game, then you list all 12 in your batting line-up. The last batter must bat before the leadoff batter may hit again. Batting out of order will be an automatic out.
- o. A defensive substitute must be made by the 3rd inning. You are allowed free substitution on defense only. Since the batting line-up doesn't change, you may substitute any position as long as subs are made by the top of the 3rd inning and they play the 2 innings.

- p. Batting orders/Line-ups must be presented to the scorekeeper 15 minutes prior to each game. Each lineup should include player's first and last name and jersey number.

Pitching

- q. Coaches must follow the OPC pitch count. The week runs from Monday to Sunday. Pitchers may not exceed 65 pitches per game. If a pitcher throws 20 pitches or less, he will not be required to rest. If he throws between 21-35 pitches, he will be required to take 1 day of rest. If he throws between 36-50 pitches, he will be required to take 2 days of rest. If he throws between 51-65 pitches, he will be required to take 3 days of rest. A chart will be posted on the last page of the rules.
- r. Any pitcher removed from the mound may return to pitch in the same game one time. Once a pitcher is removed the second time, he will be prohibited from pitching in the same game.
- s. If a pitcher exceeds the number of pitches in a week, the team will forfeit the game that the pitcher exceeded the pitch limits. The coach may also be suspended for a game if the infraction was deemed intentional. The official pitch count will be kept by an OPC scorekeeper.
- t. Pitchers are not required to take signs, but if they do, they must be on the pitchers plate to receive the sign from the catcher or coach.
- u. All make-up games will be included as a game for that given week and all pitches count.
- v. NO intentional walks.
- w. If a pitcher hits 3 batters in 1 game, he will be removed from the mound for the remainder of the game.
- x. Trips to the mound. Each pitcher will be allowed 2 time outs to talk with the coach. Once a coach calls the 3rd timeout, that pitcher must be removed.

Offense

- y. If there is a play at a base or home plate, the runner must avoid contact by sliding. If contact is made, the umpire may rule the runner out. If a runner makes malicious contact with a catcher or other fielder, he will be ejected from the game and a 1 game suspension will follow. Absolutely NO running over the catcher.
- z. No dropped third strike rule. All third strikes whether caught cleanly or dropped will be outs.
- aa. No leading off will be allowed. A runner may attempt to steal a base once the ball crosses the plate. If a runner leaves early the umpire shall call the runner out and all other runners will return to their previous base.
- bb. Bunting will be allowed during player pitch only.
- cc. A courtesy runner may be used for the Catcher only with 2 outs. This is called the speed-up rule. The runner MUST be the player who made the last out.
- dd. Any batter hit by a pitch (unless attempting to swing) will be awarded first base. If the batter is hit by a pitch while swinging, it is still a strike.
- ee. A runner cannot play "cat and mouse" with the catcher. Once the ball has crossed the plate and the runner has not attempted to steal, the runner must return to base. No advances will be made on wild throws from the catcher to pitcher.

Defense

- ff. Infield Fly rule will be used. If a fair ball can be caught by any player on the field with minimum effort, with runners on 1st and 2nd base or bases loaded and there are less than two outs, the batter is automatically out. The ball is live and base runners may advance at their own risk. This is a judgment call.
- gg. In the event of a runner missing a base, the play must be appealed. There is no formal process other than the coach calling time and asking the umpire for a ruling on the play in question. The pitcher does not have to toe the rubber, step off or make any throws to the base.

Game management rules

- hh. No protests of any kind will be allowed.

THE UMPIRE WILL BE RESPONSIBLE FOR THE OFFICIAL GAME TIME.

ALL DECISIONS MADE BY THE UMPIRE ARE FINAL.

*****OPC will make every attempt to provide score keepers for games. In the event of their absence, a parent from the home team should sit in and keep the book.*****

Keep up with field closures on questionable days through the OPC's Social Media on Twitter, Instagram or Facebook.

To cancel a practice, check availability or questions in general contact the Athletics Manager by any of the means below:

Jeremy Massie
Athletic Director
Oxford Park Commission
Office – 662.238.2798
Cell – 662.816.2713
jmassie@oxfordparkcommission.com