

Anderson County Little League

Minor League (9 & 10 YR Olds)

January 21st, 2020

1.0 General Rules

- Minor league is for children 9-10 years old. Age is based on the Little League Baseball® Age Charts, which is the age of the child as of August 31 of the current year.
 - <https://www.littleleague.org/play-little-league/determine-league-age/>
- Time limits for Minor games are 1 hour and 30 minutes, with a max of six (6) innings per game. A new inning cannot start if the game has lasted over 1 hour and 20 minutes.
- Games can end in a tie.
- Every game will start with two innings using the pitching machine, set at 48 mph. After two innings, the pitching machine is removed and players will pitch the remainder of the game. Refer to the pitching section for rules regarding pitch count.
- The offensive side is retired when three outs are made or 5 runs are scored in a single inning.
- The Run Rule, also known as the “10-run rule” applies during all games. The game will end if one of the two scenarios are met:
 - After three (3) innings one team leads by fifteen (15) or more runs
 - After four (4) innings one team leads by ten (10) or more runs
- Teams must have a minimum of eight (8) players to start and finish a game unless due to injuries.
- Teams should fill their rosters by pulling players up from the leagues below them to avoid not having enough players to play a regularly scheduled game.
 - If the roster is full (ten players), the “pulled up player” shall not play in the game unless there is an injury keeping a player on the roster from being able to play.
 - The “pulled up player” will bat at the end of the batting lineup.
 - The “pulled up player” will play an outfield position.
- Prior to all games, at least one member from each team should be at the field at least thirty minutes prior to the game to prepare the field for play and any other duty necessary to start the game
 - Home Team
 - Home team rakes and marks the field for play.
 - Home team will be the official book keeper for their game. (Track hits, runs, outs, etc)
 - Visiting Team
 - Visiting team must have a person in charge for running the scoreboard during their game.

2.0 Batting

- The batting lineup must be filled out and handed to the book keeper before the game starts. The team must follow the batting lineup, any deviation from the lineup will result in an out. The only exceptions are injuries or a late arriving player. You must bat the entire line-up.

- In the event of an injury to a player, such that the player is not able to continue to play, and in this event only, no out will be recorded when the player's spot is reached in the batting order.
 - The injured player will not be allowed to re-enter the game after missing their turn at bat.
- A player that arrives after the start of the game may enter the game at any time.
 - The player must be added to the end of the batting line up.
- The ball must be between the lines and rolling forward to be called fair.
 - Bunting is allowed.
- Slinging Bats
 - An out will be called when a bat has been thrown wildly by a player at bat. The team will receive one warning (per game) before an out is called. This is at the umpire's judgment.
 - If a bat or any gear is thrown in anger, the player may be ejected at the umpire's discretion.
- Machine Pitch Innings
 - *These rules apply only during the Machine Pitch Innings.*
 - The machine is set at 48mph.
 - The player at bat has 5 pitches or 3 strikes (swings) to get the ball into play.
 - Batting will continue if the 5th pitch is fouled off (without being caught in the air by the opposing team). This will continue with each foul until the ball is hit into play, caught in foul territory, or the batter strikes out.
 - There are no walks.
 - Pitching Machine Failure
 - The home plate umpire determines if the machine failed and has the final decision.
 - If the pitching machine fails, player pitching will continue until the end of the game. Once player pitching begins the base running rules are based on the Player Pitch Innings listed below.
- Player Pitch Innings
 - *These rules apply only during the Player Pitch Innings.*
 - The player at bat has three (3) strikes to get the ball into play. If the batter is unable to put the ball into play after the third strike, the batter is out.
 - A strike is called if the player swings and misses the ball or if the umpire calls the pitch as a strike.
 - Batting will continue if the last strike is fouled off (without being caught in the air by the opposing team). This will continue with each foul until the ball is hit into play, caught in foul territory, or the batter strikes out.
 - The player is allowed to advance to 1st base if:
 - The batter is struck by a pitch
 - After four non-strikes ("Ball") are called. A "Ball" is when the pitch is thrown outside the strike zone. Balls are called by the home plate umpire.
 - The 3rd dropped strike rule does not apply

3.0 Base Running

- Base runners must stay in contact with the base. "Leading off" is not allowed.

- Base runners can advance to the next base, at the risk of getting out, during the below times with the exception of when “time” has been called. Refer to the 4.0 Calling Time section for exceptions.
 - After the ball has been hit into play. (not foul)
 - If the ball is hit into foul territory and caught, runners may tag up and advance to the next base.
 - As the ball crosses home plate (during a pitch). This applies if the catcher drops or catches the ball. This only applies during the pitching inning, does not apply during the machine pitch innings. Base runners may not advance during the machine pitch inning unless the ball is hit.
- Base runners are allowed to slide feet first at all times but can only slide head first when sliding back into a base.
- The runner is out if struck by a hit ball.
- The infield fly rule will apply
 - An Infield Fly is a fair ball, excluding bunts or line drives, which can be caught by an infielder with ordinary effort, when first and second or first, second and third bases are occupied before two outs. The pitcher, catcher and any outfielder stationed in the infield on the play shall be considered infielders for the purpose of this rule.
 - Once the ball is hit and the umpire declares an Infield Fly, the batter is out and the base runners may advance at the risk of the ball being caught or tag up and advance after the ball is touched, which is the same as any fly ball.

4.0 Calling Time

- “Time” indicates a point in the game when the play is over. No runners can advance during this time. During a “time out” the game completely stops until the umpire resumes it.
- There is no calling time by a player during a play. Only an umpire can call time.
 - Players have to make a play to stop runners from advancing.
- “Time” is called by the umpire in the following scenarios
 - When the ball is thrown to the umpire who is feeding the pitching machine. (During the machine pitch innings). “Time” ends once the ball is hit.
 - When the pitcher has the ball and is on the mound preparing for the next pitch. (During the pitching innings). “Time” ends once the ball crosses home plate.
 - When the ball goes into the dugout. If the ball hits the side of the dugout and bounces back into play, it’s not considered a dead ball.
 - When a ball passes under a fence or gate, or becomes lodged in a fence.

5.0 Defensive Positioning

- The defense will consist of:
 - Catcher (1)
 - Pitcher (1) – During the machine pitch inning, this player will be behind or even with the wheel of the machine.
 - Infielders (4)
 - Outfielders (4)

6.0 Pitching

- Any player on a regular season team may pitch. Exception: Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch during that calendar day.
- Any player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day.
- A player may not pitch in more than one game in a calendar day.
- A pitcher must be removed once the pitch limit is reached. Exception: if the pitch limit is reached while facing a batter, the pitcher may continue to pitch until an out is made or the batter reaches a base.
 - 9-10 75 pitches per day

7.0 Defensive Coaches

- Coaches are not allowed in the field of play while their team is on defense; they can be at first and third in foul territory.

8.0 Offensive Coaches

- Only first and third base coaches are permitted.
- Coaches may not make physical contact with offensive players to get their attention, to stop them or to get them to go the next base.
 - If physical contact is made during play, the player shall be called out by the umpire. (Exceptions: congratulations, high-fives, fist-bumps, etc.)

9.0 Equipment

- Batting helmets with face guards are mandatory.
- Catchers must use a Catcher's mitt.
- Catchers must wear protective equipment including: Face mask, neck, chest and leg protectors, along with a cup.

10.0 Post Season

- Post season starts once all the regular season games have been played.
- The team with the best record at the conclusion of the regular season will be declared the Season champion. If two or more teams are tied, a play-off will result.
- A single elimination tournament will take place with the tournament seeds resulting in the order of the regular season records.
 - Ties will first be decided by head to head records, and then, if needed, decided by the number of runs allowed throughout the regular season.

11.0 Code of Conduct

- This league is designed for the kids and we intend to make sure they are the main priority. Things are going to happen during the game that coaches and parents may not be happy with, but please remember that our kids develop their opinions of acceptable behavior from what they see from our adult actions.

- There will be absolutely no foul or abusive language or unsportsmanlike conduct tolerated. Such thing as profanity, derogatory remarks or threats to players, coaches or umpires will result in an ejection.
- Alcoholic beverages of any type are not permitted on the grounds of the ball fields and any problems at the park will be handled by the Lawrenceburg Police Department.
- The Umpire's call is final.
- Ejections
 - Any player or coach ejected from a game must sit the remainder of that game plus one (1) additional game.
 - Any fan ejected must follow the same rule as the coach and player, or if the ejection is bad enough may be asked not to return. This decision will be made by the Commissioner and Umpire and approved by the ACLL Board Members.