**PERRYSBURG AMATEUR BASEBALL/SOFTBALL COMMISSION**

**MINOR BASEBALL LEAGUE RULES**

When determining rule priority, PABSC baseball follows each age group’s rules first, followed by the general baseball league rules, followed by Major League Baseball rules.

**League**

* *Philosophy*
	+ The Minor league is a competitive league.
* *Ages*
	+ The Minor league shall consist of players currently in 3rd and 4th grades.

**General Playing Rules**

* *Time Limits*
	+ Minor will abide by a 2 hour time limit. The inning that is being played when the time limit is reached will be the last inning, with the home team batting last.
	+ During tournaments the same time limit rules apply. The championship game will have no time limit. Note: Extra innings may be required utilizing the International Tie Breaker Rule. See General Playing Rules for process.
* *Playing Time*
	+ Every player on the team in good standing must play at least 3 innings on the field.
		- One inning must be in the infield.
	+ Exceptions to the above playing time may be:
		- Disciplinary reasons (opposing team’s coach must be notified)
		- Complete game of less than full length
		- Incomplete games due to weather, darkness, etc.
		- When a team does not field in the bottom of the last inning
	+ To facilitate everyone playing, a player may re-enter a game provided that they re-enter by taking a position in the field at the start of an inning unless there is an injury, in which event a player may enter onto the field at any time. This is to permit a coach to alternate players every other inning, but not to permit a coach to move players in and out defensively depending on the opposition’s batter.
* *Batting Order*
	+ All eligible players will be placed in the batting order.
	+ Any late arriving player(s) will be added to the bottom of the batting order.
	+ If a player leaves before the game is completed, their batting slot shall be scratched unless the batting order will consistent of less than 9 players. In this case, when their batting slot comes up, it shall be recorded as an out.
* *Pitching and Catching Restrictions*

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| Innings/Game | Innings/Calendar Week |
| 3 | 7 |

* + Calendar week starts Monday and ends on Sunday.
	+ Pitchers shall receive 5 warm up pitches before the start of each inning or when they enter (if in the middle of an inning).
	+ One inning consists of 3 outs.
	+ Once a pitcher has been pulled, they cannot pitch again.
	+ Pitching and catching records concerning the number of innings pitched and caught per game and per week must be kept in each teams’ scorebook.
	+ If a player hits 3 batters in the course of one game, that pitcher must be pulled
	+ If a player hits 2 batters in the course of one inning, that pitcher must be pulled
	+ If a game is postponed and has to be rescheduled, the pitching and catching restrictions apply for the week the game is made up.
	+ A pitcher will be able to come into the game to pitch whether he is on the bench or in the field.
	+ The penalty for failure to comply shall constitute a forfeit for the offending team when a protest is submitted at the completion of the game to the umpire and to the League Commissioner within 48 hours.
* *Walks*
	+ Once the count reaches 4 balls, the batter will be granted first base.
	+ No intentional walks are permitted.
* *Hit Batsman*
	+ A batter that is hit by a pitch will be granted first base.
* *Slug Bunting*
	+ A slug bunt is squaring to bunt and then pulling the bat back and swinging away. This pits players in danger and will not be permitted.
	+ Slug bunt attempts will result in the batter being out and all base runners returning to the pre-pitch position on the field.
* *Balks*
	+ One warning will be given to each pitcher for their 1st infraction during each game (runners will not advance). Subsequent balks will be enforced and runners will advance.
* *Infield Fly*
	+ There is no infield fly rule.
* *Overthrows*
	+ Only one base can be attempted and earned on an overthrow. Extra bases are not automatic; if the runner is thrown out – they are out. If another overthrow occurs, this process repeats. The runner can score on an overthrow.
* *Outfielders*
	+ Each team will be allowed to play 4 players in the outfield; however, the 4th player must be in the outfield, not in the deep infield.
	+ Outfielders may not cover base positions except in a backup role.
* *Sliding*
	+ A runner must slide to avoid serious contact with another player at any base except first. If the runner does not slide and serious contact occurs, the runner will be declared out. If a runner intentionally creates contact with the intent to hurt another player, he will be declared out and ejected from the game at the discretion of the umpire.
* *Courtesy Runners*
	+ At any time, the team at bat may use a courtesy runner for the pitcher or catcher. This will speed play up by allowing the catcher to change into protective gear and/or the pitcher to warm up. The courtesy runner shall be the player that recorded the last out.
* *Lead Offs and Stealing*

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| When | Stealing Home | Dropped 3rd Strike |
| No leading off prior to the ball leaving the pitchers hand. | No | No |

* + Runners may steal once the ball leaves pitchers hand. Runners may steal on wild throws back to pitchers.
	+ If a runner leaves early, the runner will be given a warning. This warning consists of the ball being declared dead and the runners being sent back to their original bases. On the next occurrence in the same inning, the runner will be called out and the ball will be declared dead.
* *Number of Innings*

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| --- | --- |
| Full Length Complete Game | Shortened Complete Game |
| 65 ½ if the home team is ahead | 43 ½ if the home team is ahead |

* + Once the game begins, the plate umpire alone has the discretion of delaying or calling a game. The approval of the head coaches is not required, but their opinion should be sought.
* *Mercy Rules*

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| Runs/Innings | Runs Ahead at End of Inning to Win |
| 7 except last inning | 15 after 4 innings10 after 5 innings |

* *Field Dimensions*

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| Pitching Mound | Bases |
| 46 feet | 65 feet |

* *Umpires*
	+ Minor will have 2 umpires – one plate umpire and one field umpire.
	+ If for some reason an umpire does not show, the coaches may mutually pick a spectator to call the game in order to play as scheduled. The Umpire Director should be notified of this no show.
* *Equipment*
	+ Maximum bat diameter: 2 ¼”
	+ Maximum length: 33”
	+ Maximum drop: -12 (i.e. -10, -11, -12; for example, a 30in. 20oz bat is allowed)
	+ Players and/or coaches who do not abide by the bat size rule will face the following consequences:
		- The 1st offense will be a dead ball. The batter is out for the at bat and any base runners will have to return to the base they came from.
		- The 2nd offense will result in the player and coach being ejected. The 2nd offense will also result in a review by the league commissioner with the PABSC board.