



Minor C Division Rules

Game Time Limits

1. **Weekday Games:** No new inning after 2 hours.
2. **Weekend Games:** No new inning after 1hr 45mins, End ("drop dead") at 2 hours.
3. **Game Length:**
 - Games consist of 6 innings.
 - A game is considered official if 4 innings are completed (or 3½ if the home team is ahead).
 - Games can end in a tie.
4. **Run "Mercy" Rule Applies (Blue Book Rule 4.10e)**
 - Team leading by 15-runs (3 innings), 10-runs (4 innings), 8-runs (5 innings) considered regulation game.
5. **Run Limit**
 - 5-runs per inning, except in the last inning if called as an "open inning" (teams can bat through the lineup (1) time with no run limit unless 3 outs are made). Last inning is determined and announced prior to start of inning by the umpire, or it will be the 5-run maximum rule.
6. **Equipment:**
 - DLL1 "hard balls" will be used.
 - Catchers must wear all required protective gear and use a catcher's mitt.

Player Requirements (MPR - Minimum Play Requirements) (Blue Book Rule 3.03)

1. **Defensive Play:** Each player must play at least (9) defensive outs.
2. **Defensive Players:** A maximum of 10 defensive players are allowed on the field in proper positions, including 2 center fielders (center-left and center-right).
3. **Player Participation:** Every player must play infield at least 3 consecutive defensive outs (1 complete inning).
4. **Batting Order:** Continuous Batting Order (CBO) applies.
5. **Adult Pitcher:** Only the adult pitcher (if applicable) is allowed as a coach on the field during play.
6. **Base Running:** Runners may only advance on a batted ball. Stealing is not allowed.
7. **Disciplinary Actions:**
 - A manager may bench a player for disciplinary reasons but must notify the Minors Player Agent and UIC within 24 hours.
 - Benching and the managers justification must be documented in the official scorebook.
 - Minors Player Agent must notify the Executive Board.
8. **Illness or Injury**
 - If a player doesn't play due to illness or injury, it must be noted on lineup card and in official scorebook.
 - If a player misses 2 consecutive games, the manager must inform the Minors Player Agent within 24 hours of the second game.
9. **Umpire Responsibilities:**
 - The home team is responsible for providing an umpire.
 - Fountain Valley Little League will not provide umpires.
 - Refer to the local rules for umpire requirements.
 - Game cannot start until the umpire is on the field.



First Half of the Season (Coach Pitch):

1. Pitching:

- First 2 innings opposing players (kid pitchers) will pitch.
 - After 4 balls are thrown by the kid pitcher, the coach will pitch the remaining strikes or until the batter hits. Hit batters do not receive first base during coach pitch.
 - Example: If the count is 4-2, the coach pitches one ball, completing the 7 total pitches allowed.
- Third through sixth inning, an adult from the batting team will pitch.
- Each batter gets a maximum of 7 pitches. If the batter fails to hit the ball after 7 pitches or strikes out after 3 strikes, they are out.

2. Additional Pitching Rules:

- Fouls on the 7th pitch do not count as an out, and the batter gets an additional pitch.
- Hit batters do not receive first base during coach pitch.

3. Pitcher Conduct:

- Adult pitchers must start within the 10-foot circle, not on the grass.
- A warning will be given for violations. On the second offense, the batter will be called out.

4. Interference:

- Adult pitchers must leave the field quickly after a hit to avoid obstructing defenders.
- If the pitcher obstructs the ball or a defensive player, the batter will be called out.

Second Half of the Season (Kid Pitch):

2. Pitching:

- Opposing players (kid pitchers) will pitch.
- Players as young as league age 6 are eligible to pitch.

3. Pitch Count:

- All pitch count rules for league age players apply.

4. Coach Assistance:

- After 4 balls are thrown by the kid pitcher, the coach will pitch the remaining strikes or until the batter hits. Hit batters do not receive first base during coach pitch.
- Example: If the count is 4-2, the coach pitches one ball, completing the 7 total pitches allowed.

5. Strikes:

- A batter is out after 3 strikes, regardless of whether the pitcher is an adult or child.

6. Hit Batters:

- If a batter is struck by a pitch from a kid pitcher, they are awarded first base.

Tournament Rules (If Applicable):

1. Format:

- Tournament games will follow a round-robin, single-elimination format.

2. Umpires:

- Umpires for tournament games will be provided by Fountain Valley Little League.