

## **2018 Minors Division Local Rules**

1. The Minor Division age requirement is 8 through 11 and will compete in these divisions depending on ability. Minor Division is player pitch.
2. A team Roster will not exceed 12 players.
3. Each team needs a staff of three (3) coaches, consisting of a manager and two coaches. Only three coaches are allowed to be on the field during the course of any single game. **The home team shall be in the 3rd base dugout. If a manager/coach has to leave the game for an emergency or a prior commitment, a replacement coach is allowed. If a manager/coach arrives late, he/she may replace a coach in the dugout.**
4. BAT PERSONS MAY NOT BE USED. NO ON DECK BATTERS. All offensive players must remain in the dugout behind closed gates.
5. Games are 6 innings in length, if time allows. There is no drop dead time, but no new inning may start after 1 hour and 45 minutes.
6. The half-inning ends when the defensive team records 3 outs or the offensive team scores 5 runs. The 5 run offensive limit applies for the first four innings. Scoring for the offensive team is unlimited in the 5th and 6th innings.
7. The ten-run rule applies after 3.5 innings of play.
8. Teams shall bat their entire roster. Any player arriving late shall be placed at the end of the batting order. If already past the last spot in the batting order, the late arriving player shall be the first batter of the next offensive inning. Free substitution is allowed in the field, except pitchers may not re-enter as pitchers.
9. All games (including Interleague games) played at Arroyo Grande will utilize THREE outfielders.
10. Twelve year olds are not allowed to pitch in the Minor Division. (Applies in Interleague only as Green Valley has no 12-year-olds in Minors).
11. Line-ups with name and jersey # will be exchanged to insure that each player has played the required number of innings.
12. Score will be kept. All score books must be kept current and up to date, including all pitcher records and pitch count totals for the week. The scorebooks must be available upon request to all umpires and board members.
13. The home team will keep the score book of record.
14. Both team Managers are required to email the game score and pitch count after each game. The information on how to report games is inside the front of your scorebooks.
15. Adult Umpires will be in use in the Minors division. **It cannot be stated strongly enough that no arguing with the umpires be permitted.** Managers must not permit any coach, player or fan to argue any calls with the umpire.
16. At any base, except first, a player must slide (feet first) OR avoid contact with defensive player. There is NO must-slide rule in Little League. **No headfirst slides will be permitted while advancing the bases. Any runner sliding head first while advancing will be called out, unless returning to a base.**
17. **Games played before Spring Break ONLY:** Once a base runner has reached third base he/she may only advance to home on a batted ball that is put into play or forced by walks. NO stealing home on a passed ball or wild pitch. Beginning April 1<sup>st</sup> this rule will no longer apply. This is to teach catchers to position without the pressure of stopping that run.

18. Unnecessary delay by pitchers and batters is prohibited. The pitcher shall make every effort to deliver the ball to the batter within 12 seconds after he receives the ball with the bases unoccupied. A first offense will result in a warning. Offenses thereafter will result in the umpire calling a ball. Subject to obvious exceptions, the batter must keep one foot in the batter's box. A first offense will result in a warning. Offenses thereafter will result in the umpire calling a strike on the batter.

19. Managers and coaches are limited to two mound visits per inning, but the second visit must result in a pitching change. Each team has a three timeout conference limit per game (i.e., catcher calling time to talk to the pitcher). Conferences during pitching changes or as the result of an injury or other emergency shall not count toward the limit.

20. Pitchers are limited to 5 warm up pitches between half-innings. There shall be a maximum of 2 minutes between innings.

21. There is a maximum of 2 minutes for pitching changes, meaning the first pitch after a pitching change must be thrown within 2 minutes after the change is made.

**22. Coaches may pinch run for the catcher at any time in order to keep the game moving quickly. The pinch runner must be the player who made the last batted out. For purposes of this rule, the catcher is the player slotted to catch during the next defensive inning.**