

HADDAM/KILLINGWORTH MINOR LEAGUE BASEBALL RULES

(EFFECTIVE 4/08)

These rules will apply to ALL Minor League games played in the Towns of Haddam and Killingworth. It is expected that each coach will conduct him/herself in a manner appropriate in dealing with children. There should be courtesy shown between coaches. The development of technical skills and good sportsmanship shall be first and foremost for our players. Coaches should consider ways to reduce embarrassment to another team in the event the score is widely disproportionate, such as removing your top pitcher or refraining from taking extra bases. There is no point in demoralizing the players when a game is out of hand. Good luck and have fun!

1. Unless otherwise specified, the rules in the official Little League rulebook will apply.
2. Minor league players shall be 8 to 11 years old prior to May 1st of the current year (i.e. "Little League Age").
3. The players will pitch all six (6) innings of the game. There is no limit to the number of pitchers a team may use in a game. A player may pitch in only one game a day.
4. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position: **EXCEPTION: see note #2.**

League Age	11-12	85 pitches per day
	9-10	75 pitches per day
	7- 8	50 pitches per day

NOTE #1 If the pitcher reaches his/her limit while facing a batter, the pitcher may continue to pitch until that batter reaches base, is put out **or the third out is made on the bases to complete the half-inning.**

NOTE #2 **A PITCHER who delivers one or more pitches in a game cannot play the position of CATCHER for the remainder of the day.**

5. Each pitcher must adhere to the following rest requirements:

61 or more pitches in a day => three (3) calendar days of rest, **and a game (see note below)**

41 – 60 pitches in a day => two (2) calendar days of rest, **and a game (see note below)**

21 – 40 pitches in a day => one (1) calendar day of rest

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1 -20 pitches in a day => no (0) calendar day of rest

NOTE: A player may not pitch in consecutive games if more than 41 were delivered in the previous game.

6. One (1) "stolen" base (not one base per player) is allowed per inning. This can be a straight steal, advancing on a wild pitch or a passed ball. The runner, having successfully advanced, cannot advance an additional base on an overthrow from the catcher. A runner may advance to any base on the throw from the catcher to the pitcher. This is considered a stolen base and the one (1) stolen base per inning rule applies. However, if in the course of play, fielders overthrow their targets, runners may advance at their own risk for one additional base per overthrow. There is no leading; the runner must not leave the base until the pitched ball has passed the batter.
7. Other than first base, base runners must avoid contact or slide if a play is going to be made at that base. No head first slides into a base. Offending runner is called out.
8. Each team may field 4 outfielders, 10 players total. A game may be played with less than 10 players, as long as both coaches are in agreement. No game shall be started with less than 9 players.
9. All rostered players on a team will bat in the batting order, including players not playing in the field. Free substitution of players is allowed except for the pitcher; once removed from the mound, a player may not return to pitch later in the game.
10. The required playing time dictates that no player shall play more than one inning less than any other player per game and that no player shall play more than one inning more than any other player per game.
11. A five (5) run limit is to be imposed, which would complete the half inning. If during a play the number of runs scored exceeds five, the half inning is over at the completion of the play and only five runs are counted for that half inning.
12. Adults may coach at one or both bases, but at all times an adult must be in the dugout/bench.
13. The home team will supply 2 new and 1 good used ball for each game.
14. In the absence of a previously assigned umpire, the home team will supply at least one adult umpire and the umpire's equipment for each game.
15. Scheduled weekday games will start at 5:30PM. The visiting team will warm up at 5:00 PM and the home team will warm up at 5:10 PM. Weekend games will start at the scheduled time, with preference being given to 9:30 AM starting times on Saturdays, and 4:00 PM starting times on Sundays.

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16. Rained out games will be rescheduled, as fields become available. The home team will contact their Field Coordinator with information of the rained out game. There will be a 2-hour time limit if there is a second game waiting to be played. All games must be made up within two weeks unless permission for an extension is obtained from the local league President (permission from both league Presidents is required in the case of an interleague game).
17. Rain out decisions are in the hands of the home team coach until the start of the game. Once the game begins; any decision on stopping the game will be up to the umpire. If the game is to be canceled before it starts, the home team coach must notify the visiting team coach and umpire (or Umpire Coordinator) by 4:00 PM when possible.
18. The batter's box, foul lines, and the 1st base running lane must be lined by the home team prior to the game.
19. All players must be off the field and in the dugouts/benches when not playing or coaching in the game. Dugouts/benches should be kept clean at all times. Only 3 adults are allowed in the dugout during a game, the Manager and his 2 coaches.
20. There are no on deck batters, only the batter at the plate should have a bat in his/her hands. The offending player shall miss his/her turn at bat and that team shall be charged with an out.
21. Through May 31st, a new inning cannot be started after 7:30 P M. From June 1st on, a new inning cannot be started after 8:00 PM. The umpire's watch is the official watch and he/she makes the call.
22. If a game is terminated due to darkness or rain, it shall be considered a complete game if 3 ½ innings have been played and the home team is winning, or 4 innings have been played and the home team is losing.
23. Pitchers will be allowed 8 warm-up pitches for the start of the game or when they are first brought in as a relief pitcher. Five pitches will be allowed between innings. Warm-up pitches will not consume more than one minute of time.
24. The infield fly rule applies only when there are fewer than 2 outs and there are runners on first and second base, or the bases are loaded (not when there is only a runner on first).
25. Only a player on the team roster may warm up a pitcher anywhere on the field. A player warming up a pitcher must wear a catcher's mask at all times. This includes catching for infield/outfield practice.
26. The manager of the home team will be responsible for providing the official pitch count recorder.
27. The batter must keep at least one foot in the batter's box throughout the time at bat.

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EXCEPTION: A batter may leave the batter's box when:

- a. the batter swings at a pitch,
- b. the batter is forced out of the box by the pitch,
- c. the batter attempts a drag bunt,
- d. the pitcher or catcher feints or attempts a play at any base,
- e. the pitcher leaves the dirt area of the mound,
- f. a member of either team is granted time,
- g. the catcher leaves the catcher's box,
- h. the catcher does not catch the pitched ball.

28. At all Minor League Baseball games played at Sheldon Park in Killingworth the outfield boundary will be marked at 200 feet. A batted ball that goes over that line in the air will be a home run. A batted ball that bounds over that line after touching the ground will be considered - a modified ground rule double. The umpire will award two bases beyond the base the batter runner acquired when the ball crossed the 200 foot outfield line.