



Southern Lehigh Youth Baseball MINORS Division Rules And Guidelines

MISSION

To provide an organized division for baseball age 8, 9, and 10 year olds to safely learn the fundamentals of baseball (fielding, throwing, hitting, pitching, and base running), practice sportsmanship, and have **FUN**. Wins and losses are documented during the season and a playoff system will be created at the conclusion of the regular season.

DRAFT

Each team gets one manager and one assistant coach that “protects” their kids in the draft. The players are slotted in the draft order based on ranking determined by the division’s managers. Any additional coaches are selected during the draft. Draft order is based on the combined player ratings of the manager and assistant coach kids. The highest combined rating goes first and so on in a snake format. Each team can only have **ONE** sponsor per team.

EQUIPMENT AND FIELD

BALLS

Home team will supply 2 new game balls for each game. Each head coach will receive a supply of baseballs prior to the start of the season.

BATS

Bats must meet the USA Baseball Bat standard (USABat) as adopted by Little League International. Non-wood and laminated bats used shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball’s Youth Bat Performance Standard.

HELMETS

Batting helmets must be worn by all batters and base runners during games and practices. This includes batting practice in the batting cages.

CATCHERS

All male catchers must wear a protective cup. Coaches are responsible for confirming this each inning. Catcher’s gear will be supplied by the league, except for the protective cup. All catcher’s helmets must include a throat protector.

FIELD

Coaches are responsible for setting the field up for play as well as dragging, repairing holes around the pitchers’ mound and batter’s boxes, replacing tarps, and general field clean up after each game. Please work together to see what team does what job (pre-game, post-game).

RAINOUTS

Each head coach should make an effort to contact each other on days of inclement weather, but try to hold off as long as possible. The Home team manager is responsible for notifying the Minors Director of cancellation. We should do our best to make up every game. We will also follow rules of the Bethlehem Umpires Association (BUA) notify umpires of cancellations. Coaches will be set up on arbiter.com in order to view umpire information. Please decide if the game will be postponed due to weather **BEFORE** you show up at the field. If the umpire arrives at the field and the game is postponed because of weather he/she will still get paid. Decisions should be made before needing to pay an umpire for showing up.

ACCIDENT AND INJURIES

All accidents and injuries shall be reported to the Minors Director and copied to the Safety Officer and Equipment Director. Please list the player's name, description, and how it was handled. If you used an ice pack or first aid supplies, we need to be notified so it can be replaced.

PRE GAME

Infield practice and/or batting practice shall not take place on the infield once the field has been prepped for game play. Prior to all games, each team shall come out to their respective foul lines. A player rep from the home team will lead both teams in the pledge of allegiance and the little league pledge (shown at the bottom of the document).

GAME TIMES

Games will last a maximum of 6 innings, no extra innings will be played, even if there is a tie after the bottom of the 6th. A ½ is completed at either 3 outs or 5 runs scored, whichever occurs first. If the 5th run has scored, and a live batted ball is still in play, let the play continue, but the additional runs will not count. No new inning will start after 1:45 minutes from the first pitch of the game. Once a game reaches 1:45, the current full inning will finish, however no new inning will start. A new inning begins as soon as the last out of the prior inning is recorded.

GENERAL PLAYING RULES

PLAYING TIME

- Players shall play a minimum of two innings in the infield every game, however a player's safety shall be prioritized when determining on-field positions. (Pitcher and catcher positions are considered infield).
- If you know ahead of time that you are going to be short players, contact the director or head coaches of the machine pitch division in an effort to find 8 year olds that may be able to play up.
- No player may sit more than 2 innings per game in total
- Players shall not sit back to back innings.

BATTING

- The entire roster hits in a batting order, no changes are allowed to the batting order once the game begins.
EXCEPTION: the insertion of a player arriving late shall be placed at the bottom of the batting order
- A batter may not run on a dropped 3rd strike.
- Bunting is allowed. A batter may not square to bunt, pull back, and then swing away. The penalty for this rule is that the batter is out and the ball is ruled dead. A second offense will result in ejection from the game.
- Infield fly rule will NOT be enforced.

PITCHING

Since this is the first year most of these players are pitching live, please be conscious of a pitcher who is struggling to find the strike zone during a given game. It does not help that player (or defensive players) to watch 4 or more walks from the same player within one inning. Mid inning pitching changes may need to occur.

Pitching Rules are as follows:

- Any rule not covered herein shall refer to the Little League rule book.
- Baseball age 9 and 10 year old shall be limited to a max number of 75 pitches per day
- Baseball age 8 year olds or younger shall be limited to a max number of 50 pitches per day
- If a pitcher reaches the limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
 1. That batter reaches base;
 2. That batter is put out;
 3. The third out is made to complete the half-inning.
- If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.
- A player may not pitch in more than two innings in a game. Delivering one pitch counts as an inning. If a minimum of one pitch ends an inning, that one pitch is still considered one inning. Taking one warm up pitch is also considered an inning pitched, meaning that if a player throws a minimum of one pitch to warm up, that player's pitching limit commences. In the playoffs a pitcher may not pitch more than two innings or ten in the entire playoffs.

- If a pitcher is removed from the mound, he cannot re-enter the game at the pitcher position.
- If three (3) batters are hit by pitch in one inning, the pitcher shall be removed from the pitching position.
- Coaches will count pitches for each of their own pitchers. Before the next game they will record pitch counts on the season Google doc. If pitchers and pitches are not recorded, the pitchers in the game not recorded will not be eligible to pitch in the next game.
- Violation of any section of this regulation can result in protest of the game in which it occurs.

Pitching Rest

- 66 or more pitches in a day - 4 calendar days of rest (IE 66 pitches on a Monday means player can't pitch again till Saturday)
- 51-65 pitches – 3 days of rest
- 36-50 pitches – 2 days of rest
- 21-35 pitches – 1 days of rest
- 0-20 pitches – 0 days of rest
- A day of rest is defined as one full day, so if a player needs 3 days rest and last pitched on Monday, then that player must rest on Tuesday, Wednesday, and Thursday and may not pitch until Friday.

BASERUNNING

- Steals are live. Advancing on wild pitches, passed balls are live. Runner can NOT leave until the ball has crossed home plate.
- Stealing of 2nd and 3rd base is allowed, but runners may only advance 1 base from their original starting point, even if the catcher's throw to any base is an overthrow. This is to encourage the catchers to make the appropriate throw. Catcher overthrows are dead to 1st, 2nd and 3rd base to encourage catchers to make the throw without penalty.
- Runners CANNOT steal home. The only time a runner can score is in the course of play on a batted ball, bases loaded walk, or hit by pitch with bases loaded.
- Batters who earn a walk may not attempt to steal 2nd base until the next at bat begins.
- Delayed steals are not permitted.
- No leading until the pitched ball has crossed home plate.
- Leaving the base early: First offense is a warning and the player returns to the base. If a runner from the same team leaves the base early again, that runner is out.!
- Sliding: Any player sliding head first shall be called out, except when diving back to a base. A runner shall be called out when he does not slide or attempt to get around a fielder, at any base, when the fielder has the ball and is waiting to make a tag. As with Little League Rule 7.08 (a) (3), there is no must slide rule. A runner must avoid contact with one of the following four options - Slide (legally), attempt to avoid, give up, or retreat Defensive players must learn to remove themselves from the base/base path unless there is a play being made.
- Base runners may not advance once the ball is controlled by the pitcher standing near the mound area at the umpire's discretion.
- Over throws that occur during a live batted ball are advance at your own risk, until the ball is secured by the pitcher near the mound area at the umpire's discretion
- Over throws to first are not advanceable

Playoff Rules

No new inning will start after two hours unless the game is tied.

If the game is tied after six innings a runner will be placed on 2nd base to start the top and bottom of each ensuing inning.

Pitchers will have a two inning limit per game with a max of ten for the playoffs. Little League pitching and catching rules apply.

RULES OF CONDUCT AND SPORTSMANSHIP

DISPUTES OF ANY NATURE SHOULD BE RESOLVED IN A GENTLEMANLY MANNER, RECOGNIZING THAT ALL PERSONNEL INVOLVED ARE VOLUNTEERS TRYING TO DO THE BEST JOB THEY CAN. DISCUSSIONS REGARDING A DISPUTE ARE BEST HANDLED QUIETLY AND AWAY FROM THE CHILDREN. UNSPORTSMANLIKE CONDUCT ON THE PART OF ANYONE WILL NOT BE TOLERATED UNDER ANY CIRCUMSTANCES.

LITTLE LEAGUE PLEDGE:

I TRUST IN GOD
I LOVE MY COUNTRY
AND WILL RESPECT ITS LAWS
I WILL PLAY FAIR
AND STRIVE TO WIN

BUT WIN OR LOSE
I WILL ALWAYS DO MY BEST

SOUTHERN LEHIGH BASEBALL PRESIDENT: Tim Miller (603)682-0680
SOUTHERN LEHIGH BASEBALL VICE PRESIDENT: Mike Templeton (484)241-6943
SOUTHERN LEHIGH MINORS DIRECTOR: Gabe Serrano (484)350-8517