

# **FTRL 2010 Minor League Rules**

## **General League Rules**

1. Minor league games consist of three (3) innings per game.
  - 1.1. The decision to cancel games due to inclement weather; will be solely the decision of the league President.
    - 1.1.1. In the event the President is unavailable to render a decision on game impacted by the weather, then the Vice-President will be charged with that duty, followed by the Head of Grounds, and finally the Player Agent.
  - 1.2. In the event that lightning is present 20 minutes prior to or during games, then all games will be cancelled immediately. Any game not completed will be rescheduled for another night.
  - 1.3. All games that have begun and been delayed more than 20 minutes due to weather, will be cancelled and if not completed, and will be rescheduled for another night.
  - 1.4. A game will be considered complete if two (2) full innings have been played.
  - 1.5. There will be an hour and a half (1 ½) time limit on all games.
2. Spectators and players must be kept clear of the backstop area during the game.
3. Hitting baseballs into the backstop is strictly prohibited.
4. Players must wear a helmet with a face cage for the Majors Division
5. The use of hitting sticks on any diamond is strictly prohibited
6. The use of profanity, verbal or physical abuse, or any manner of the threat of physical violence will not be tolerated anywhere on the grounds at Thompson Crossing by a parent, a family member, a friend of the player, or the player.
  - 6.1. Any individual(s) engaging in such behavior will be asked to leave immediately.
    - 6.1.1. Any further instances of such behavior over the course of the season will result in a permanent ban and/or police intervention.
  - 6.2. If multiple instances of prohibited behavior occur during the same game, the game will end and all parties dismissed.
7. Any injury to a player will result in an immediate stoppage of the game. Once the player is able to continue or has been safely removed from the field, the game will resume. Any injuries that require medical treatment must be reported to a Board Member immediately.
8. A player must be registered in the league in order to play.
  - 8.1. Substitutions to fill in for someone that will be absent will not be permitted or tolerated.
  - 8.2. Any team caught doing this will have their Manager suspended for the remainder of the season and the game will be considered a forfeit.
9. If scheduled parent(s) for your team is scheduled to work in the concession stand and does not show up, **your Team Manager will be suspended for the next game.** All parents need to help with their teams including Concession Stand Duty. Please schedule your concession times accordingly to insure you will show up.

## **Pre-game**

10. There will be no batting practice before any games. Even if the field is not or will not be used for that day.
  - 10.1. The time before games is to be used by the scheduled teams that play to have infield.
11. Warm-up throws will be in the outfield.
  - 11.1. Home team will stand on the 3<sup>rd</sup> base foul line and throw toward center field.
  - 11.2. Visitors will line up on the 1<sup>st</sup> base line and throw toward center field.
  - 11.3. Pitcher's will be allowed no more than 10 warm up pitches from the mound before the game begins.

### **Offense Rules**

12. Helmets must be worn at all times when a team is up to bat. This is also required in the team's designated dugout area.
13. Practice swings can only be taken at home plate prior to the hitter's official at-bat.
14. Any player arriving after the first pitch of the game they must be placed at the end of the line up.
  - 14.1. Any player arriving after all have batted will be inserted at the end of the lineup
15. Coaches will pitch for all three (3) innings of each game from the Pitcher's Circle.
  - 15.1. Coaches will pitch to their own team.
  - 15.2. Coaches can pitch overhand to players but must alert the coaches of the other team and players in the field.
16. Each batter will be allowed seven (7) pitches. A batter will be called out after three (3) strikes or seven (7) pitches, unless the seventh pitch is a foul ball. Foul balls count as a pitch except on the seventh (7<sup>th</sup>) pitch.
17. Sliding at first base and head-first slides at any base will not be allowed.
  - 17.1. The player will be warned after the play has been stopped.
18. The offensive team will have base coaches at first and third base.
19. One (1) additional base is awarded on an overthrow if the ball goes out of the field of play.
  - 19.1. The "Field of Play" will be defined as any territory in fair or foul ground that is within the fence line from the backstop down through the outfield.
  - 19.2. The runner(s) will be awarded the base they were running to PLUS one (1) extra base if the ball leaves the "Field of Play".
  - 19.3. If the ball remains in the "Field of Play" due to a missed catch or overthrown ball, the ball will be considered live and the runners may advance until the lead runner's progress is stopped.
20. Tie goes to the runner.
21. Every player in each team's line up will be allowed to bat.
  - 21.1. The "Last Batter" must be announced and can keep advancing until "Time" has been called by the Pitcher's Helper.

- 21.1.1. If the "Last Batter" successfully reaches First or Second Base before the inning ends, they will be placed on Second Base at the start of the next inning.
  - 21.1.2. If the "Last Batter" is called out to end the inning, they will not be placed on any base.
22. Outs will not be recorded.
23. Score will not be kept officially.

### **Defense Rules**

24. There will be only two (2) defensive coaches allowed on the field at any one time. Both must be positioned in the outfield.
25. All defensive coaches must make every effort to avoid contact with a live ball or interfering with the players in the field.
26. Managers are not permitted in the field of play during the game except for the following reasons:
- 26.1. To check on an injured player
  - 26.2. To make pitching changes
  - 26.3. To inform the umpire and the manager of the opposing team of any lineup changes
  - 26.4. To discuss a ruling on the field with the umpire
27. All pitcher helpers MUST wear a league-provided helmet with mask and chest protector and must stand behind the pitcher's rubber with at least one foot in the pitcher's circle.
28. Infield fly does not apply in this league.
29. The infield shall consist of six (6) positions only (pitcher's helper, catcher, first, second, third basemen, and short stop); all other defenders shall play in the outfield.
30. Play will be stopped when the Pitchers Helper has control of the ball and asks for "Time".
31. Infielders may not play in front of an imaginary line running from third base to first base until the ball is hit.
32. Managers of the defensive team must tell their infielders to play either in front of or behind the base paths, not on the base lines.

**ALL RULES ARE THE FINAL DECISION OF THE BOARD. THE BOARD MAY AMEND OR ADD RULES AS NEEDED.**