

MINORS (FORMERLY JUNIORS) DIVISION (10 & under) – 11' ASA Approved Ball

1) The Team

- a) **Dropped Player:** if a player has dropped from the roster, please advise the Player Agent or member of the Board of Directors immediately.
- b) **Game Time:** a team may begin and play a game with eight (8) players on the field.
- c) **Substitution Rule:** in the event a team is unable to field ten (10) players, they may contact the Player Agent for substitute players.
 - i) **Timely Notice;** the Team Manager must request from the Player Agent substitute players from the Official Sub List. In the event that the Player Agent/Board Member is not notified, the Team Manager must receive approval from the opposing Team Manager for any substitute player prior to her insertion into the game.
 - ii) **Like for Like Substitution;** all precautions shall be taken to assure that a substitute player's ability corresponds with the absent player's ability.
 - iii) **Team Limit;** no more than three (3) substitute players are allowed per team, per game.
 - iv) **Permitted Play;** substitute players may only play outfield positions, unless they are unable to do so, and may only bat last in line up. Managers may permit a substitute player to play an infield position if an injury occurs or at his/her discretion to promote a balance team and fair play with concurrence with the opposing Team Manager.
 - v) **Team Responsibility;** in the event a substitute is no longer needed at game time but is present on field, the Team Manager must assure the player is driven home or picked up by parent or legal guardian.
- d) **Tardiness:** a player may be included in the lineup regardless of inning or time on the clock.
- e) **Early Departure:** a batter leaving the game early will not count as an out each time her turn at bat passes.
- f) **Courtesy Runner:** a team may request a courtesy runner for any player who requests one. The player must have an obvious impairment or an agreement worked out between the coaches prior to the start of the game. The substitute player must be the last out recorded or last in the batting order if no out have been recorded.
- g) **Equipment: all equipment must be ASA certified.**

2) The Game

- a) **Offense**
 - i) **Continuous Batting Order:** all teams will use the continuous batting rotation.
 - ii) **Stealing**
 - (1) A player may steal 2nd & 3rd base only after the pitch has crossed home plate. They cannot advance to the next base on an over throw.
 - (2) Stealing home is not permitted
 - (3) A base runner may advance, in the event of a throwing/fielding error, in the commission of a play on the runner; (i.e.: throwing behind the runner).
 - (4) Dropped 3rd Strike Rule is NOT IN EFFECT
- b) **Defense**
 - i) **Infield Fly Rule:** infield fly rule shall not be in effect.
 - ii) **Rover:** the team Rover or 10th member on defense is to remain in the outfield (on grass) at the start of play; and at the release of pitch, is free to move anywhere on the field of play.
- c) **Pitchers**
 - i) Player-pitching begins immediately. The first 6 scheduled games of the season, there will be no walks. After four balls, the batter's coach will pitch and inherits strike count. After 6 scheduled games, walks will be allowed. However, even after moving to walks after 6 games, a player cannot "walk in" a run (with the bases loaded after four balls, batter's coach will pitch and inherits strike count). When taking a walk, players may

not advance to second base until the next player is up to bat. EVERY coach pitch counts as a strike. For example, if count was 4 balls – 1 strike, the coach gets two pitches. If the ball is not put into play on either of the 2 pitches the batter is out. Exception #1 - If there is a third strike foul, the batter receives additional pitches as long as she continues to foul them off, until she puts the ball in play, strikes out swinging, or fails to swing at a pitch, regardless if it was in the strike zone. Exception #2 - If the coach inherits a 4 balls- 2 strikes count and the coach throws an obviously unhittable pitch (behind the batter or rolled on the ground) then the coach gets one more pitch, subject to possible additional pitches under Exception #1, above. NOTE Exception #2 applies only when the coach inherits a 2 strike count and only applies to the first pitch thrown by a coach (i.e. it doesn't apply after the girl has fouled off pitches under Exception #1). Leniency should be practiced on strike zone (i.e. big strike zone). Girls who want to pitch should expect to work on pitching outside of organized games and practices.

- ii) Pitching week begins Sunday and ends on the following Saturday.
- iii) **A team pitcher is allowed 9 outs per game and 18 outs per pitching week. Unless team is missing a pitcher and coaches agree prior to the start of the game.**
- iv) In weeks of play with 3 games, pitchers may not pitch more than 21 consecutive outs. (ex.: if 2 pitchers split two games (3/3 or 3/3 innings) then either pitcher can pitch the 3rd game.
- v) Pitcher must start with both feet (any part of foot) on the rubber.

3) General Rules

- (1) **Time Limit**: games time is 1.5 hours in length. **No new innings begin after 70 minutes and may continue until 90 minutes have elapsed at which time the score shall revert to the last complete inning and the game ended.** If a game is tied after 7 innings and time permits then they can play one additional inning. **Innings must be completed for all runs to count. If not score reverts back to previous inning.**

(a) **Start Time**: game time is start time. It will be at the umpire's discretion to call the game in event of rain or forfeiture due to team absence.

- (i) **Complete Lineup** – first & last names, jersey & position numbers.
- (ii) **Outs** – a complete lineup must include pitchers first & last names and outs pitched for the
- (iii) **Submission of Lineup** – a complete lineup must be presented 15 minutes prior to start time

(2) **Home Team**

- (a) Home team occupies 3rd base dugout.
- (b) Home team shall keep official scorebook
- (c) Home team shall supply two (2) new game balls.
- (d) Home team is responsible for watering, dragging, chalking of field and placement of bases.
- (e) Home team is responsible for returning all field prep equipment to shed.
- (f) Home team shall provide help to man a two (2) hour shift in the snack shack on game days.

(3) **Limit on Runs per Inning**: a limit of four (4) runs per inning is in effect.

(a) A run shall be noted past the four (4) limit rule if it occurs during the commission of a continuous play. (i.e.: the team at bat has already noted three (3) runs with the bases loaded and the batter hits a grand slam, scoring 4 additional runs with a total of 7 for the inning.)

(b) **Last inning**: In order to prevent runs scored through base on balls and to encourage batters making contact with the ball, the last inning will be played as follows:

- (i) The (4) run limit rule is no longer in effect.
 - (ii) In lieu of the (4) run rule, the last inning shall be completed through the defensive team achieving 3 outs, or
 - (iii) The offensive team walking five (5) players in the line-up. Batting order shall run continuous and commence with the next batter in the regular line-up.
- (c) **Slaughter Rule:** There is no slaughter rule for minors/Juniors. Game will be played for 1.5 hours. Teams are reminded not to run up score.

(4) Team Protocol

- (i) Teams shall leave the dugout that they occupy clean and free of refuse.
- (ii) Food is not allowed in the dugout, except seeds and gum.
- (iii) Players will not be served at the snack shack during game time.
- (iv) Players shall not leave dugout unless to use the restroom or vacate the premises accompanied by a legal guardian or parent.
- (v) **Umpire rulings are not to be argued between coaches of opposing teams or coaches and umpires.**
- (vi) One Representative from each team shall have sole communication with the Umpire. (said representative may be Manager or Coach)
- (vii) The Rep may ask to appeal the call or clarification, but once a ruling is final, further discussion shall cease. (See Protesting of Game)
- (viii) The umpire is within their right to clear the back stop or other “gathering place” in the event of public rowdiness or inappropriate behavior
- (ix) Coaches shall remain in the dugout at all times during the game, except for rendering first aid, pitching conference, 1st and 3rd base coaching duties. Coaches who violate this rule will be warned once and removed if violations continue.

3) Rescheduling of Game

- a) **Timely Notification:** the team Manager must notify the Player Agent and opposing Team Manager more than 72 hours in advance of scheduled game time that a reschedule is necessary.
- b) **Reschedule:** games will be rescheduled within 15 days of cancellation.

4) Protesting of Game- No protesting of games is allowed and results are final when the umpire determines the game is over.