

# Saxonburg Area Baseball Association Minor League Rules

1. No big barrel bats
2. All players must play. Player cannot sit a 2nd time in a game unless all other players have sat at least 1 inning.
3. All players will bat in consecutive order, regardless if they play in the field or not.
4. If a team has less than 8 players, it must call up players from farm or utilize players from the other team.
5. A pitcher may not pitch more than 2 innings a game.
6. You must pitch a 9 year old at least 2 innings per game.
7. Maximum of 75 pitches per day.
  - 0-20=0 days rest
  - 21-35=1 days rest
  - 36-50=2 days rest
  - 51-65=3 days rest
  - 66-75=4 days rest
8. Once a pitcher has been removed from pitching in a game they cannot pitch again in the same game.
9. A pitcher will be removed from a game if they hit 2 players in an inning or 3 players in a game.
10. Games will be max of 6 innings unless the game is tied after 6 innings. The game will continue in extra innings until the game is won. No inning will start after 8:00PM on a school night. Games still resulting in a tie after this time will end in a tie.
11. Mercy Rule-Winning by 10 runs after 4 innings, 3 ½ if home team is up by 10 runs.
12. 10 position will be fielded. Catcher, pitcher, 1st base, 2nd base, 3rd base, short stop, 4 outfielders. (Positioned evenly throughout the outfield. No rovers) The only exception would be if a team fields less than 10 players.
13. A catcher can be substituted while running the bases after 2 outs. The last player to make an out will be inserted as pinch runner.
14. Teams will bat until 3 outs are recorded or 5 runs are scored. No more than 5 runs can be scored in an inning except in the 6th. The visiting team can score as many runs as possible until they have a 10 run lead. At that point, the ½ inning will be over and the home team can bat and have the opportunity to score 11 runs.
15. Stealing is permitted only after 2 outs are recorded in an inning. Stealing home is not permitted except on an overthrow to 3rd on an attempted steal. Runners can attempt to advance one additional base on an overthrow during a steal. If a subsequent overthrow occurs, the runner can again attempt to advance to the next base. Ex: Runner on 1st steals 2nd and the ball is overthrown into the outfield. The runner can attempt to go to 3rd. If the ball is then thrown to 3rd and another overthrow occurs, the runner can attempt to go home. If no play is attempted at 3rd, the runner cannot attempt to the next base. If there are runners

on 1st and 3rd and runner on 1st attempts steal of 2nd and the ball is overthrown to 2nd, the runner on 3rd cannot steal home. Runner cannot attempt a steal before the ball crosses home plate.

16. Runners can continue to advance as far as they choose on overthrows during a hit ball, until the play has stopped. If the ball leaves the playing field, the runners will be awarded 1 base.
17. If the catcher is interfered with, the runner to whom the catcher was attempting to make a play on will be called out.
18. If a catcher interferes with a hitter, it will be a dead ball and batter will be awarded 1st base. Runners can be advanced only if forced.
19. No pinch runners are permitted except for an injury or for a catcher with 2 outs. The last player to make an out will be inserted as pinch runner.
20. Only a manager can call a timeout and discuss a rules interpretation. Judgement calls cannot be discussed. No other coaches are permitted to call a timeout or discuss rule interpretation with umpires.
21. No more than 1 manager and 3 assistant coaches will be permitted in dugout.
22. A manager or coach is permitted 3 trips to the mound in any inning. Upon making the 3rd trip to the mound in an inning, the pitcher must be removed. Trips for injuries do not count toward the total for an inning.
23. Bunting is allowed.