

Sunnyvale Little League

Minors Division Rules

Last modified 2/24/17

1. Guidelines

- 1) The purpose of Little League Baseball at the Minors Division is to achieve the following:
 - a) Develop the concepts of team play and sportsmanship.
 - b) Develop the skills of all players to enable them to play at higher Little League levels.
 - c) Make it fun, so players will want to continue to play baseball.

- 2) To help achieve these goals Sunnyvale Little League will do the following:
 - a) Strive to provide experienced, enthusiastic managers and coaches who will place learning and development of players over winning or game scores.
 - b) Provide training and clinics to managers, coaches, and players.
 - c) Measure the success of this level by the improvement of the players over the course of the season; the excitement and enthusiasm of the players and their families; and the number of players who return to play at higher levels.
 - d) Standings will be kept in this division and players will be eligible to participate in Post-Season activities.

- 3) The Upper Division Player Agent will manage the Minors Division and:
 - a) Serves as the contact for managers to Sunnyvale Little League's board of directors.
 - b) Will address issues arising from players, managers, or parents that cannot be resolved at the manager level.
 - c) Will elevate issues to the President of Sunnyvale Little League, if cannot be resolved.

2. Team Formation

- 1) Players will attend a tryout organized by the player agent and evaluated by the managers.

- 2) Managers will draft their teams following the Draft Procedures approved by the board of directors.

3. Rules of Play

- 1) The regular season playing rules for this division are as described in the Official Regulations and Playing Rules of Little League Baseball for the current year.

2) The following options and additional rules shall be observed when games are played on a Sunnyvale Little League field (these rules may differ when playing on a field hosted by another league).

a) Rule 4.04, the option for continuous batting order, is observed in this division.

Players who arrive late must be added to the end of the batting order unless they arrive before their scheduled place in the batting order.

b) Section V(c), the option for pool players shall be implemented according to the Pool Player Procedures document. Managers are responsible for the requirements set forth in this document when using a pool player.

c) Mandatory Play Defense - No player may "Sit out" more than two innings per game on defense.

i) Note: To "Sit out" means being in the dugout during the half inning when the team is on defense. A player who arrives late while the team is on defense is not considered to sit out that half inning. Neither is a player who becomes ill or injured and removed from the field during that half inning.

ii) Managers must be diligent in assuring that they rotate the players on their roster that sit out two innings from game to game.

d) Rule 6.02(c) - NEW RULE (2017) After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.

Exceptions:

1. On a swing, slap, or check swing.
2. When forced out of the box by a pitch.
3. When the batter attempts a "drag bunt."
4. When the catcher does not catch the pitched ball.
5. When a play has been attempted.
6. When time has been called.
7. When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box.
8. On a three ball count pitch that is a strike that the batter thinks is a ball.

PENALTY: If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. Minor/Major Division: No pitch has to be thrown, the ball is dead, and no runners may advance.

NOTE: The batter may return their position in the batter's box and assume the new count at any time during the at-bat, unless such enforced penalty is the third strike.

Local League Option: Sunnyvale Little League will be introducing this new rule to the players at the start of the season. Umpires will give warnings, but no penalties will be given until after Spring Break. This will give players time to get used to the new rule.

4) Starting and Ending the Game

- 1) Prior to beginning a game, the plate umpire shall confirm the start time with both managers. The umpire shall announce the game start time after the first pitch. The official time of the games shall be kept by the plate umpire and the home scorekeeper shall mark down that start time as the official game start time.
- 2) During the Regular Season, no new inning shall begin more than 105 minutes after the start of the game. However, the current inning may continue as necessary, until concluded; so long as continued play is not impaired by darkness.
- 3) A new inning starts the moment the 3rd out is made or the five-run limit is reached completing the preceding inning.
- 4) The decision to suspend or call a game for safety reasons due to darkness or other unfavorable conditions shall be at the sole discretion of the plate umpire.
- 5) Should the umpire fail to suspend the game within this timeframe, it is not grounds for a protest.
- 6) "5-run rule": A team may score no more than five runs per half-inning, with the exception of the sixth inning, where both teams may score an unlimited number of runs.
- 7) "10-run rule": Rule 4.10(e) shall be observed in this division. If after four innings of play (3.5 innings if the home team leads) one team has a lead of ten or more runs, the manager of the team with the least runs shall concede the victory to the opponent.
- 8) The Infield Fly Rule shall be enforced in this Division beginning with the first game of the season
- 9) There is no "must slide" rule. Umpires will enforce Rule 7.08(a) (3), which states that "Any runner is out when the runner does not slide (feet first, except when returning to the base) or attempt to get around a fielder who has the ball and is waiting to make the tag."

10) Managers must keep pitch count logs for each game and are solely responsible for making sure pitch count limitations are not exceeded. Managers are also responsible for ensuring that pitchers receive the required days of rest outlined in the Little League rule book. Any violation of these rules shall result in disciplinary action for the manager.

5. Pre-Game & Post-Game Activities

- 1) The “Home” team shall occupy the 3rd base dugout, the “Visiting” team shall occupy the 1st base dugout.
- 2) The Home team shall have the field prepared 25 minute prior to the start of the game. This includes watering and dragging the field, painting the lines, and setting up bases.
- 3) The Visiting team shall have use of the infield/outfield for warm-up from 25 to 15 minutes prior to the start of the game.
- 4) The Home team shall have use of the infield/outfield for warm-up from 15 to 5 minutes prior to the start of the game.
- 5) The managers of both teams and the umpires shall meet at home plate to exchange line-ups and discuss ground rules 5 minutes prior to the start of the game.
- 6) The Visiting team shall break down the field at the end of the game when both teams are from Sunnyvale Little league. During interlock games, the Home team is responsible for breaking down the field as well.

If there is another game following, the batter’s box and pitching mound should be fixed and holes should be filled in. If you are the last game of the day, the bases should be removed, and the field should be watered (FIRST) and then dragged in addition to fixing the holes.

6. Ground Rules

- 1) Any batted fly ball adjudged to be within the playing field that is caught by a fielder whose momentum carries him into a Dead Ball Area is live, the batter is out and all runners may tag and advance at their own risk - (“Catch and Carry Rule”).
- 2) Any batted fly ball adjudged to be within the playing field that is caught by a fielder who falls into or within a Dead Ball Area is dead, the batter is out and all runners are awarded one base from their base at the time of the pitch.

- 3) Any batted fly ball adjudged to be over a Dead Ball Area and caught by a fielder still within the playing field is live, the batter is out and all runners may tag and advance at their own risk.
- 4) Any batted fly ball adjudged to be over a Dead Ball Area and caught by a fielder who is also in the Dead Ball Area shall be ruled "no catch," the ball is dead and no runner may advance.

6. Field Definition (applies to all fields)

- 1) The field is not fully enclosed.
- 2) There is a backstop, fence to the dugouts on the 1st and 3rd base sides and an outfield fence.
- 3) There are non-enclosed sides beyond the dugouts to the outfield fence.
- 4) The Dead Ball Area shall be defined as the area beyond an imaginary line extended along the front of the 1st or 3rd base dugouts to an intersection with the outfield fence.
- 5) The Bull Pen, or pitching warm-up area, shall be either of the following two locations.
 - a) Within the field of play at the farthest point from the infield where the outfield fence intersects the projection of the Dead Ball Area line.
 - b) Off the field of play provided they are visible to the managing staff of the team.
 1. The pitcher shall pitch away from the infield toward the outfield so that stray balls do not come into the field of play.
 2. A player with a glove and batting helmet shall be positioned facing the infield to protect the pitcher and catcher from errant batted and thrown balls.
 3. A coach or manager is allowed to be present to monitor the warm up.

Change Log

Change Date	Section Edited	Changed by	Change