

**STATESBORO-BULLOCH COUNTY PARKS AND RECREATION DEPARTMENT
MINOR BASEBALL RULES**

The Statesboro-Bulloch County Parks and Recreation Department offers this league for all boys age nine and ten. This handout contains only those rules specific to the Minor Baseball league.

These rules are divided into the following sections: Eligibility, Game/Field Provisions, Equipment, Conduct, Coaches Responsibilities, Participation and Game Rules, League Rankings.

Section A – Eligibility

1. The age of the participant on August 31st will determine which age division he will play in.
2. Age Classification for Minor Baseball is 10 & Under prior to September 1st of the current year.
3. A participant is allowed to compete in one age division.

Section B - GAME/FIELD PROVISIONS

1. A regulation game shall consist of six (6) innings or a one (1) hour and 15 minute time limit (75 minutes).
2. A game tied after regulation play will remain a tie
3. The score for a forfeited game shall be recorded as 7-0.
4. A game shall be considered complete with one team ahead after five (5) innings by eight (8) runs, four (4) innings by twelve (12) runs, or three (3) innings by fifteen (15) runs.
5. Line-ups shall be given to the official scorekeeper ten minutes prior to game time.
6. The home team sits on the first base side of the field. The home team is the team listed on the right side of the schedule.
7. Pitching Distance 46':
 - The Recreation Department will set up the pitching machine
 - Pitching machine speed will be set at 40 mph..
8. Base distance is sixty feet (60').
9. No infield practice will be allowed before or in between games.
10. A 5-foot line will be placed behind the back of the batters box and the ball must cross that line before runners can steal a base.

Section C - EQUIPMENT

1. The official bat shall be round, and made of wood, metal, or other material acceptable for batting as approved by rules governing play in the Georgia High School Association. Bats must not exceed thirty-three (33") in length, and two and one-quarter inches (2 1/4") in diameter. The bat must be measured by an official bat ring.

2. All players should be in full uniform issued by the Statesboro-Bulloch County Parks and Recreation Department. It includes a cap, team shirt, and the **gray** pants that are to be purchased by the participant.
3. Shoes are mandatory. Steel spikes are not allowed. Cleats are optional
4. No jewelry may be worn. Braces must be wrapped with an ace bandage.

Section D - CONDUCT

1. There will be no hollering or harassing the players on the opposing team by parents, spectators, managers, players, or coaches. The person(s) violating this rule shall be suspended from the following game. (This is determined by the judgment of the officials and/or the recreation field supervisor).
2. Any player throwing a bat, helmet, etc. will be warned the first time, and will be called out the second time. If the situation is flagrant, no warning may be granted and the player may be ejected (umpire's judgment). It is the responsibility of the coach to notify the players of this rule.
3. Any player, coach, or spectator acting in an unsportsmanlike manner, or in any way that could prove detrimental to the league players, umpires, staff, or spectators will be subject to disciplinary action by the Recreation Department.
4. **No use of any tobacco products is allowed on the premises of any Statesboro – Bulloch County Parks & Recreation Department Facility.**

Section E - COACHES RESPONSIBILITIES

1. Only certified coaches designated by the Recreation Department will be allowed in the dugout. Coaches shall not leave the dugout except to coach bases or confer (charged time conferences) with players or umpires. All persons entering the dugout shall be players or a designated & certified coach. Only head coaches shall confer with the umpire, and then for only one minute during a charged conference granted by the umpire. A coach or assistant coach may stand outside of the dugout to instruct the defensive team.
2. If a player does not play for disciplinary reasons, it is the responsibility of the coach to notify the Athletic Supervisor first, the field supervisor second, then the opposing coach and the umpire at the game. Coaches must notify the Recreation Department office in the event of an injury to any player, whether the accident occurs during practice or during a game.
3. Unless contacted by the Recreation Department, all teams must show up at the field for games. If halted by inclement weather, teams must stay until a staff person releases them. Contact the hotline at 489-2087 on game days for information regarding cancellations. Complete game is three (3) full innings or thirty-eight (38) minutes.
4. **There will be no intentionally hitting balls against any facility fencing.**

Section F - PARTICIPATION

1. It is recommended that each player should play at least three innings on defense per game, and recommended that all substitutes (who have not been in the game) enter the game at or before the fourth inning or after thirty (30) minutes of time has expired, whichever occurs first.
2. If any player does not play for disciplinary reasons or if she or he is unwilling or unable to play half of a

match, it is the responsibility of the coach to notify the field supervisor. Coaches not playing their players the required time will receive:

1st offense: Verbal warning

2nd offense: Written warning

3rd offense: Suspension of coaching duties

***Any confirmed violations may result in immediate dismissal.

3. **A team must start and finish with a minimum of seven players.**
4. All players present must be listed in the batting order and any ten (10) may play defense. If a player is late, he must be placed in the last space in the batting order. Free substitution on defense.
5. It is the parent's responsibility to get their child to practice and games or contact the coach. If a coach is not contacted, he/she may bench the players.
6. If a player has attended or missed practice with a valid excuse, he should play a minimum of three innings. If a player misses practice without a valid excuse, he may not start the next game and may not play more than three (3) innings on defense.

Section G - GAME RULES

1. All teams must use a catcher. Catchers must wear full protective equipment including mask, protective helmet, body protector, and shin guards (provided by the Recreation Department). **Protective cup in athletic supporter is mandatory (to be provided by the participant).**
2. All batters and baserunners must wear the helmet with the facemask attached unless in the dugout. If the helmet is removed, the player and both teams will be warned. The next helmet violation may result in an out. If the helmet falls off, there is no penalty, but a smaller helmet will be required before the next pitch.
3. The infield fly rule is not in effect.
4. Ten batters (10) or three outs (3) will constitute an inning. When the tenth batter comes to the plate, the official scorekeeper will tell the plate umpire, who will notify both teams. The inning will end by:
 - (1) When the tenth batter comes to the plate, this will be treated as if there are two outs.
 - (2) Any forced out or caught fly ball.
 - (3) The ball is in front of the runner closest to home plate so that no one can score.
 - (4) Retrieving the ball and touching home plate (on the tenth batter).
5. Each batter will be given six (6) pitches or three (3) strikes to put the ball in play. If a batter takes six (6) pitches or three (3) swings without putting the ball into play that batter will be out. A batter may continue to foul off the last pitch until he puts the ball in play or strikes out (includes taking a pitch).
6. Time will be granted under the following condition: The ball is in the possession of a player **inside the baseline** and no runner is advancing to the next base. You cannot yell "time" while standing with the ball in the outfield.
7. The judgement decisions by an umpire of any play shall not be protested. Protest on misinterpretation of the rules is allowed to the umpire-in-chief if accepted as valid by the Recreation Department. The protesting manager must inform the head umpire of the protest at the time the infraction occurs, and shall list the points of protest before the next live ball. He/she must then continue the game under protest. The protesting manager must file a written protest at the Recreation Department by 5:00 p.m. the next working day. It is the hope of the Recreation Department that all situations in question can be resolved at the field and dismissed.

8. If a batted ball hits the pitching machine or cord, the ball is dead and the batter is awarded first base and all other baserunners advance one base, if they are forced.
9. On a passed ball at first base, the runner may advance to 2nd at the risk of being thrown out.
 - (1) If NO attempt is made to get the runner out at 2nd base, he/she may not advance any further.
 - (2) If an attempt is made the runner can advance as far as he/she can.
10. Any player unable to bat due to illness or injury will not be called out. His position in the batting order will be skipped. (The player with the illness or injury must be verified by the field supervisor and the player's parents). Once a player is declared injured or ill, he will not be allowed to reenter the game. The last runner to make an out may replace an injured base runner.
11. Three strikes constitute an out, and a batter is not allowed to run if the catcher misses or drops the third strike.
12. **There will be no head first sliding.** The baserunner will automatically be called out. A player may dive back to a base if he/she has over run that base and is attempting to return to that base.
13. Base Stealing will be allowed with the following limitations:
 - A. The ball must pass the 5-foot line that is behind the batters box
 - B. A player cannot steal home
 - C. A base runner can steal only if the ball passes the catcher and then only one base advance is allowed.
 1. If a throw becomes an overthrow, the one-base advanced restriction still applies (ball is dead, no advance)
 - D. Runners must maintain contact with the base until the ball reaches or passes home plate (Penalty – out).
 - E. If a thrown ball hits the machine or umpire feeding the machine, each base runner is awarded one base.
14. A line shall be drawn in the infield at the same distance as the pitching distance. No infielder is allowed **in front of the restrictive line until after** the ball is delivered through the machine, outfielders remain in outfield grass area, and the pitcher must remain in the half circle.
Penalty:
 - A. The offense can choose to replay the pitch, or
 - B. The offense can choose to take the result of the play
15. There will be no intentional walks.

Section H – League Standings

1. League Standings will be determined by winning percentage.

Winning percentage is figured by wins/losses/ ties.

Win= 1 Point

Loss= 0 Point

Tie= .5 Point

The percentage is figured by Total Points divided by Total Games Played.

In the event of a tie in the league rankings the tie breaker will be head to head competition. If the

teams remain tied after head to head competition, the next tie breaker would head to head record against the next highest ranked team in the league. This will continue down through the ranks until a winner is determined. If the teams remain tied after the head to head records a coin flip will be used to determine the winner.

2. Season ending tournament will be seeded by league standings.