

# Bluffton Youth Sports



## Minor League Rules

1. All Dixie Youth rules will apply with the following exceptions and notations.
2. See attached pitch count rules or reference [www.blufftonyouthsports.com](http://www.blufftonyouthsports.com)
3. The first scheduled game of each day will have a 15-minute grace period; otherwise game time is forfeit time. 5:30 is game time. (Note: grace period **DOES** count towards time limit. The only exception will be at the fault of the umpire or field prep)
4. Each game shall have a 1 hr. and 30 min. time limit. No inning is started after this time limit has elapsed from the start of the game. Except in the case of a tie in which another inning may be played. No new inning in the first game will start after 7:15. Inning start time begins immediately after the third out of the previous inning. No new inning will be started after 9:30 p.m. on school nights, Monday – Thursday. Tie games and incomplete games will be made up at a later date if necessary.  
**Fall Ball Exception: Each game will have a total game time of 1 hour and 30 minutes. Once time has expired, the game is over. We do not keep score in the Fall, so this will not affect any standings.**
5. The home team will be the official scorekeeper.
6. The batter will be warned once for slinging the bat. The second time it occurs will result in the batter being called out.
6. If a team does not have enough players (9) to play a scheduled game due to a school function or a school holiday, the coach of this team must give 7 days notice in writing to Bluffton Youth Sports. Otherwise the game will result in a forfeit.
7. Minimum number of players for a regulation game is eight (8). Less than 8 will result in a forfeit. Any games played with only eight players will be reported to Bluffton Youth Sports to follow up with missing player's explanations. If a team plays with eight (8) players the ninth spot will be counted as an out.  
**(Fall Ball Exception: There will be no automatic outs during the Fall Season regardless of how many players a team has)**
8. Games shortened by reason of curfew, or acts of God before they have become regulation games shall be resumed at the point of termination. If both teams have batted four times or in the case of home team leading after three and a half innings, the game shall be considered a regulation game and will not be resumed.
9. All players on every team must play at least two (2) complete innings (6 outs) on

# Bluffton Youth Sports



defense. All players shall meet the requirements of this rule by the end of the 4<sup>th</sup> inning. A coach may be suspended by not complying with the player participation rule. Exception: Does not apply if game does not go four complete innings.

10. Catching Rule: A catcher may not block the plate before or during any play made at home plate. The catcher must remain behind or to the sides of home plate when trying to apply the tag.
11. Sliding Rules:
  - a. Home Plate Sliding: On any play at the plate, the base runner must slide into home. Any runner who “runs over” the catcher with no intent to slide will be called out, and could face further disciplinary actions by the league.
  - b. Head First Sliding: There is no head first sliding into any base, unless the runner is diving back towards the bag they just came from.
12. All teams will bat completely through the order regardless of how many players there are on each team. At the start of the game all players on each team roster will be listed in the starting offensive lineup and bat in this order until all have completed one turn at bat. Batting orders will not revert to the top 9 players.  
**Fall Ball Rule: Once a team has batted completely through their lineup in an inning, teams will switch sides even if 3 outs have not been achieved.**
13. Batting Participation Rule: A game cannot end until everyone in the batting lineup has batted at least once. In the event that the 15 run rule would come into effect before the losing teams’ players have all batted, there will be another inning played with the losing team batting first (regardless of whether they were the home team). The losing team must get the score below the 10 run threshold to continue play, otherwise, the game will be over after their at bat.
14. There will be a 10 batter maximum or 7 run maximum per half inning rule for the first 5 innings (which ever comes first). The final inning (6<sup>th</sup>) or extra innings of the game there will be no maximum batter rule.
  - a. Should the tenth batter of the inning comes to the plate, there will automatically be two outs in the official score book. Note – this does not end the inning if the defensive team already has 1 or 2 outs. If the batter walks or is hit by the pitch the runners will automatically advance two bases and the inning is complete.
15. Fall Ball Rule: **NO WALKS** during Kid Pitch Play. If a batter receives a ball 4 count, the **DEFENSIVE** team will have a coach pitch to this batter until said batter gets a hit, or the coach can **STRIKE OUT** the batter. The defensive coach **MUST** pitch from no closer than the front of the pitching mound (approximately 40 feet), and should mimic the speed in which the standard Minors pitcher speed throws. This is not coach pitch. The umpire/board member will have jurisdiction as to remove/replace a coach pitcher if they cannot follow these rules.

# Bluffton Youth Sports



16. Fall Ball Rule: No pitcher shall pitch more than 2 innings per game(4 innings in a day), and MAY NOT EXCEED 75 pitches in a day.
17. Fall Ball Machine Rule: Machine will be set at 46 feet from home plate, and 46mph. The defensive pitcher must wear a helmet with a mask and not be any closer to home plate than even with the machine until the ball crosses the plate, and must have at least one foot in the circle when the ball is pitched. The batter will receive up to 5 pitches, but balls and strikes will be called. You cannot walk in machine pitch, but can strike out once 3 strikes have occurred (swinging or otherwise). If the batter fouls off the 5<sup>th</sup> pitch, they will continue until they hit the ball, or let a ball pass.
18. 10 Run No Stealing Rule: Once a team is ahead by 10 or more runs, that team can no longer steal any bases until the run differential falls below the 10 run threshold again.
19. Free substitution – the local league allows for defensive changes to the line-up only. Players can be substituted into the defensive line-up at the beginning of each new inning.
20. Base runners cannot score from any base on a passed ball wild pitch, or ball in the dirt until after Spring Break.  
**Fall Ball Exception: Players may steal ONE base after the ball crosses home-plate in both Machine Pitch and Kid Pitch play. No advancement from overthrows from the catcher to throw out the runner stealing. There is no stealing of home during the Fall Ball Season unless it is on an overthrow back to the pitcher from the catcher. This also applies during Machine Pitch play.**
21. There are no intentional walks.
22. For 2018 Spring/Fall Season, 10 players will be allowed in the field. If playing 10 players, you must have 4 outfielders.
23. Any player, coach, or spectator that is removed from the game by an umpire or Bluffton Youth Sports Board Member will be suspended for the teams next scheduled game. A second offense may result in the coach, player or spectator being suspended indefinitely. The umpire has complete jurisdiction of the field until he has left the parking lot. All code of conduct rules will apply.
24. Pitching affidavits must be maintained for each and all games indicating player's name, league age, pitches thrown, and date. After the completed game each Coach must verify and sign opposing coach's affidavit. The pitching affidavit will be made available to and from each coach before, during and after game. Further, it is the winning team's responsibility to input the score and pitch counts for both teams onto the BYS website within 2 days of any game. In the event of a game that ends in a tie,

# Bluffton Youth Sports



the home team is responsible for entering the score and pitch counts for both teams onto the BYS Website. Dishonesty will not be tolerated in anyway. In the opinion of the Bluffton Youth Sports Board Members if an intentional violation occurs, such as but not limited to (1) a coach alters a pitching affidavit to gain a competitive advantage (2) a coach willfully signs an erroneous pitching affidavit to give a competitive advantage, one or both coaches will be suspended from participation of at least one but not more than three games for each offense. In the opinion of the Board Members if an intentional violation has occurred, the coach may be asked to resign or may not be offered the privilege of coaching in later years.

**Fall Ball Exception: Pitching affidavits and website entry do not have to be maintained during the Fall Ball Season, but you must adhere to the Fall Ball Pitching Rules.**

25. In order to qualify for all-stars a player must play in 12 complete games.