

2016 LOCAL RULES and REGULATIONS MINI-MINOR DIVISION EAST GREENBUSH-CASTLETON YOUTH BASEBALL LEAGUE

The Board of Directors would like to express its appreciation for the time and effort that volunteers such as you are providing to make this another successful season for over 400 players from our community. However, in the interest of organization and uniformity, it is necessary for the Board of Directors to insist that certain rules and regulations are followed. It is requested that all Umpires, Managers, and Coaches of all divisions read the current Official Regulations, Playing Rules and Policies of Little League Baseball.

The following are the local rules of the EAST GREENBUSH-CASTLETON YOUTH BASEBALL LEAGUE. These rules modify the Official Little League Rule Book during local play where applicable. All Managers are required to read and maintain a working knowledge of both these rules and the Official Regulations, Playing Rules and Policies of Little League Baseball.

If any difficulties arise, contact the Division Representative, 1st Vice President or Board Member on Duty for clarification.

FIELD DECORUM

The actions of players, managers, coaches, umpires and league officials must be above reproach. Players/managers and coaches should occupy the confines of the playing field and dugouts prior to and during the games.

MANAGERS

See "Duties and Responsibilities of the Little League Manager" as promulgated by the Board of Directors. We also suggest that you read Official Regulation XIV – Field Decorum and Official Playing Rule 4.06.

There is always someone responsible for each team. If a manager is absent, someone designated by the team manager is in charge. Players who are not playing are not allowed to leave the playing field or dugout without permission of either the team manager or the coaching staff and are not to create disturbances or "make fun" of other players. If you see misbehaving, correct that behavior responsibly. The managerial responsibility does not end when the game is over. It is requested that the managers do not allow their players to mob the refreshment stand. Each team is to be brought to the refreshment stand in an orderly manner. The Team Parent should place the total team order with someone behind the counter prior to the second-inning of the game. Managers should also request that parent(s) who need to see their child(ren) during the course of the game please come to the dugout area rather than call the child(ren) out of the playing field/dugout area. Except for the batter and the base runners, all players shall be in their dugouts when the team is at bat.

MISSION

Mini-Minor is an instructional division. Emphasis by all managers, coaches and parents shall be on teaching the fundamentals of baseball. Game scores and standings shall not be kept. No records of wins or losses for a team will be recorded. There will be no first place or championship.

Proper skill development shall be stressed at both practices and games. Teams are encouraged to make "the right play", and to "make the play the right way". Foot races to avoid making throws and stacking of infielders are not allowed. All players shall be given an opportunity to play all positions.

Although it is the responsibility of the parents/guardians to see that their child is at practices and games, it is the Manager's responsibility to make practices and games fun so kids want to attend.

LEAGUE AGE

Players of league age 5, 6, 7 (8 with Board of Directors permission). In order to play in the Mini-Minor Division at ages 5 or 6, the player must have previously played T-Ball.

League Age will be determined in accordance with Regulation IV (a) of the Official Regulations, Playing Rules and Policies of Little League Baseball. The Player Agent will certify all league ages.

GAME PLAY

The Home Team's manager will supply the game balls and hitting tee as given to them by the equipment manager at the beginning of the season.

An EGCYBL approved Manager, Coach or volunteer must be present at all EGCYBL practices and games.

It is the Manager's responsibility to control the actions of his/her coaches and ensure they are not distracting to the game or its players.

GAME TIMES, CANCELLATIONS, AND SUSPENSION OF PLAY

GAMES: All games will be played on Sundays unless rainout dates are required. Warm-up times are to be 10 minutes in length, starting 30 minutes before game time for the visitors and 20 minutes before game time for the home team.

The game's length will be determined by one of the following: (1) A minimum of 4 innings, (2) a maximum of 6 innings, or (3) end 11/2 hours from the start of the game. Managers and Coaches are strongly encouraged to keep their players moving into position as quickly as possible to allow for a speedier game.

In the interest of safety, warm-up time is not to consist of batting practice.

PROCEDURES FOR GAME CANCELLATIONS AND SUSPENSIONS: The cancellation of games due to darkness or rain will be called at the discretion of the Mini-Minor representative or in his/her absence, a Board Member, or by a consensus of the managers. Games may be canceled in cases of excessive heat or cold. If the Managers agree that the Castleton fields are not playable and no board representative is available to offer a decision, the Managers will be responsible for canceling the game and notifying the League Scheduler.

All games will be discontinued at the first sign of lightning and will not be continued until it has safely passed.

UMPIRING

Managers and coaches may be used as umpires

PLAYING TIME

DEFENSIVE: The positions will be the same as those in the upper divisions. Extra players shall be evenly distributed, but not placed directly on a base. A manager, coach or other adult appointed by the manager will pitch to his/her team when at bat. Under no circumstances shall the players pitch. **Adult pitchers are required to pitch from a kneeling position in order to give the batter a realistic representation of a child player pitching.** Each player is **limited to 5 fair pitches**, should the player not put the ball into play off of the coach pitches, the hitting tee shall be brought out to speed play. **There will be no strikeouts.**

In the case of a hit ball where the adult pitcher deliberately interferes in the chance of a fielder, the ball shall be ruled dead, all runners advancing on the play are to be sent back to the base previously occupied, and the adult pitcher ejected from the game.

OFFENSIVE: This division utilizes a continuous batting order.

If a player hits a ball that stays in the infield, he/she is allowed one (1) base, if an out is not made on the player. If a ball is hit past the infield into the outfield, a player can advance at his/her risk.

Players must attend 75 percent of all scheduled practices to qualify for minimum playing time. If a Manager feels that a player is not going to make these requirements, he must immediately contact the Division Representative before failing to comply with the full game requirements. All Managers are required to maintain practice (attendance) logs, which will be required for reference by the Division Representative should a Manager request an exception from the minimum play rules as outlined above.

GENERAL PLAYING RULES Prior to the start of the game, both Managers will meet at home plate and review the ground rules..

Teams will exchange batting orders before the game noting each player's first and last name and uniform number.

Managers must account for each player on the roster at game time. Players absent from the game shall be so designated. A player unable to play, but present, shall be so designated with the reason given for inability to play, such as injury, illness, disciplinary action (which must be approved by the Board of Directors), etc. If a player is present and will not be entered into the game, the Manager must notify the opposing Team Manager of the reason prior to the start of the game. Players shall not be disciplined for their lack of baseball ability. Once in the batting order, a player may be removed only for injury, illness, or disciplinary reasons and the opposing manager notified of the reason for the removal. If a player is removed for disciplinary reasons, the Mini-Minor representative must be notified immediately.

Two adult base coaches are allowed for the offensive team with up to three field coaches for the defensive team. A coach may be placed behind the plate to expedite the game.

All players must:

- wear a full uniform in orderly fashion during games
- wear Little League approved face mask equipped helmets when batting, running the bases, coaching a base or warming up to pitch between innings
- wear a protective cup and supporter, and complete catching gear (including throat protector) when catching both in games and during practices

Infield Fly: Will not be enforced

Bunting: Will not be allowed

Stealing: Will not be allowed

Walks: Will not be allowed

Dead Ball: Base runners may not advance on a return throw from the catcher to the pitcher. The ball is deemed dead whether the pitcher controls the ball or not, and runners not already in motion may not advance (no delayed steal). A ball put into play is a live ball until controlled by the pitcher (or other fielder) on the mound.

Catching: At least two (2) catchers must be used in a game. There is a three (3) inning maximum per catcher.

Base Running: INTERFERENCE – referring to the Official Playing Rules “In the judgment of the umpire, the base coach at third base, or first base, by touching or holding the runner, physically assists the runner in returning to or leaving third base or first base”. PENALTY = runner is out and the ball is dead. A runner is also ruled out if s/he interferes with a fielder in the act of making a play on the ball. [Managers and Coaches should work to teach their players to clear the base paths and bags when they are not making a play on the ball. This is a common situation, which results in the potential for collisions and interference by the fielder.]

Batting: The offensive side is retired when all batters have batted in the inning. Batters / Base runners who make an out must leave the base. There is no unlimited run innings in Mini Minor. Game scores and standings shall not be kept.

Defense: Defense will consist of ten (10) players with four (4) outfielders that must be positioned at least five (5) feet beyond the infield dirt. Additional outfielders are allowed to avoid kids sitting in the dugout but no more than six (6) infielders are allowed.

A runner is out when:

- (1) the runner slides headfirst while moving forward (Note: Applies ONLY when advancing to a base. Does not apply when returning to a base from a rundown or pickoff situation);
- (2) running more than three feet away from a direct line between bases to avoid being tagged, unless such action is to avoid interference with a fielder fielding a batted ball; or
- (3) after touching first base the runner leaves the baseline, obviously abandoning all effort to touch the next base; or
- (4) the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag.

Sliding feet first into first base is permitted, but strongly discouraged.

In case of injury to a base runner, the player making the last out shall become the base runner until either he/she scores, is put out, or the side is retired, and at that time, he/she will revert to his/her normal position in the batting order.

FIELD OF PLAY

The following are prohibited from all fields and dugouts: on-deck batters, bat weights; bat boys/girls; non-game personnel including siblings and family members of players (only Managers, Coaches, players, umpires, and board members are allowed as may be necessary from time to time). Players are not to eat while on the field or in the dugout. Players are not to leave field of play / dugout without the permission of the Team Manager or coaching staff. Players may be removed from the dugout and forfeit playing time if s/he is found to be creating a disturbance with the approval of the Board Member on Duty.

INJURIES

In ALL cases of injury, the welfare of the player is of primary importance. Umpires and Managers will decide if a game needs to be stopped in the case of an injury to a player. Under no circumstances will play begin until the injured player is removed from the field or judged well enough to remain in the game. The name of the injured player is to be reported by the Manager to the Division Representative within 24 hours. The Division Representative will then contact the Safety Officer for the appropriate paperwork and course of action. All Managers are urged to carry cold packs in their equipment bags at all times. (Note: Cold packs should not be fastened to one spot and should not be allowed to remain in any one position for an extended length of time to avoid frostbite. Do not place chemical cold packs on the facial area).

If a player requires emergency treatment, hospitals will not act in the absence of a parent, legal guardian or without a proper consent form. Hence, parental consent forms must be completed prior to the start of the season; managers should hold in their possession copies of the medical release forms for each player on the team at practices and games.

In cases of injury to a player that cause the player to miss two (2) or more games, the Manager will notify the Player Agent and Safety Officer of the injured player's name and the number of games that the player will be missing due to injury immediately upon this realization. If a Manager has an injured player fails to meet the above criteria the Board of Directors will impose disciplinary actions on that Manager.

No player who misses seven (7) consecutive days of games or practices due to injury may resume playing without a medical release from the player's doctor being filed with the Safety Officer.

VOLUNTEERS

Since the safety and the welfare of the kids is of utmost importance, all Managers, Coaches, and Volunteers are required to undergo background checks prior to the start of organized league activities. Managers shall complete a Volunteer List and submit it to the Division Representative who will then ensure that all named volunteers have had a background check completed by the League and will return the form to the Manager. Any Manager/Coach/Volunteer not listed on the form is prohibited from helping and it is the Manager's responsibility to ensure they do not participate in activities with the kids. An infraction by the Manager will result in referral to the Grievance Committee and repeat offenses may lead to possible Board action, including but not limited to game suspensions for the Manager.

If any member of EGCYBL has any problems or difficulties on any matters, relate them to any member of the board whose names and numbers are available at the concession stand. Please report any problems within 24 hours of the incident.

The EGCYBL Board of Directors reserves the right to change or modify rules during the season as deemed appropriate and necessary.

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