

MINOR LEAGUE RULES AND REGULATIONS

Revised 2/2004

Revised 2/2009

Revised 5/2010

A. Draft:

1. Player roster cannot exceed thirteen (13) players. Any player signing after the draft will be placed on a team according to which team is in need of players in order to even the number of players on all teams. If two or more teams are in need of players, assignment of players will be according to the order of the draft. When all teams have an even number of players and new players sign after the draft, players will be assigned to teams according to which team has the next draft pick in that age group.
2. Teams to draft according to league standings of prior season. Example: Team finishing last drafts first, etc. Beginning with the February meeting of the previous year, each team must have a representative present for all monthly league meetings. The attendance sheet signed at each meeting will verify this. If a team misses three meetings, the team will drop down one position in the draft. If six meetings are missed, the team will lose their first round draft pick. If nine meetings are missed, the team will lose its first and second round draft picks. If all meetings are missed, the team will lose their first, second, and third round picks. The purpose of this by-law is not to penalize but to encourage participation in the running of the league and sharing responsibility for organizing and operation.
A team will not be penalized if the team is in a transition period of assigning a new head coach or manager.
3. The draft will be conducted by age groups. Teams will attempt to be balanced by the number of players in each age group in the draft and returning players. Teams maybe skipped in certain rounds of the draft if other teams need to catch up (balance rosters).
4. If a player is an automatic draft pick, i.e. coach's son/daughter or sibling, that player will be rated by an independent group to determine what round in the draft the player would have been picked if they were not an automatic. The team would use that rounds pick on the automatic.
5. ETJ Boosters will accept any players for assignment to teams until May 31 of the regular season. After May 31, any players requesting to join the league will only be assigned to teams after the Commissioner and two other league officials determine eligibility and specific reasons as to why the player is currently interested in joining the league. This regulation is specifically part of the ETJ bylaws to insure no team is

taking advantage of introducing a new player that would automatically be assigned to their team which would immediately impact that team in a positive way.

B. Playing Rules:

1. Official Little League Playing Rules will be used if not included in these rules.
2. Only seven, eight and nine year olds may play in the ETJ minor League. They must be seven by May 1 and cannot attain the age of ten before May 1.
3. Game times will start according to the published schedule. A 15-minute grace period will be allowed.
4. Everyone on the roster that is present will have a place in the batting order. The team with the least amount of players dictates the number of at bats potentially per inning unless three (3) outs are obtained prior to going through the entire batting order. For example: Team A with 9 players versus Team B with 12 players. During any given inning the most at bats per team would be nine. Team B would begin the next inning with Player No. 10 leading off and so on.
5. No more than ten players will be on the field at a time. The rover must play on the outfield grass until the ball is hit.
6. Everyone must play two consecutive innings in the field by the end of a regulation game in addition to a minimum of one plate appearance.
7. Protective helmets with face masks must be worn while batting and running the bases.
8. Home team will occupy first base dugout.
9. The game may start with a team fielding only eight players. Player showing up late must still play unless more than three innings have been played. Players showing up late will go in the last place in the batting order. A team fielding eight players will receive an automatic out for the ninth batting position. A forfeit will result if the team is only capable of fielding seven players.
10. A. Home teams are responsible for setting up score pad and PA system for each game.
B. If the groundskeepers are not available, both teams are responsible for lining the field and putting the bases on the field. Both teams are also responsible for preparing the field for play after inclement weather. On Thursdays, both teams should empty the garbage to the dumpster.
11. Game balls are to be supplied by the Home team.
12. Only Official Little League bats are to be used.
13. Bunting is allowed.
14. Only 1 inning is completed when there has been a combination of 3 outs by one team and/or all players have batted once that are on the batting order. See number 4 above.
15. Each regulations game will be five (5) innings long. Three and one-half (3 ½) innings will be a complete game. If the home team is ahead by 12

runs after 3 innings or 10 runs after 4 innings, the umpire will declare the game complete. If the visiting team is ahead, the inning must be completed.

16. A. There will be stealing (except home), but no leading off base. Runners cannot leave base until the ball is past the front of the plate. Runner can advance on a wild pitch or passed ball (except home). The runner may advance to home during the course of a play other than a wild pitch or passed ball. If a pitched ball hits a batter, the batter goes to first. A runner may advance to home plate during the course of a play other than a wild pitch or passed ball once the batter has put the ball into play. Ball four or a hit batter constitutes a dead-ball. No base-runners may advance.
B. If 3 batters are hit by the same pitcher in single game the pitcher must be replaced.
17. Home team is the official scorebook.
18. A. Headfirst slides are not permitted when advancing to the next base. A player that performs a headfirst slide when advancing to the next base will be automatically called out with the play resulting in a deadball situation.
B. Headfirst slides are permitted when a player has overrun a base and is attempting to get back to the base.
C. A legfirst or headfirst slide into first base is prohibited resulting in an out and a deadball situation.
19. The umpire on the first offense will warn a batter that throws a bat. For the second offense and subsequent offenses during the same game, the batter will be called out.
20. The pitching rubber will be placed four (4) feet from the regulation distance of 46 feet, or 42 feet for the ETJ Minor League. The point of home plate toward the catcher, is the place of reference for measuring the 42 feet. Home team Manager and/or representative from umpiring crew responsible for insuring pitching rubber is properly distanced from home plate.
21. Seven (7), eight (8) and nine (9) year olds will be pitched to by a player from the opposing team.
22. A walk will be awarded for four (4) balls that miss the strike zone for nine (9) year olds.
23. Coaches will pitch to 7 & 8 year olds after ball 4. The count will stand (ball and strike) and the player gets as many swings as the strike count allows. (Count 3 and 1, player gets two swings). Strikes not swung at will be called by the home plate umpire. A batted ball hitting the coach pitching will be considered a live ball. All other plays involving the coach will be considered interference. Coach must pitch from the rubber. Pitcher must stay in the circle of the mound.
24. There is no infield fly rule for the ETJ Minor League.
25. Game times for doubleheaders will begin at 5:00 p.m. for a designated field. The second game for that same field will begin at 6:45 p.m. When

only one game is scheduled to be played, that game will start according to the published schedule. Rainouts can force a scheduling change to make up lost games. If only one game is scheduled, its starting time may be changed to accommodate a rainout make-up.

26. For the 5:00 p.m. game, no new half innings will start after 6:30 p.m. (15 minute buffer to insure second game begins as close to scheduled start time as possible) after June 1. The decision to delay or call a game to weather conditions or darkness will be up to the umpire in consultation with the coaches. If an agreement cannot be reached, a league official will make the decision.
27. Seven (7), eight (8) and nine (9) year olds may pitch no more than six (6) innings a week. One ball pitched designates an inning pitched and requires one day's rest. If a player pitches more than 3 innings in a game, three (3) days' rest is required. Once a pitcher has been removed from the game, they cannot return to that position. A week runs Sunday to Saturday.
28. It is mandatory for all catchers to wear genital protection.
29. League standings as of June 13, will determine All-Star Coaches. The Manager in first place will have first selection of which age group they would like to coach. The second place Manager would have the next choice, Etc. Managers have the right to defer management responsibilities to assistant coaches after age group tournament selected.

C. Rainout Games:

1. Managers will decide if the field is playable. If the Manager's cannot agree, the Head Umpire or League official will decide.
2. The Managers will coordinate with the Commissioner about times and dates for rainout make-ups. The next available open will be used.
3. The games will be called off at the field; players must show up, unless the coaches agree in advance.

D. Score:

1. Scores at the end of the game are to be reported to the Tribune Democrat (814 -532-5080) by the winning manager. Phone number is posted in Concession stand.

E. Field:

1. Both fields should be dragged after each game by the team having the concession stand that week.