

MCMINNVILLE PARKS AND RECREATION DEPARTMENT
YOUTH BASEBALL RULES—ROOKIES

- 1.) **PITCHING RULES**
 - a.) Rookie: 35 pitches or 3 innings, whichever comes first, per game per pitcher. Pitcher may pitch in maximum of two games per week. Team scorekeepers will keep track of pitch counts. Pitcher once having reached pitch count limit may finish the batter.
 - b.) Pitching from 35 feet with Starr-1 Safety Ball.
 - c.) Once removed, a pitcher may not pitch again in the same game.
 - d.) Innings pitched in games declared 'no contest' or 'suspended' shall be charged against pitcher's eligibility for that week.
 - e.) **PITCHING: 3 PLAYER PITCHES PER BATTER ONLY.** If the batter does not hit a fair ball on the 3 player pitches, after the 3rd pitch a coach will pitch from on or just in front of the pitcher's plate so that the batter may put the ball in play. The batter is out if they do not hit a fair ball on 4 coach pitches (foul balls do not count as a pitch). Batters **cannot bunt a pitch from the coach.** No advance to first base on a passed third strike. No infield fly rule.
- 2.) **BATTING LINEUP WILL BAT THE ENTIRE ROSTER**
 - a.) Teams will bat all players in attendance. Batters leaving after start of game for whatever reason shall not be declared out. Their spot in order will be passed but coaches must contact both scorekeepers.
 - b.) Batting roster allows inning-by-inning defensive position change, with 2-inning minimum field play.
- 3.) **NO STOLEN BASES.** Baserunners can advance only on batted ball or hit batsman. Baserunners cannot leave their base until the pitched ball reaches the plate.
- 4.) **NO SCORING FROM THIRD BASE ON PASS BALL.**

Errant throws back to the pitcher do **not** constitute a 'live' ball situation. Baserunners cannot advance, and will be sent back regardless of what transpires after such an errant throw.
- 5.) A pitched ball which hits the ground before hitting the batter does constitute a hit batsman.
- 6.) Four run limit per inning, including final inning. Inning ends after 4 runs or 3 outs.
- 7.) Teams will field 10 defensive players - pitcher, catcher, 4 infielders, and 4 outfielders. Outfielders must be 10 feet behind the direct baseline between 1st and 2nd base, and 2nd and 3rd base until the ball is put in play. Teams must have eight legal rostered players to begin a game and may finish with seven.
- 8.) Coaches will act as umpires. Games are complete after 5 innings or time limit. Time limit - No inning will begin after one hour and 45 minutes from start of game. One defensive coach will be allowed in the outfield when teams are on defense.
- 9.) Metal spikes are not allowed.
- 10.) RAINOUT NUMBER: 503-434-7310, after 4:00 pm on questionable days. Online: <http://www.mcminnvilleoregon.gov/parksrec/page/sports-rain-outinclement-weather-information>

MCMINNVILLE PARKS & RECREATION DEPARTMENT

YOUTH BASEBALL RULES—MINOR LEAGUE

1. **Pitch-count limits:**

- Minors: 45 pitches per game per pitcher. A pitcher may pitch in maximum of two games per week. Team scorekeepers will keep track of pitch counts. The pitcher once having reached pitch count limit may finish the batter. Foul balls count as pitches.
2. Once a player is removed from pitching they may not pitch again in that game.
 3. Any player on your roster may pitch regardless of grade.
 4. Managers or coaches may make one visit to the pitcher per inning. The second trip requires removal of the pitcher. Team meetings during a time-out will constitute a visit to the pitcher. Managers or coaches may meet with the catcher and pitcher and do so at the foul line, not at the pitcher's mound. One defensive coach can be in the outfield grass.
 5. Head first slides are not allowed. The first head-first slide draws a team warning and the second draws an out. No player will be ejected from the game for this violation.
 6. Minors will play six innings with a 4 run limit each inning, including the final. If an inning cannot be completed due to weather or darkness, the final score will revert back to last completed inning. Stalling as a game tactic may cause forfeiture. Minors have an hour and 45 minute time limit – no new inning will begin after an hour and 45 minutes from the start of the game.
 7. There is no appeal play. If, for example, a base runner misses a base, and if the umpire sees it, the runner will be called out once the ball is dead. There is no appeal. If the umpire does not see the missed base, it is not an out. There still is no appeal.
 8. Minors baseball baserunners cannot steal bases. They advance only by a ball put in play by the batter or a hit batsman. Baserunners cannot leave their base until the pitched ball reaches the plate. Leaving early means runner must return to the base unless the ball is put in play, in which case the errant runner will be called out.
 9. Batters can strike out but will not walk. After "ball four", a coach will pitch overhand from on, or just in front of, the pitcher's plate so the batter can put the ball in play. The batter assumes the number of strikes with the coach-pitch. Batters cannot bunt from the coach-pitch.
 10. A base runner who runs through first base and does not make an attempt to turn and run toward second base will not be declared out if he turns in toward the field when returning to first base. In the umpire's judgment, an aggressive effort to second must be made in order to declare the base runner live.
 11. A base runner **must** attempt to avoid a collision with any defensive baseman or catcher. **The must slide rule is actually a must avoid collision rule.** Any attempt to jar the ball loose from a defensive player is an automatic out and may result in an ejection. This is not applicable in a standard yet hard feet first slide. Defensive

players MUST allow access to bases and home plate unless they have the ball in their possession.

12. Teams must exchange batting orders prior to the game. Each team will bat all their players in attendance. If any player should leave for whatever reason before the game is over, that batting spot will be skipped over and not declared an out. It is the manager's obligation to notify the opposing manager or scorekeeper about this change. Inquiries regarding batting orders accomplish more if done before the batter in question steps in.
13. Teams will field 10 defensive players - pitcher, catcher, 4 infielders, and 4 outfielders (outfielders must be in the grass until the pitch is made). Teams must have eight legal rostered players to begin a game and may finish with seven.
14. The Pitcher may not wear batting gloves of any kind, nor have them dangling from their back pocket while on the mound. Light colored or white undershirts are also not allowed for pitcher. White mitts are not allowed.
15. Infield fly rule is in effect. Umpires should call out: "Infield fly rule, the batter is out." Runners may advance at their own risk.
16. Balks will not be called since baserunners cannot leave the base until the ball reaches home plate.
17. All bats supplied by the McMinnville Parks and Recreation Department will be considered legal bats. Players may bring their own regardless of size and weight but must be labeled as BPF 1.15 or less, or have the USA baseball mark. An umpire may judge if a bat is illegal and that bat will not be allowed.
18. Metal spikes are not allowed
19. Please have your players pick up trash and extra equipment in the dugouts after each game.
20. Rainouts are not determined before 4:00 pm. Please call the information line at 503-434-7368 after 4:00 pm, or online at:
<http://www.mcminnvilleoregon.gov/parksrec/page/sports-rain-outinclement-weather-information>

MCMINNVILLE PARKS & RECREATION DEPARTMENT

YOUTH BASEBALL RULES—MAJOR LEAGUE

1. **Pitch-count limits:**

- Majors: 55 pitches per game per pitcher. A pitcher may pitch in maximum of two games per week. Team scorekeepers will keep track of pitch counts. The pitcher once having reached pitch count limit may finish the batter. Foul balls count as pitches.
2. Once a player is removed from pitching they may not pitch again in that game.
 3. Any player on your roster may pitch regardless of grade.
 4. Managers or coaches may make one visit to the pitcher per inning. The second trip requires removal of the pitcher. Team meetings during a time-out will constitute a visit to the pitcher. Managers or coaches may meet with the catcher and pitcher and do so at **the foul line, not at the pitcher's mound.**
 5. Head-first slides are not allowed **except** when returning to a base during a pick-off attempt. The first head-first slide draws a team warning and the second draws an out. No player will be ejected from the game for this violation.
 6. The ten-run rule is in effect after the 4th inning for Majors. The ten-run rule constitutes the end of the game and play will not continue even if agreed upon by opposing managers. Majors will play six innings with a 6 run limit each inning, including the final. If an inning cannot be completed due to weather or darkness, the final score will revert back to last completed inning. Stalling as a game tactic may cause forfeiture. Majors have an hour and 45 minute time limit – no new inning will begin after an hour and 45 minutes from the start of the game.
 7. There is no appeal play. If, for example, a base runner misses a base, and if the umpire sees it, the runner will be called out once the ball is dead. There is no appeal. If the umpire does not see the missed base, it is not an out. There still is no appeal.
 8. Baserunners may leave the base only when the pitched ball leaves the pitcher's hand (no leading off). Baserunners can steal or advance on any pitch or pass ball. This also includes advancing to home.
 9. Batter cannot advance to first on a dropped third strike. The batter is out on strike three, but ball is live and baserunners can advance at their own peril.
 10. A base runner who runs through first base and does not make an attempt to turn and run toward second base will not be declared out if he turns in toward the field when returning to first base. In the umpire's judgment, an aggressive effort to second must be made in order to declare the base runner live.
 11. A base runner **must** attempt to avoid a collision with any defensive baseman or catcher. **The must slide rule is actually a must avoid collision rule.** Any attempt to jar the ball loose from a defensive player is an automatic out and may result in an ejection. This is not applicable in a standard yet hard feet first slide. Defensive players **MUST** allow access to bases and home plate unless they have the ball in their possession.
 12. Teams must exchange batting orders prior to the game. Each team will bat all their players in attendance. If any player should leave for whatever reason before

the game is over, that batting spot will be skipped over and not declared an out. It is the manager's obligation to notify the opposing manager or scorekeeper about this change. Inquiries regarding batting orders accomplish more if done before the batter in question steps in.

13. Teams must have eight legal rostered players to begin a game and may finish with seven.
14. The Pitcher may not wear batting gloves of any kind, nor have them dangling from their back pocket while on the mound. Light colored or white undershirts are also not allowed for pitcher. White mitts are not allowed.
15. Infield fly rule is in effect. Umpires should call out: "Infield fly rule, the batter is out." Runners may advance at their own risk.
16. Balk rules are basically 'illegal attempts to deceive' the batter. A balk will be called if:
 - a.) the pitcher makes any motion associated with the pitch and fails to make such a delivery;
 - b.) the pitcher feints a throw to any base while touching the pitching rubber;
 - c.) the pitcher delivers the ball to the batter without facing the batter, or not touching the pitching rubber;
 - d.) the pitcher stands on or is astride the pitching rubber without the ball or while off the rubber feints a pitch;
 - e.) the pitcher, while on the rubber, drops the ball;
 - f.) the pitcher in the stretch position does not come to a complete stop before making the pitch.
17. The penalty for a balk with runners on base is a called "ball" to the batter. If no runners are on base, it is declared no pitch (no penalty).
18. Pitchers may disengage the rubber after taking signs but may not step quickly onto the rubber and pitch. This will be judged a 'quick pitch' and an illegal pitch (called "ball" to batter, regardless of baserunners).
19. All bats supplied by the McMinnville Parks and Recreation Department will be considered legal bats. Players may bring their own regardless of size and weight but must be labeled as BPF 1.15 or less, or have the USA Baseball mark. An umpire may judge if a bat is illegal and that bat will not be allowed.
20. Metal spikes are not allowed.
21. Please have your players pick up trash and extra equipment in the dugouts after each game.
22. Rainouts are not determined before 4:00 pm. Please call the information line at 503-434-7368 after 4:00 pm, or online at:
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