

## Minors Rules

*Last Updated: 01/15/2026*

### Games

1. Games shall consist of 6 innings unless one team is ahead by 15 runs after 4 innings or 10 runs after 5 innings at which point the game will be called. No new innings shall start after 1:45 into the game, however, if an inning is started, it must be completed (finish inning). If after 2-hour time limit is met and the game has not met the inning requirement, the game shall end regardless of innings played and be considered a complete game.
2. During the regular season, games can end in a tie. Tournament games must have a winner - NO ties. If a game is called for any reason (weather, daylight, etc.) in the top of an inning or during the bottom half of an inning in which the home team does not have the lead, the game will revert to the last full inning played and that inning ending score. 4 innings played will be considered a complete game. (3.5 innings where the home team is ahead counts as 4 full innings.) Tournament games started, but called due to weather, daylight, etc. prior to meeting complete game standards outlined above must resume from the exact point the game was called to have a winner no matter of the time.
3. 3 outs per inning or 6 run limit per inning, with the last inning and beyond being unlimited runs provided that each team has access to an unlimited run inning. Only inning 4 and up can be unlimited.
4. Suspended games will resume from the point of suspension. The reconvened game shall hold to the same batting order. If a player that was missing in the original game shows for the reconvened game, he/she shall be added to the bottom of the batting order. If a player from the original game cannot make the reconvened game the batting order shall adjust accordingly. (Ex: if the number 6 batter is missing, then the number 7 batter now becomes the number 6 and so on and so forth).
5. No jewelry is to be worn by any player during a game.
6. No mirrored sunglasses or all white sleeves are allowed to be worn by pitchers during games.
7. Catchers are required to wear a cup. If a catcher is found to not be wearing one, the coach will be ejected from the game and the catcher can no longer catch that game.
8. All players moving up from coach pitch to minors will have to enter the draft.
9. Game start time shall be written in the home teams score book and be the official time. If the time was found to have not been documented, then the scheduled start time shall serve as the documented start time.
10. Metal cleats are prohibited.
11. Limit of 3 time-outs for "MOUND TRIPS" by coaching staff including "INFIELD MEETINGS". Third trip should be to replace pitcher. Visits per pitcher should be limited to no more than 2 minutes per visit.
12. ALL games need **RESCHEDULED** within 7 days of the canceled game's original scheduled date.

### **Batting**

1. Wood bats or USA Baseball bats (up to 2 5/8") are approved for use in league play.
  - a. Bats will be lined up along respective dugouts prior to start of game for inspection by opposing coach prior to meeting at the plate. Umpire will have final determination on bat eligibility.
  - b. If a batter is caught at any time in the field of play with an illegal bat, the batter is out. If happens more than once, the game is forfeited by the offending team. If an illegal bat is determined after a play is completed but before the next batter, all runners will revert to original positions prior to at bat and batter is out.
2. A continuous batting order will be followed.
3. If a team bats a player out of order, and it is caught after the first pitch and during that inning, an out must be taken for that batter.
4. If, in the umpire's judgement, a batter throws a bat, a team warning will be given to his team. If, after the warning has been given, any player on the team that received the warning does it again, the batter will be called out and no runners may advance. Each team will be given a warning and it should be noted in the home team scorebook.
5. All players must remain in the dugout or on the bench with a fence over-head except for the on-deck batter. Unless otherwise stated by your league, all on deck batters must be either out of play or behind the batter's back.
6. Bat boys need to be off the field and wearing a helmet until time is called
7. Bunting is allowed, but no slug bunting.
8. Drop third strike in **NOT** in effect, however a caught foul tipped 3<sup>rd</sup> strike will result in batter being out.
9. Batters may not wear chrome helmets.

### **Fielding**

1. Infield fly rule is in effect (There must be less than two outs with runners on 1st and 2nd or bases loaded. It is the umpire's decision as to if a player made a reasonable attempt to catch the ball)
2. Each team needs 8 players minimum to start game. A team starting with 8 players will receive one out at every at bat for the 9th missing player. If for a reason a team drops below 8 players during the game, that team will take two outs. The second out will come where the lost player would have batted.
3. If a team needs to call a player up the called-up player cannot start over a regular member of the team, and they cannot be used as a pitcher. Teams can only call up enough players to field a 10-man roster.
4. Every player will get to play two defensive innings per game. (Based off a 6-inning game)
5. The umpire will determine if a field is in playable condition. If the umpire determines that the field is not in a playable condition the home team will forfeit that game. (Weather Occurring During Commutes is not Enforceable)
6. Teams may only field 9 defensive players. If both teams have at least 10 players, then 4 outfielders are permitted.

## Running

1. There are no lead offs.
2. There is no stealing until the ball crosses the home plate. Any player found, by the umpire, leaving early will be directed back to the base they departed. 1 team warning will be given, then everyone is out who leaves early. If the umpire does not see it, they can not call it. Base umpires are recommended to help with this situation.
3. Players must slide into home for any "play at the plate" at the umpire's discretion, including ALL stealing of home. The umpire can rule a runner is out if they do not slide. ALL players MUST slide at home on the advancement from 3rd base to home on a "PASS BALL" and any other time the umpire thinks they should have ("PLAY AT PLATE").
4. No head 1st sliding unless player is going back to base. If caught by umpire the base runner will be called out.
5. Bases are to be 60 feet apart.
6. No appeals are allowed for runners missing a base or tagging on a fly ball. If seen by the umpire, the runner will be called out after the play has been completed.
7. Once pitcher is on the rubber with the ball, players must revert to previous base unless in the process of stealing (or under the umpire's discretion). If player makes movement back toward previous base than player must go back. **NO DANCING or "lead-off" stalemates lasting longer than 5 seconds to attempt to get fielder to make throw. PLAY IS OVER, and runner must return to bag.**
8. Pinch runners are allowed only for injury or, if two outs have occurred, for the catcher. The pinch runner will be the player who had the last out.
9. Unless in cases where an overthrown pitch occurred, any runner that takes a step back toward the base they just achieved must immediately go back to that base.
10. Safety bases are **required** to be used. First base fielder and runner may use either base to make play. In most situations the runner should utilize the "outside", orange portion and the fielder uses "inside", white portion to avoid unnecessary collisions/contact.
11. If a player/batter is awarded a "base-on-balls", **the player is only allowed the one base (first base) until next pitch to new batter. No "immediate" steals to second base.**

**Pitching**

1. The mound should be 46.5 feet. (NO mound, portable or otherwise).
2. Pitchers will follow MLB Pitch Smart Guidelines for 9-10-year-olds throughout the season following the chart below. To ensure the daily maximum pitch count is not reached, **pitchers will not face a new batter after 65 pitches have been thrown.** Both scorekeepers need to track how many pitches were thrown by each pitcher and verify pitch counts between innings. If there is a discrepancy between pitch count, the umpire will determine which count will be used.

Age	Daily Max (Pitches in Game)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest
9-10	75	1-20	21-35	36-50	51-65	66+

\*\*Days rest is defined as calendar days a player is ineligible to pitch. (Ex.) Player throws 43 pitches on Monday. 2 Days Rest per chart. So, that player is not available to pitch again until Thursday. Rest Days Tuesday & Wednesday.

3. Once a pitcher is removed from the mound there is no re-entry.
4. A pitcher can go to catcher or vice versa anytime.
5. Players called up to fill out a team cannot be used as a pitcher.
6. At a minimum Rawlings (RLLB1) or Diamond Little League (DLL1 or DLL2) baseballs are approved for MSYBL league play.

**Sportsmanship**

1. The umpire(s) is/are in-charge of the games. The head coach or his representative is responsible for the conduct of his/her players, spectators, and coaches. No unsportsmanlike conduct will be tolerated. The umpire may give a warning but has the right to eject anyone at any time from the park. Profanity will not be tolerated and will result in an immediate ejection from the game/park. If a coach is ejected from a game, he/she will be out of that game, plus 2 additional games.
2. NO PLAYERS AFFILIATED WITH ANY TRAVEL TEAM SHALL PLAY WITH IN THE MSYBL. (Travel Team is defined as COBYL, 5 Tool Baseball, Big League).
3. **No final score of a game shall be recorded within "league's score standings" with more than 15 run difference.** (Ex.) If final score is 20 to 0. The score will be entered as 15 to 0.
4. **"Walk-out music" must be turned off /silenced once batter enters batter's box.**