

Canal Winchester Baseball
Minor Baseball Rules and Regulations

This league follows the Official Little League Rules with the following exceptions and additions. If any of these rules already appear in both, they are here because we feel extra emphasis is needed.

1. A team will consist of players' ages 9 and 10. A player must be 9 years old before May 1 and cannot be 11 years old before May 1 of the current playing year.
2. Each Coach will stress good sportsmanship to all players. In particular, avoiding temper tantrums (i.e. throwing equipment, negative remarks to other players, etc.) ONE warning, SECOND time-ejection from game. NO CHATTERING TO OPPOSING TEAM.
3. No profane language, use of alcoholic beverages, nor use of tobacco in any form permitted on or near the ball field or benches.
4. Any umpire's decision which involves judgment, such as, but not limited to, whether a bated ball is fair or foul, whether a pitch is strike or a ball, or whether a runner is safe or out is FINAL.
5. The umpire has the authority to bench or remove from the game any player, or remove any coach from the field and/or grounds. Umpire also has authority to ask any spectator, scorekeeper, or any person in attendance to conduct him or herself in a proper manner. If any person persists in undesirable conduct, said person will be asked by the umpire to leave the immediate area. Play shall be halted until said person leaves the immediate area. If said person does not leave the area, the umpire shall forfeit the game in favor of the team not at fault.
6. All games must start promptly at designated time with 15 minute grace period. A team cannot use the grace period to warm up. No warm up allowed if a team is late.
7. Each team's lineup must be turned in to both scorekeepers 10 minutes before each game so games can be started promptly without confusion.
8. No inning shall start after two (2) hours have elapsed from the beginning of the game unless the score is tied.
9. If games are rained out, rescheduling arrangements must be made by the coaches. If coaches cannot reach a decision, it will be made by the commissioner.
10. The standard lineup will be 10 players, but a team can play with 9 players, with the tenth position in the batting order being an automatic out. If fewer than 9 players show up at the time of game, it is an automatic forfeit. A coach must call the day

before a game to reschedule the game. All arrangements (diamond, umpires, etc.) must be made by the home team coach to reschedule within two weeks.

11. Each player must play at least two (2) innings and bat once. All rostered players must be in the batting order. For example, if there are 14 players on the roster, all 14 players are placed in the batting order at the start of the game. All starting players in the field must be in the batting order first (first 10 spots). All 14 players must remain in this batting order for the entire game. Defensive substitutions are free except that of pitcher.
12. Stealing of second and third is allowed. The base runner may steal after the ball has passed the batter. If the runner is not in the act of stealing before the pitcher has the ball and is on the rubber, he must return to the base and not lead off. The runner on 3rd may only steal home on a passed ball or wild pitch.
13. Players on the team who are not active in the game **MUST** stay on their bench. For safety reason, **ONLY TEAM MEMBERS** (Coaches, Players, Scorekeeper, Bat Boy) are allowed on or directly behind the benches or near the batter-on-deck areas.
14. The field will be a Standard Little League Diamond.
15. Each team must keep track of all their equipment at all times.
16. Catchers must wear the metal, fiber, or plastic type cup. Catchers must also wear Throat protectors that cover the throat area.
17. No metal cleats allowed. Players must wear tennis shoes or rubber baseball shoes.
18. Batter-Base runners **MUST** wear batting helmets at **ALL TIMES**.
19. No throwing of bats. First time-warning. Second time-automatic out, no runners advance.
20. The infield fly rule **WILL NOT BE USED**.
21. Overthrows that go **OUT OF PLAY** limit the runner to one extra base (the base the player is heading for plus one base), even if the ball hits an obstruction and bounces back on the field of play (Regular Little League Rules).
22. After the 10th batter, the side is retired. Scorekeeper informs the umpire when the 10th batter is up. The 10th batter must hit the ball fair, foul out or strike out. If the 10th batter comes up, inning will end by making an out or by throwing ball to home plate and touching the plate. Runs scored before the out or touching home plate (if less than 2 outs) are allowed. No runs after same. Pitcher cannot walk the batter.

23. A pitcher can ONLY pitch three (3) innings a game. A pitcher cannot pitch more than nine (9) innings in a calendar week, Sunday through Saturday.
24. NO BALKS will be called.
25. Appeals are discouraged, but if a game is appealed, it must be done according to Little League Rules with the Baseball Commissioner rendering the decision.
26. Runner must slide into base when the defensive player has possession of the ball. If in the umpire's judgment, an infraction of this rule occurs, the umpire will issue a team warning, unless he views it as being intentional or flagrant violation of this rule will be up to the discretion of the umpire. If second infraction occurs after team warning has been issued, the runner will be out.
27. If batter throws bat, umpire will issue a warning. Name and number will be given to scorekeeper. The 2nd time by the same batter will be called out.
28. Walks: If a walk is issued, the batter must stop on 1st base. All runners can only advance 1 base. No stealing bases on walks.