

Minor league rules

All rules specified by the National Little League will be followed and enforced except when those rules are overridden by the rules and regulations set forth by the Marseilles Little League.

Teams

1. Teams consist of at least 9 players, teams may play with 8 if they choose but when the batting order comes to the 9th batter position it will be counted as an out.
2. Teams may recruit first year (nine-year-old, or younger) player(s) from another team but they will bat last in the line up and may not pitch or catch.
3. Teams may recruit a maximum of two (2) players if they can only field 7 of their own players.
4. Recruited players must have approval from his home team coach.
5. A player may be benched (will not play that day) for disciplinary reasons but the coach must inform the opposing coach and umpires prior to the game starting. A substitute player may then be used if needed to fill the roster (nine man team).
6. Minor League teams will have continuous bat and free substitution.
7. There is no re-entry of a player except for injury to another player.
8. Players must play 3 innings of a six-inning game.

Base running

9. Runners may not lead off or steal until the ball has passed home plate. Runners that leave early will be called out immediately and the ball is dead.
10. Runners may not steal home on a wild pitch or on a “straight up” pitch nor on a delayed steal. They may however, steal on an overthrow back to the pitcher.
11. Runners must not interfere with the ball or the fielder trying to make a play on the ball.
12. The runner **MUST** avoid malicious contact of a fielder on all close plays.
13. No head first sliding into a base, when returning to a base head first sliding is allowed.
14. No take out slides. Meaning the runner may not slide in any fashion in an attempt to interfere with the baseman trying to make a throw.
15. Runners running through first base may turn in either direction (left or right). If runner makes an attempt to advance to second base can be tagged out.
16. Runners may advance unlimited bases on over throws, providing the ball remains inside the park. If the ball is thrown outside the park the runner will receive one additional base.
17. When runner is leading off the base, if he takes one step back towards the preceding base he is committed to return to that base he may not advance at that time, unless a “throw or tag” is being made on him.

18. If a batter throws a bat they can be called out.
19. Players **MUST** wear helmets (on offense) anytime they are on the field and they keep them on until they are back in the dug out. (Batter, on deck, or retrieving bats from the field.)
20. Players **WILL NOT** throw any gear, even their own, at any time or face ejection.
21. The player in the on deck circle must be facing the batters back at all times.
22. Players going to the on deck circle must “go around” outside the fence to get to the correct side. Do not cross the field of play.
23. Batters **CANNOT** fake bunt. Any fake bunt will result in the batter being called out.

Catcher

24. A courtesy runner may be used for the catcher after the second out has been made. The courtesy runner must be the player that made the last out.
25. The catcher must wear a “cup”; it is optional for all other players.

Pitcher

26. Pitchers may only pitch 6 innings per week (two games), with an additional 3 innings awarded if a third game is played during that week. But only for that game not before.
27. One pitch constitutes one inning.
28. Coach is allowed 1 trip per inning to the pitchers mound upon a second trip the pitcher must be replaced.
29. Intentional walks are permitted, but they are to be declared to the umpire prior to any pitch being thrown to that batter. Meaning to intentionally walk a batter the coach will notify the umpire that they wish to walk that batter and the batter will be awarded first base immediately.
30. Pitchers are not allowed to wear sunglasses, batting gloves, wristbands, or have any item hanging out of their pockets.
31. A pitcher may re-enter to pitch provided he was not pulled out of the game. Meaning if the pitcher was pulled and sent to short, he may re-enter to pitch the following inning.
32. Monday through Sunday constitutes one week.

Apparel

33. No metal spikes.
34. Players must wear their baseball hats while in the field.
35. Players must have their jerseys tucked inside their pants.
36. No jewelry (ear rings, necklaces, bracelets) if an earring is unable to be removed it must be covered with either medical tape or a band-aid.
37. Pitchers are allowed to use batting gloves only when batting, not when fielding. Also they may not have anything hanging out of their pockets.

Games

38. No new innings may be started after an hour and forty-five minutes and may not exceed 2 hours. If a game is called (based on time) the official score will revert back to the last complete inning that was not a tie.
39. Game is over after home team finishes the 3rd inning in which the leading team is ahead by 15 runs, and by 10 runs in the 4th.
40. In the event of rain a game is considered official after 4 complete innings have been played, if a game is called for rain before the fourth inning it will be rescheduled and resumes at the point that it was called for rain providing one complete inning has been played. If one complete inning has not been played then the game is considered void and will be rescheduled as a new game.
41. Innings pitched do not carry forward from week to week. Regardless of whether it is a “make up” game or regular scheduled game the rules for pitched innings apply for the present week.
42. NO in-field fly rule.

Field Rules

43. No fighting, no profanity, no arguing with the Umpires. Coaches may ask for a clarification of a rule from the umpire but in a non- argumentative manner. Any player, coach or spectator considered disruptive by the umpire will be ejected form the ball diamonds. Repeated offenses will result in a suspension, length to be determined by the board.
44. Dugouts and the surrounding area must be clean of all trash and equipment when the team is finished with the game.
45. If there is a game immediately following your game, surrender the dugouts as quickly as possible. The teams may meet on the hill sides for their coaches’ remarks.
- 46. No fighting, profanity or arguing with the Umpires, Coaches or league representatives. Coaches may ask for a clarification of a rule from the umpire but in a non- argumentative manner.**