



Minors Division 2013

RULES OF PLAY

- 1) The regular season playing rules for this division is as described in the Official Regulations and Playing Rules of Little League Baseball for the current year.
- 2) The following options and additional rules shall be observed for 2013
 - a) Rule 4.04, the option for continuous batting order, is observed in this division
 - b) Section V(c), the option for 'pool players' shall be implemented
 - c) Mandatory Play Defense - No player may "Sit out" more than two innings per game on defense, and these innings should not be consecutive
 - i) Note: To "Sit out" means being in the dugout during the half inning when the team is on defense. A player who arrives late while the team is on defense is not considered to sit out that half inning. Neither is a player who becomes ill or injured and removed from the field during that half inning
 - ii) Managers must be diligent in assuring that they rotate the players on their roster that sit out two innings from game to game
- 3) Starting and Ending the Game
 - a) Prior to beginning a game, the plate umpire shall confirm the start time with both managers.
 - b) During the Regular Season, no new inning shall begin more than 105 minutes after the start of the game. However, the current inning may continue as necessary, until concluded, so long as continued play is not impaired by darkness. This time limit may be extended by special rule for the playoffs and post-season games.
 - c) A new inning starts immediately after the 3rd out of the previous inning is made.
- 4) The decision to suspend or call a game for safety reasons due to darkness or other unfavorable conditions shall be at the sole discretion of the plate umpire.
 - a) As guidance, play shall be suspended sometime between Sunset and Civil Twilight, approximately 25 minutes after Sunset (refer to www.sunrisesunset.com/usa/california.asp).
- 5) The official time of the games shall be kept by the plate umpire
- 6) Should the umpire fail to suspend the game within this timeframe, it is not grounds for a protest
- 7) "5-run rule": A team may score no more than five runs per half-inning, with the exception of the sixth inning, where both teams may score an unlimited number of runs.
- 8) "10-run rule": Rule 4.10(e) shall be observed in this division. If after four innings of play (3.5 innings if the home team leads) one team has a lead of ten-or-more runs, the manager of the team with the least runs shall concede the victory to the opponent.
- 9) The Infield Fly Rule shall be enforced in this Division beginning with the first game of the season.
- 10) There is no "must slide" rule. Umpires will enforce Rule 7.08(a) (3), which states that "Any runner is out when the runner does not slide (feet first, except when returning to the base) or attempt to get around a fielder who has the ball and is waiting to make the tag"



Minors Division 2013

GROUND RULES

SERRA #1 (BOB BERNHARDT FIELD)

The Ground Rules for Serra #1 (Bob Bernhardt Field) are as follows:

1) Field Definition

- a) The field is not fully enclosed
- b) There is a backstop, fence to the dugouts on the 1st and 3rd base sides and an outfield fence extending approximately 15 feet beyond the 3rd base foul line to approximately 15 feet beyond the 1st base foul line
- c) There are non-enclosed sides beyond the dugouts to the outfield fence
- d) The *Dead Ball Area* shall be defined as the area beyond an imaginary line extended along the front of the 1st or 3rd base dugouts to an intersection with the outfield fence
- e) The *Bull Pen*, or pitching warm-up area, shall be either of the following two locations
 - i) Within the field of play at the farthest point from the infield where the outfield fence intersects the projection of the *Dead Ball Area* line
 - (1) The pitcher shall pitch away from the infield toward the outfield so that stray balls do not come into the field of play.
 - (2) A player with a glove and batting helmet shall be positioned facing the infield to protect the pitcher and catcher from errant batted and thrown balls
 - (3) A coach or manager is allowed to be present to monitor the warm up.
 - ii) Off the field of play provided they are visible to the managing staff of the team.
 - (1) The pitcher shall pitch away from the infield so that stray balls do not come into the field of play.
 - (2) A player with a glove and batting helmet shall be positioned facing the infield to protect the pitcher and catcher from errant batted and thrown balls
 - (3) A coach or manager is allowed to be present to monitor the warm up.

2) Ground Rules

- a) Any batted fly ball adjudged to be within the playing field that is caught by a fielder whose momentum carries him into a *Dead Ball Area* is live, the batter is out and all runners may tag and advance at their own risk - ("Catch and Carry Rule")
- b) Any batted fly ball adjudged to be within the playing field that is caught by a fielder who falls into or within a *Dead Ball Area* is dead, the batter is out and all runners are awarded one base from their base at the time of the pitch
- c) Any batted fly ball adjudged to be over a *Dead Ball Area* and caught by a fielder still within the playing field is live, the batter is out and all runners may tag and advance at their own risk.



Minors Division 2013

- d) Any batted fly ball adjudged to be over a *Dead Ball Area* and caught by a fielder who is also in the *Dead Ball Area* shall be ruled “no catch,” the ball is dead and no runner may advance.

1) Pre-Game Activities

- a) The “Home” team shall occupy the 3rd base dugout, the “Visiting” team shall occupy the 1st base dugout
- b) The Visiting team shall have use of the infield/outfield for warm-up from 25 to 15 minutes prior to the start of the game
- c) The Home team shall have use of the infield/outfield for warm-up from 15 to 5 minutes prior to the start of the game
- d) The managers and umpires of both teams shall meet at home plate to exchange line-ups and discuss ground rules 5 minutes prior to the start of the game

SERRA FIELD #2

The ground rules for Serra #2 field are as follows:

1) Field Defined

- a) The field is not fully enclosed.
- b) There is a backstop, fence to the dugouts on the 1st and 3rd base sides and an outfield fence from foul line to foul line.
- c) There are non-enclosed sides beyond the dugouts to the outfield fence.
- d) The *Dead Ball Area* shall be defined as the area beyond an imaginary line extended along the front of the 1st or 3rd base dugouts to an intersection with the outfield fence.

2) Ground Rules of the Field

- a) Any batted fly ball adjudged to be within the playing field that is caught by a fielder who steps (but does not fall) into a *Dead Ball Area* is live, the batter is out and all runners may tag and advance at their own risk - (“Catch and Carry Rule”).
- b) Any batted fly ball adjudged to be within the playing field that is caught by a fielder who falls into or within a *Dead Ball Area* is dead, the batter is out and all runners are awarded one base from their base at the time of the pitch.
- c) Any batted fly ball adjudged to be over a *Dead Ball Area* and caught by a fielder who remains within the playing field is live, the batter is out and all runners may tag and advance at their own risk.
- d) Any batted fly ball adjudged to be over a *Dead Ball Area* and caught by a fielder who is also within the *Dead Ball Area* shall be ruled “no catch,” the ball is dead and no runner may advance.

3) Pre-Game Activities

- a) The visiting team will have use of the field for infield/outfield warmups starting from 25 until 15 minutes before game time.
- b) The home team will have use of the field for infield/outfield warmups starting from 15 until 5 minutes before game time.
- c) Home team will take the 3rd base dugout.



Minors Division 2013

MINORS POST-SEASON

CHAMPIONSHIP TOURNAMENT

- 1) The Minors Division champion will be determined by a double-elimination tournament played among all the Minors teams at the end of the season
 - a) The tournament will be seeded randomly
- 2) Minors Serra tournament games will be played according to the regular season rules, with the additions and exceptions noted below.
 - a) Mandatory play and pitching eligibility rules for this tournament will be the same as the regular season rules unless the Board explicitly approves otherwise.
 - b) There will be no "5 run rule" per inning.
 - c) The 10 run rule after 4 innings will be in effect as specified in Rule 4.10(e).
 - d) Prior to beginning a game, the plate umpire shall confirm the start time with both managers. No new inning shall begin more than 2 hours after the start of the game. However, the current inning may continue as necessary, until concluded, so long as continued play is not impaired by darkness or weather.
 - e) A new inning starts immediately after the 3rd out of the previous inning is made.
 - f) In the event of a tie, the game will continue beyond the 2 hour time limit as per rules 4.11 and 4.12 in the green rule book (Official Regulations and Playing Rules of Little League)
 - g) In the event of a tie game that goes beyond 6 innings, if each player has sat out 2 innings, then players can sit out additional innings provided that no player sits out more than 1 consecutive inning for the remainder of the game.
- 3) Pre-Game Activities
 - a) Field Prep: The team listed on the bottom of the bracket or last in the printed schedule (for example MnRSox/MnA's would be the A's) is responsible for the field prep before the game and the team listed on the top of the bracket or first, should be responsible for the field decommissioning after the game.
 - b) A coin toss is used to determine the home/visitor and which dugout. The winner of the coin toss gets to choose either home/visitor or which dugout to use. The coin toss loser gets to choose the other.
 - c) The designated visiting team should take infield 25 minutes before game time and the home team 15 minutes before game time. Both teams have the field for no longer than 10 minutes.

NORTH/SOUTH ALL STAR GAME

- 1) The North/South all star game will be played using the normal season rules with exceptions below.
 - a) The game will go for a full 6 innings with no time limit.
 - b) If the game is tied after 6 innings, no extra innings will be played.