

UAMBA MINORS PLAYING RULES (revised April 18, 2019)

The UAMBA Minors operates its games following those procedures and regulations established and updated by Babe Ruth Baseball, Ripken Division with the following rule additions, rule alterations, and rule suspension as last agreed upon by the UAMBA Board of Directors.

Pregame/Warmup Rules:

The home team will have the field one hour before the start of the game for twenty-five (25) minutes. The visiting team will have the field twenty-five (25) minutes after the home team has used its time on the field. This way you have ten (10) minutes before the start time of the game to talk to the umpire, etc. In the event that a previous game on the same field runs long and into the hour before the next scheduled game, the two (2) teams will split the remaining available time evenly. If a team shows up late, they will only have the time remaining of their 25 minute allotment, and can not cut into another teams time in either the field or batting cage.

Dugout Assignments:

Fisher South:	Home team -1st Base	Away Team 3rd Base
Fisher North:	Home Team 3rd Base	Away Team 1st Base
Winding Hill 1:	Home Team 3rd Base	Away Team 1st Base
York Street:	Home Team 1st Base	Away Team 3rd Base
Koser 1:	Home Team 1st Base	Away team 3rd Base
Finkenbinder:	Home Team 1st Base	Away team 3rd Base

A game is an official game after four (4) innings, or 3½ innings if the home team leads. Whoever is winning at the end of a complete inning of an incomplete game shall be declared the winner. If the visitors tie or take the lead in an uncompleted inning, and the game cannot resume, then the score reverts to the end of the previous inning, home team wins. If a game is called before it has become a regulation game, but after one (1) or more innings have been played, it shall be resumed exactly where it left off.

For regular season games during a school night, a new inning may not be started after 8pm. When it is clear that the 6th inning will not be played in such circumstances, the managers should confer with each other and agree that the 5th inning shall become the unlimited run inning. In the event that play is halted because of darkness, weather or time constraints, the game shall be declared a tie if the score is tied and the game is official (after four (4) innings, or 3½ innings if the home team leads).

Rule protests must be lodged with the opposing manager before the next pitch or play with coaches making every effort to resolve the dispute before resuming the game. Unresolved protests are reported to the Minors League coordinator for review.

General Playing Rules

- There is a concession of victory after five (5) innings if one team has a lead of twelve (12) runs or more.
- Until the sixth inning or an agreed-upon last inning, teams are retired at bat after three outs or when four (4) runs have been scored.
- There is no maximum-run rule in the last inning. However, the managers are urged to use their discretion if the game gets out of hand.
- A single batboy or batgirl is permitted per team.
- During a game, no offensive player or team batboy or batgirl may enter the field of play or warm up in the on deck area without a helmet.
- Only one (1) person may occupy the on deck cage at any time, with warm up swings permitted in this area or on the field when approaching or occupying the batter's box.
- Two adult base coaches are permitted. Only a manager and four assistant coaches are permitted in the dugout during games.
- The maximum bat length is 32 inches and the maximum bat barrel width is 2 5/8 inches. All bats must be approved through the USABat Standard. In addition, solid, one-piece wood bats will be allowed for play with or without the USA Baseball mark. Multi-piece wood bats must have the USA Baseball mark to be approved for play. This includes two-piece wood bats, composite wood bats, laminated wood bats, bonded wood bats, bamboo bats, and any wood bat that could be defined as an "experimental" design.
- Catchers are required to use a catcher's mitt.
- There is no restriction on gloves worn by fielders other than the catcher.
- Catchers are required to wear throat protectors and protective cups, with the cups or athletic supporters suggested for all male players. Additionally, the long model chest protectors are optional for catchers.
- Jewelry or other metallic items are not permitted to be worn by players except for medical alert tags.
- Within appropriate boundaries of conduct, managers and coaches of participating teams are not limited in their address or their positioning, nor are they forbidden from warming up pitchers.
- The infield fly rule is suspended.
- No Slashing- Player cannot fake a bunt attempt pull back bat and swing bat. If done automatic out.

- No head first slides into a base, however, a baserunner may dive head first back to the base.. First offense is a warning. Second offense automatic out.
- A batter carelessly throwing the bat after striking the ball shall receive corrective instructions from the umpire and his coach. If the bat was thrown back dangerously toward the catcher, the umpire may issue a formal warning to the batter. Any warned batter who throws the bat back a second time dangerously is not allowed to bat for the remainder of the game and his place in the line-up skipped without penalty.
- Equipment throwing and tantrums will not be tolerated. The umpire shall give a warning for a first offense, and ejection for a 2nd offense. In addition to the umpire's warning, the manager shall, at a minimum, make an example with some disciplinary action such as sitting the player for an inning.
- Game ejections by the umpire must be relayed to the league coordinator when the score and pitching totals are reported by the winning team.
- Any coach, player, or other individual ejected from a game is automatically suspended for the next game. A second ejection is a cause for unlimited suspension until League determination of further action, to be done in a reasonable timeframe.
- There is absolutely no arguing or trying overturn an umpire's call. Managers only, may meet at home plate to politely discuss a call, or better understand the call, but the manager may not pressure or attempt the umpire to change his call. The only time a call can be changed is if there is an misunderstanding of a rule and clarification is needed. Calls such as ball, strikes, and outs cannot be contested. If a discussion is held, any player near the discussion should be asked to go near their respective bench areas. Managers and coaches may not attempt to influence a call while a play is in progress. If any manager, coach, or parent is found to be arguing or harassing an umpire's call, they may be asked to leave the field/park, and additional punishments may be handed down, such as game(s) suspension. All managers, coaches, and parents are to abide by the UAMBA Code of Conduct. Any inappropriate conduct towards umpires, other coaches or parents must be reported to the Minors Coordinator.

ROSTERS/LINE-UPS

- Roster alternates (call-ups) may be selected from the lower level of play; however, the call-up(s) is only eligible to participate in a scheduled game where nine (9) or fewer team players are expected to show up.
- Alternates may not play before a regular roster player, nor may they pitch. A team having a player appear in the game who is playing up a level must notify the other team's scorekeeper when lineups are exchanged prior to the game. The winning team must also list this player's name in the pitching summary when reporting the score.

- All present rostered players will be placed in the batting order. Thus, teams must employ an extra hitter(s) in the line-up. The extra position(s) may not be removed during the contest, but may be utilized anywhere in the batting order. The Extra Hitter may enter the game defensively at any time by switching with another field-position player (in which case the batting order remains unchanged). The exception to this rule is for any team that has twelve (12) roster players. In such case, the team only must bat eleven (11) players and may substitute as needed.
- Except in the case of disciplinary action or injury, all present roster players should sit defensively no more than two (2) innings per game.
- Except in the case of disciplinary action or injury, all present roster players should play in the infield at least (2) innings per game.
- In the case of injury or disciplinary action, the player's spot in the order may be skipped without penalty. If a player arrives after the game begins, he will be added to the end of the line-up. If a player must leave a game early, his spot may be skipped in the order without penalty except where the total remaining players in the line-up is less than nine (9). In such a case, teams playing with less than nine (9) must take an automatic out each time the absent players' spot in the line-up is reached.
- A game may not be started or continued if a team fields less than eight (8) players. Under this situation, play will be suspended from the time when the 8th player can no longer play, and the offending team must forfeit the game. All innings pitched by players will still count toward their weekly pitching limits. Managers are encouraged to use call-ups if they know ahead of time that they will have less than eight (8) players for any game.
- Teams playing with less than nine (9) players must take an automatic out for the unavailable player each time that place in the batting order is reached. Teams starting a game with less than nine (9) players have the automatic out placed first in the batting order with this slot reserved for the next available player.

PITCHING RULES

- 1.) A player is limited to no more than six (6) innings pitched per week.
- 2.) The pitching week ends at midnight Saturday.
- 3.) A player is considered to have pitched an inning even if he only throws one pitch in that inning.
- 4.) Two (2) innings per game (an inning = a minimum of 3 outs or 4 runs) must be pitched by a 9 year old or younger. (Intent is to have a 9u or young player start and end a complete inning, exception would be in the last inning with unlimited runs, were a starting pitcher of the inning gives up 4 runs, can be relieved and count as 1 full inning pitched)
- 5.) Upon a second visit, per pitcher, to the pitcher's mound in an inning, the pitcher must be replaced by another pitcher who has not already pitched in game.
- 6.) For regular season play only, intentional walks of batters, of any variation, are not allowed.
- 7.) No balk's by pitcher. Pitcher has a right to reset in delivery.
- 8.) Minors will follow the following pitching rest requirements.

MINORS PITCHING REST REQUIREMENTS					
AGE	DAILY MAX (PITCHES IN GAME/DAY)	REST PERIOD			
		0 DAYS	1 DAY	2 DAYS	3 DAYS
9-10	75	1-25	26-40	41-55	56-75
8u	50	1-25	26-40	41-50	N/A

- Since Minors is for ages 9-10 level. All pitchers regardless of age must follow the the 9-10 age bracket pitching rest requirements, with the exception of 8u players with a daily total max of 50 pitches.
- If a pitcher reaches maximum daily pitch count limit, while facing a batter, he may continue to pitch until the batter reaches base safely or is put out.
- All pitchers must adhere to pitch count rest requirements before pitching in another game.
- In the event of a restart of a suspended game, a player may pitch when the game is resumed provided the rest period requirements listed above are met. However, a player who pitched in the suspended game and was removed from the pitching position prior to the point when the game was suspended cannot return to pitch when the game is resumed. In other words, when the game is resumed, the only players eligible to pitch are the player who was pitching when the game was suspended and any player who had not pitched in the suspended game.
- Players are permitted to pitch in consecutive games, and may play the catcher's position after pitching in a game. Once a pitcher has been removed from the game, he may not re-enter at pitcher position later in game.

- If an ineligible pitcher is used, a protest shall be filed with the league coordinator who, upon confirming the ineligibility of the pitcher, shall declare the game a forfeit in favor of the offended team.
- A liberal strike zone will be in effect, which will span from the bottom of the batter's neck to just below the knees, and extend from white line to white line of the batter's box.
- If a pitcher happens to hit three (3) batters in a game with pitched balls, he must be replaced on the mound by another pitcher. He may remain in the game at a different position, however.

Official Pitch Count Record

- Pitch count will be kept by both teams pitch count statistician. The league will provide a pitch count clicker.
- A pitch is defined as a ball delivered to the batter by the pitcher, in addition to any pitches delivered to the batter ruled a "no pitch" by the umpire.
- Between full innings both the home team and away team's pitch count statistician should meet to discuss pitch count numbers. The home team pitch statistician is official scorekeeper of record in any dispute.
- The pitch count statistician must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager has the ultimate responsibility for knowing when his/her pitcher must be removed to meet the mandated rest requirements.

BASERUNNING RULES

- If a batted ball is in play, play continues until there is control by the pitcher in the mound area, when the umpire shall call "time" and/or the base runners have stopped their advance. Thus, on overthrows to any base on a play on a batted ball, players can advance at their own risk until the play is dead. If an overthrow goes out of play, the ball is dead and players are awarded two (2) bases measured from their location when the ball is released. Thus, on a typical overthrow of first which goes out of play, the player is awarded 2nd because he did not "achieve" first when the ball was thrown.
- A player may steal bases with the following instructions:
 - When the pitcher has control in the mound area, a player who has not started his move to another base may not advance.
 - A runner cannot leave the base until the ball is by (past) the batter.
 - A runner may steal 2nd and 3rd bases only, and can only steal one base at a time.
 - A player can never steal home.
 - "Delayed steals" are NOT allowed, as the game could be slowed considerably if the catcher has to walk runners back each time. Essentially, once the catcher has the ball and is in proximity of the catcher's box, or is in the act of throwing the ball back to the pitcher, the player cannot advance unless he has already started his move toward the next base. Umpires at the minors level have been, and should be instructed to, err on the side of calling a delayed steal unless the runner has clearly left soon enough.

- A batter that walked is only awarded first base. You may not try to steal second on a base on balls until the next hitter is at bat.
- If a catcher tries to pick off a runner trying to return to base, player cannot advance on overthrow. Example: Runner on first takes lead after pitch crosses home plate, catcher throws to first and over throws 1st baseman in attempt to pick off runner, runner at first cannot advance.
- All base running violations are penalized directly by the umpire without appeal. When the play is over and, in the umpire's opinion, the offending runner has made no attempt to rectify his mistake; the umpire shall send the runner back to the previous base without appeal. If an offending runner commits the same violation multiple times, the umpire has the discretion to, after a verbal warning, declare that runner out without appeal on the next offense.
- To maintain the speed/flow of the game, a courtesy runner is acceptable, and encouraged, for a player who will be assuming the catcher position in the upcoming half of an inning.

Where a rule is not covered above, UAMBA defaults to Ripken Rules. Managers will be supplied with the Ripken Rule Book.

Minors Playoff Seeding

1. Regular season record vs. Upper Allen Mechanicsburg teams count in standings.
2. In case of same record between two teams, tie breaker goes to head to head in regular season. In case of regular season split (1 win 1 loss) run differential between two teams is next tiebreaker. In case that runs for and against is same between two teams games vs. each other, record vs. rest of Upper Allen Mechanicsburg teams is next tiebreaker.
3. If more than two teams have the same record, head to head is first tiebreaker, then record vs other UAMBA teams is second, then run scored against (lowest count) in UAMBA is third tiebreaker.
4. 1st and 2nd place regular season teams have first round bye in playoffs if 6 teams. If more or less than 6 teams in the league, then the appropriate single elimination bracket will be used.
5. In a 6 team single elimination bracket, 4 plays 5 and 3 play 6 in the first round of playoffs.
6. Winning teams in semi-finals play in finals. Losing team's play in third place game.
7. Highest seeded team is home team throughout playoffs.

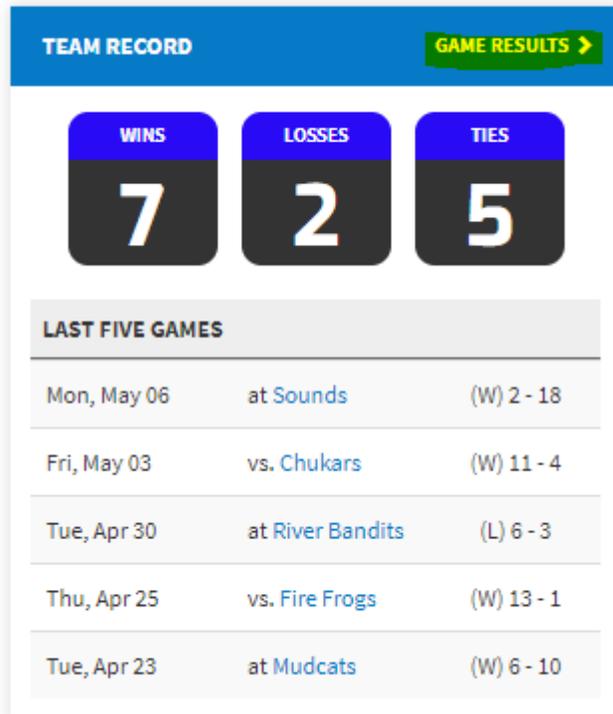
Minors Playoff Rules (Exceptions from Regular Season)

1. No rule for must play infield in playoffs however, players still must only sit a maximum of 2 innings per game (unless a game goes into extra innings, then a player may sit additional innings).
2. In case of tie game extra innings may be played until there is a winner. There is no time limit for playoff games.
3. In case of tie game that ends with no winner (weather or darkness), and a complete game (4 innings or 3.5 innings if Home team winning) has not been reached. Game will be played from end of last completed inning. Once a game has reach a complete status as defined above, but less than 6 complete innings and is called due to darkness or weather, the final score will be whatever the score was in the last full completed inning. Pitcher who ended game on the mound may be used as long as inning's limit was not reached and not in violation of mandatory rest requirements. All pitchers who were used in suspended game and not pitching at time of suspension are not allowed to re-enter at pitching position.
4. For playoffs only, a batter may be intentionally walked by the pitcher, no more than 1 time per game. The manager can notify the umpire that they would like to intentionally walk the batter, and not have any pitches thrown, and award 1st base to the batter.

Instructions for Entering Game Scores and Pitching Summary

Log into the standings/results website: <http://www.teampages.com/organizations/23327>

- Under Teams, select your team. Navigate to Team Record and click Game Results



- On the scoreboard page you should see an "Edit" link, click it.



+ 05/06/19	Smokies	<input type="text" value="18"/>	<input type="checkbox"/> Default <input type="checkbox"/> OT Win	Sounds	<input type="text" value="2"/>	<input type="checkbox"/> Default <input type="checkbox"/> OT Win	Edit Stats
05/08/19 06:00 PM PDT	Drillers	0		Smokies	0		View Stats
05/16/19 06:00 PM PDT	Hops	0		Smokies	0		View Stats
05/18/19 07:00 PM PDT	River Bandits	0		Smokies	0		View Stats
05/21/19 06:00 PM PDT	Aces	0		Smokies	0		View Stats
05/28/19 06:00 PM PDT	Smokies	0		Fire Frogs	0		View Stats

SAVE SCORES

- Enter scores for your game only Click save.
- Navigate to the team "Calendar" and click on the event/game, their will be a "Comment" box where you can post the pitching summary, enter the pitching info and click "Post Comment"

League Game - Smokies (A) @ Sounds (H)



GAME SUMMARY

EDIT ⚙️

	Final
 Smokies	18
 Sounds	2

[Box Score](#)

DETAILS

Date:	Monday, May 6, 2019
Time:	06:00 PM PDT
Location:	York Street

ATTENDANCE

COMMENTS

VIEW ALL >

POST COMMENT

7 minutes ago, [Scott Hane](#) said:

[Remove](#) ⓧ



Pitching Summary:

Smokies:
 C.Hane (9) 2IP 39 Pitches
 A.Shook (9) 2IP 31 Pitches
 B.Knorr (9) 2IP 18 Pitches
 I.Patrick (9) 2IP 28 Pitches

Sounds:

E.Milligan (9) 2IP 52 Pitches
 A.Klemick (10) 2IP 38 Pitches
 A.Francis (9) 2IP 23 Pitches
 N.Lightner (9) 2IP 44 Pitches