

SECTION THREE

MINOR LEAGUE

1. All Minor League games are to be played six (6) innings. There will be a "Ten (10) Run Rule Limit" on all regular season games. Definition: If the home team is ahead by ten (10) runs or more after the visitors have had four (4) turns at bat, then the home team will be declared the winner. If the visitor team is ahead by ten (10) runs or more after four (4) complete innings, then the visitor team will be declared the winner.

2. ALL MINOR LEAGUE PLAYERS MUST PLAY A MINIMUM OF SIX (6) OUTS ON DEFENSE AND PLAY AT LEAST THREE (3) OUTS WITHIN FOUR (4) INNINGS. Any suspected violation of this rule must be reported by the opposing manager to the umpire or League Official within fifteen (15) minutes after completion of the game under protest. The protest filing procedure is the same as stated in the current DYB Official Rules and Regulations Section 4.19. PENALTY: If protest is upheld, forfeiture of the game in the event the violating team is the winner.

2.1 All roster players will bat in a Round Robin (continuous) batting order.

2.2 Any manager or coach that is observed to be violating the player participation rule can be brought before the Board regardless of the game being protested or not. If the game is not protested, then the outcome will remain unchanged, but the manager or coach will be counseled by the Board and could face further disciplinary action up to and including dismissal from his/her team duties for the remainder of the calendar year.

3. Minor League teams shall keep the original number on the roster at drafting. As vacancies occur, players will be assigned from the waiting list on a first come, first serve basis until the original number on the roster drops below 11 players.

3.1 Until mid-season, if a Minor League team drops below the designated number of players and the waiting list has been depleted, the manager will go to the player agent with his selection and the player agent will coordinate the transition. EXCEPTION: See Bylaw Article III, Number 3, Second paragraph. The child that is pulled will be counted as a first round draft pick for that team the following year. Any child that refuses will return to the draft. If a pulled player quits the League, and registers the following year, he will remain the property of the team to which he was pulled.

3.1.1 EXCEPTION: For circumstances when initial team rosters start below 11 players per team: If a team's roster falls below 10 players prior to the first half of the season the manager will be allowed to borrow players from the same league or a lower league up to 10 players for each remaining game of the season. These borrowed players must bat last and play an outfield position. No player on the current team roster will sit during a game in place of a borrowed player. Borrowed players are not considered a draft pick for the team and will not affect the next season's draft.

3.2 After mid-season, if a Minor League team drops below the designated number of players, the Board of Directors will meet and decide whether or not the Manager will be allowed to select a new player.

3.3 If a player is pulled from Coaches Pitch to Minor or Major League, the Coaches Pitch team from which the player was pulled will be excluded from further pulling until all Coaches Pitch teams have lost a player.

3.4 If a player is pulled up at the request of the Pineview Board of Directors; the games played with the team he/she is pulled up to will be considered as a full season. Therefore, that player may utilize the black ball rule the following season. If the black ball rule is implemented; the manager will not be penalized a draft pick.

4. Any player quitting a team for any reason in the first half of the season will go back into the Draft the following year (excluding a pulled player). Any player quitting in the second half of the season will rejoin his/her original team.

5. *Any charging done from third base to home plate will result in an automatic out on the runner. The second time the charging occurs, the player will be ejected from the game.

6. * If the defensive player has the ball, and is waiting on the runner, the runner must either slide or attempt to get around the defensive player, without going out of the three feet baseline and without making malicious contact with the defensive player. If the defensive player is in the act of fielding the ball then the runner does not have to slide or attempt to get around the defensive player but cannot interfere with, or make malicious contact, with the defensive player. Any malicious contact will result in the runner being ejected. If done after scoring then the run will count. If done prior to scoring then the run will not count. And out will be awarded to the defense. On the first occurrence both managers will receive a warning. The second occurrence will result in the offending team's manager being ejected from the game.

7. *Head first sliding at any base not yet attained, will result in an automatic out on the offending runner. The second time it occurs, the player will be ejected from the game.

8. No pinch-runner allowed for catcher per Dixie Youth Rules.

9. Pitch Count Penalty: Any Manager exceeding the pitch count will be penalized one (1) game suspension at his next game. Opposing Managers shall verify pitch count during the game and not wait until the count has been presumably exceeded. Second offense will result in a two (2) game suspension and no pitching by the player for one (1) week.

9.1 The pitching log will be maintained in the canteen. Managers will complete the pitching log after each game on the same day of the game. PENALTY: Managers who do not complete the pitching log will be warned once by the league commissioner. The second offense will result in the suspension of the Manager at his next game. Further offense will result in consecutive two (2) game suspensions.

9.2 Pitching/Catching Rule: If a pitcher pitches more than 50 pitches in a game he/she will not be allowed to play in the catchers position for the remainder of the game. The intent of this rule is to protect the player and prevent over exertion.

10. There will be a time limit of 2 hours per game. If the inning starts prior to the time limit, as ruled on by the umpire, then both teams will bat unless the home team is ahead.

*This is a judgment call, to be made by the umpire on site, and cannot be protested.

11. A chalked or painted line will be drawn five feet in front of 1st, 2nd, and 3rd base. The base runner may lead off of bases as long as they do not touch or pass the 5 feet line before the ball reaches the plate. The players should be taught how to get primary and secondary leads.

a. Any violation called under this rule will be a judgment call by the umpire. If any part of a runner's body/uniform passes or touches the 5-foot line before the ball reaches the plate it will be considered a violation of the rule and the base umpire shall drop a signal flag to indicate the violation at the time it occurs.

b. PENALTY: The defensive team shall have the privilege of nullifying any portion of the play that occurred after the violation. EXCEPTION: The penalty shall not apply when:

(1) the batter hits a ground rule double; all runners will advance two bases without liability to be put out.

(2) the batter hits a fly ball over the outfield fence in fair territory (home run); all runners will be allowed to score.

(3) the batter is hit by a pitched ball; the ball is dead and all other runners will not advance unless forced to vacate the base for another runner legally entitled to that base.