

ST JOHN YOUTH BASEBALL

Minor League

1. General rules of play
 - a. Rain Outs: Teams must show up at scheduled games regardless of weather conditions. Only the league commissioner can cancel games prior to the set start time due to bad weather. Once both teams and umpire(s) have arrived the decision falls upon both managers and the umpire(s).
 - b. Make-ups: Make-ups must be played as soon as possible. Games not played should be reported to the league commissioner by the home team manager and a new date should be scheduled.
 - c. Ties: There are no ties. Games will be played until a winner is determined. If a game ends in a tie because of weather or time limit the game will be finished at a later date in coordination with the league commissioner.
 - d. Extra innings: In the event of extra innings, each team will begin its turn at bat with a runner at second base with no outs. The runner will be the player who made the last out the previous inning.
 - e. Forfeit: If your team cannot field the minimum number (8) of players 15 minutes past scheduled start time you will be charged with a forfeit. The score will be recorded as 9-0.
 - f. Complete game: A game is considered complete after 6 innings (5 ½ if the home team is leading) or 1 hr and 45 minutes (unless a tie). Any game passing 4 innings (3 ½ if home team leading) and is called because of weather or time is considered a regulation game. Games not reaching the minimum number of innings will be considered suspended and replayed in full. No new inning will start after 1hr and 45 minutes.
 - g. Mercy rule: A 10 run mercy rule is in effect after 3 ½ (home team leading) or 4 innings.
 - h. No jewelry of any kind is to be worn; except for religious and medical reasons and it must be tapped down to the body.

Make-Up games/Tie games

1. Make-up games must be played as soon as possible.
2. A make-up game not played as prescribed due to weather will be given priority the following week for make-up.
3. In the event a make-up time cannot be agreed upon between the 2 managers, the League Commissioner will rule on the make-up time.
4. In the event a game is stopped due to time limitations and the game is a tie, the game will be scheduled for completion according to the rules prescribed for make-up games
5. Starting with the seventh inning and all subsequent innings thereafter, each team will begin its turn at bat with a runner on second base. This runner is the player who made the last out in the prior inning.

Pitchers

1. A week is defined as beginning Monday morning and ending Sunday evening.
2. Innings Pitched:
Minor League: A player is allowed to pitch a maximum of 2 consecutive innings per game. A pitcher is allowed to pitch a maximum of 6 innings per week. When a game goes into extra innings due to a tie, a previous pitcher can pitch one additional inning. The inning pitched counts for the weekly total. One pitch in a new inning counts as one full inning pitched.
3. Once a player is removed as a pitcher, he cannot pitch again in that game (with the exception of the extra innings rule).
4. There are no balks,
5. There are no dropped third strikes.
6. The manager or coach must request and be granted a time out by the Home Plate umpire before a visit to the mound. An attempt to visit the mound without a granted timeout will result in the manager returning to the dugout and being charged a trip to the mound.
7. A second trip to the mound by a manager or a coach in any one inning must result in the removal of the pitcher from that position. Tending to an injured player does not constitute a trip to the mound.
8. The pitcher's foot must be in contact with the front of the rubber. After the pitcher and manager have received one warning, pitches made without contact with the rubber will be called balls.
9. Hit Batters:
If any one pitcher hits 2 batters in one inning or 3 batters in one game (including extra inning games), that pitcher must be removed from that position.

Players

1. A minimum of 8 players are required to be present at the designated game time. Replacement players may be called from a younger league if a team has less than 9 players. See number 7 below. Failure to have the required 8 players present at the designated game time, as determined by the Home plate umpire, will result in a forfeited game for the team missing the required number of players.
2. No player may sit two consecutive innings until he has played a minimum of nine outs in the field. No player may sit three innings in a single game.
3. A continuous batting order will be used. A minimum of 9 players must be listed in the continuous batting order at all times. In the event that less than 9 players are available to bat, an out will be registered for the missing batter(s) at each missing turn at bat.
4. Substitutions may be made anytime during an inning provided the umpire has granted a time out.
5. In the event a player or players must leave the game before its completion, the player or players will be removed from the continuous batting order. An out will not be registered for this absence unless the removal results in less than 9 batters (see rule 3 above). Once a player is removed from the continuous batting order, the player cannot reenter the game in any capacity.
6. A player or players are allowed to enter a game late at the discretion of the player's Manager. Each late entrant will be entered as the last batter in the continuous batting order in order of his arrival. The opposing Manager will be notified of each addition prior to the start of an inning or half inning. A player cannot enter the game until such notification takes place. There are no restrictions placed on this player regarding defensive positions.

7. Calling Players Up: Commissioner to distribute available player list and phone numbers to managers. Players called up from younger league cannot play in another league if a conflict exists with their scheduled league games. You cannot call the same player twice per season, until all the players on the list have been used. Sub players must play outfield and bat last. If the player that was absent shows up, he must split time with the sub player.
8. All male players must wear a hard cup during practices and games. Participation in a practice or game is prohibited in the absence of a hard cup.
9. Every player must wear his entire uniform, including his hat, when he is on the field, excluding batters, runners, and catchers wearing helmets. All uniform shirts are to be tucked into the pants at all times.
10. All batters and runners must wear helmets with face guards. The helmet must be worn at all times while the player is on the field.
11. Rubber spikes are allowed. Metal spikes are not allowed. A player is not allowed to participate in a game or practice until they are removed.

Batters and Runners

1. During a game, a team will be given one warning about intentional throwing of the bat by the batter. The second incident will result in the batter being called out for that turn at bat. Teams may be given a warning for other acts of unsportsmanlike conduct (i.e., helmet throwing, verbal disrespect, etc.). At the umpire's discretion, an incident of unsportsmanlike conduct may also result in that player's ejection from the game.
2. Stealing

Stealing of second and third base is allowed. A runner may advance no more than 1 base per pitch. In the event he tries to advance 2 bases (i.e. runner on 1st steals 2nd attempts to advance to 3rd on an overthrow) the ball is not dead. If the runner is tagged off base, he is out. If the runner reaches the extra base successfully, the umpire will send him back as soon as the ball is dead. A base runner must return to the base he is occupying if he makes a move back to that base or it is apparent to the umpire that he is not going to advance when the ball is returned to the pitcher on the mound.
3. Leadoffs

A runner on base attempting to steal cannot leave the base until the pitched ball passes home plate. In the event a runner leaves early, he will be sent back to the original base. In the event the original base is now occupied after completion of the play, i.e., batter walks or is hit by pitch, etc., the runner will be declared out. In cases where runners occupy second and third, the runner must remain on his respective base until the ball is hit. In the event a runner leaves early, he will be sent back to his original base. In the event that the original base is occupied after completion of the play, or subsequent runner occupies bases beyond the original base, the runner will be declared out.
4. End of Inning

A half inning will end when three outs are recorded or when the ninth batter has completed his turn at bat. The coach will declare his choice of taking the walk or if the batter must hit before the batter is in the batter's box. If the choice is to hit that batter cannot draw a walk. If a pitch hits the last batter, it is the coach's discretion to allow the batter to continue or to award the batter 1st base. In the event the batter is awarded 1st base, the next batter in the lineup will be allowed to bat. The pitcher will be charged with a hit batter for each occurrence. If the declaration is not made by the coach before the first pitch, the batter is considered a normal batter. If there are less than two outs when the ninth batter comes to the plate, any out earned after the batter puts the ball in play will end the inning. The batter will be considered forced out at home if a defensive player receives the ball and steps on home plate regardless of the position of the runners.

5. Infield Fly Rule. Upon declaration by umpire, the ball is dead and the batter is out.
6. Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. All runners must slide at Home on a play at the plate. This rule is subject to the umpire's discretion.

Home Team

The home team is responsible in providing an adult umpire at the game during the regular season or pay the patched umpire \$ 5.00 to handle everything.