



PORTAGE YOUTH BASEBALL

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MINOR DIVISION PLAYING

Coaches are **NOT** to argue with or belittle an umpire under **ANY** circumstance. Civil discussions about rule interpretation may occur, but coaches, players, and fans may not argue umpire judgment.

It is the team Head Coach's responsibility to get sponsors' gifts delivered to them. Our sponsors are key to the success of this league. This token of "Thank You" is the least we can do! These are to be delivered **NO LATER THAN 1 week** after the delivery of pictures. If anyone needs assistance with this requirement, please contact PYB.

Final pitch count sheets will be initialed by both coaches. (Scorekeeper will turn pitch count sheets into the Concession Stand).

After each game, coaches and players are to assure that dugouts and grounds are clean. Both team coaches are responsible for raking/grooming the field. If you are the last one to leave the park, make sure all doors on locker rooms and restrooms are locked.

Rules of the Park

It is all of our responsibilities to clean up after ourselves. This park belongs to us all – pitch in and keep it clean!

Good sportsmanship must be displayed at all times by players, coaches, officials, and fans! The following behavior will not be tolerated, including but not limited to:

- Swearing
- Throwing a tantrum
- Throwing bats, helmets, or other equipment
- Taunting, intimidating, or being mean and disrespectful to other players, umpires, coaches, and team fans

Coaches are to address this behavior with players immediately upon offense. Violations herein will be subject to the Sanctions Policy. Unsportsmanlike conduct of any manner may cause immediate ejection from the park grounds, removal from position, and/or any other sanctions deemed necessary from the league Board of Directors.

Rules of the Field

1. All players and coaches are to be in uniform (team hat and shirt) for games. No shorts or open toed shoes may be worn by players. No open toed shoes are to be worn by Coaches.
2. Athletic supporters are required for all male players. A supporter and cup is required for all male catchers. ***Although cups are not required for all positions, they are strongly encouraged for all male players.***
3. A catcher's mask must be used by players when catching and warming up pitchers in the bullpens.
4. Jewelry of any kind may not be worn during games and/or practice.
5. The **HOME TEAM** is the second team listed on the schedule and will occupy the **1st base dugout**.



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The Home team will have use of the batting cage from 5:00 pm to 5:30 pm while the Visiting team will have use of the batting cage from 5:30 pm to 6:00 pm. At conclusion of the game – **both team's coaches** are responsible for field care and clean up.

6. A game may NOT start nor finish with either team having less than 8 players.
7. An adult **MUST** be in the dugout at all times. (use of an approved volunteer OR if not available, and team has only one coach, coach must remain in dugout and use players as base coaches). Each team will have no more than 3 Coaches in the dugout at one time. When a coach is requesting a time out – the ump needs to approve the time out before the coach may set foot on the field of play.
8. All players must stay in the dugout while the game is in progress, unless they have permission from the coach. Only team members and approved coaches are allowed in the dugouts/field of play during games.
9. There will be no on-deck circles, no on-deck batters, and no bat rings are allowed. On-deck batter **MUST** remain in the dugout. Bats are to remain in bat tender until batter is ready to leave the dugout. Batters/baserunners **MUST** leave batting helmet on until they have entered the dugout.

Rules of Play

Bats: All bats must be 2 5/8" barrel or smaller. Non-wood bats must be labeled with a USA Baseball stamp. Solid wood bats do not need to have the USA Baseball stamp.

1. Each player must play at least every other inning (3 outs) on defense.
2. Each player is expected to play an infield position and an outfield position during the game unless the coach feels it would pose a safety risk.
3. Each player must bat in rotation, whether they are playing defense or not.
4. A coach must use a courtesy runner for the catcher with two outs. The player who made the last out will be the runner.
5. If the catcher has caught for 3 or more innings, he/she cannot pitch in the same game.
6. If a pitcher has pitched 41 or more pitches, he/she is not eligible to catch the rest of the day.
7. A new inning begins when the home team's 3rd out is called.
8. Games are six innings, unless shorter due to time limits.
9. Games tied after 6 innings will be recorded as a tie, however, **WILL** be extended to a 7th inning **ONLY** if the time requirement in item #8 is adhered to.
10. Game times:
 - **First** game of a two (2) game night starts at 5:00 pm. Even if started late, no new inning will start after 6:20 pm. *Umpire's time runs the field.* Game will be called at 6:30 pm and field prepped for the second game. If in the middle of an inning, the score will stand even if the home team has not batted. No revert back rule. No exceptions.
 - **Second game** starts at 6:30 pm and a new inning may NOT start after 7:50 pm. *Umpire's time runs the field.* (Should the game start late, the 7:50 pm rule still applies). Game will be called at 8:15 pm and if in the middle of an inning, score will stand even if the home team has not batted. No revert back rule. No exceptions!
11. The 5 run rule per inning will apply in all innings, EXCEPT the last inning may be unlimited runs. If



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the last inning is announced when the home team is batting, the home team will be restricted to 5 runs as the visiting team was. **Run Ahead Rule:** 15 after 3 innings, 10 after 4, and 8 after 5 = ends the game.

12. Sliding – **All players are encouraged to slide but MUST avoid contact with the defense if there is a play at the base.**
 - a. (Umpire calls “Play at Base”, NOT coaches. "Play at Base" = Defense, Offense, Ball, & Base.)
 - b. All players encouraged to slide into bases to avoid tags (except 1st base).
 - The other option a runner has is to attempt to get around the defender attempting the tag. (Runner can only move up to 3 ft. left or right to remain legal).
 - Defensive players may not block the base unless they have the ball. (obstruction may be called = runner safe).
 - Except when a runner is returning to a base, head-first slides are NOT permitted.
13. **Slash Bunts are NOT ALLOWED.** – A batter showing bunt CANNOT pull back and swing at pitch. Batter and Coach shall receive 1 warning. If batter does again, he/she is immediately out, without consideration of number of strikes on him/her. Ball either hit or missed is dead immediately, runners do not advance.
14. A team must use 4 outfielders if they have 10 or more players. All outfielders must play at least 10 feet in the outfield grass.
15. For the purpose of instruction, the defensive coaches may coach from the outfield grass.
16. No leading off base. Baserunners may leave the base upon the pitch reaching the front edge of home plate. If a runner is deemed to have left early by the umpire, all defensive outs stand and no offensive batter/runners are allowed to advance. They will be returned to last occupied position prior to the pitch, unless put out.
17. Stealing: The runner will be allowed only the base he/she was heading to on an errant throw from the catcher. If the throw goes into the outfield, the runner **MAY NOT** advance to another base.
18. *Player Development Rules – First full week of games*
 - a. During these games, there will be no walks. After 4 balls are called on the pitcher, the offensive coach will step out and pitch to his/her own batter. Any strikes stand in the count to the batter and the Coach pitches from the rubber until there are 3 strikes (swinging strikes are NOT required) or a pitch is batted in play.
19. Stealing:
 - a. There is NO stealing home at all in the Minor Division.
 - b. Stealing 2nd and/or 3rd base is NOT allowed when coach is pitching to a batter.

COACHES ARE RESPONSIBLE FOR MONITORING PITCH COUNTS STRICTLY!!!

Pitch counts are in place and **REQUIRED** for the protection of the player. Coaches and/or parents are not allowed to override or ignore these requirements.



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Be mindful of pitches in warm-ups and practices. They add up and put strain on the player's arm too.

Pitching Rules

Any player may pitch a **maximum of 50 pitches per day**. We have lifted the "inning limit" to allow pitchers who pitch to 1 batter, for example, to end an inning and be eligible for a subsequent inning(s). Upon reaching the limit, Pitcher must be removed from this position but may remain in the game, **EXCEPT** if 41 or more pitches are delivered in a game, player cannot play catcher for the remainder of that day.

All pitchers age 16 and under must adhere to the following pitch count vs. days of rest.

Pitches (in a day)	Days of rest required
36-50	2
21-35	1
1-20	0*

**Pitchers that pitch in consecutive days are required to rest on day 3 regardless of number of pitches thrown in those two consecutive days.*

1. Coach is allowed 2 visits to the mound in 1 inning and 3 for the entire game. Any visit in excess requires pitcher to be removed. If a pitcher is removed on a visit, it does not count toward visit total for game.
2. Once pitcher is replaced during the game, he/she may not return to pitch in that game.
3. If pitcher hits 2 batters in 1 inning OR 3 batters in a game, he/she must be pulled for rest of the game. (Pitching only, can play other positions as allowed.)
4. Breaking balls (curve or slider) are not allowed in league play. Acceptable pitches are fastballs, change ups, and knuckleballs. If an illegal pitch is thrown, the pitcher will be given 1 warning and the offensive coach will choose either a ball to the batter or the result of the play. Upon a second illegal pitch, the pitcher will be removed from the pitching position.