

BAYSHORE LITTLE LEAGUE
MINOR C RULES – Spring 2009

The Umpire is the Coach-Pitcher on the mound. Base coaches at first and third should be actively involved in plays at first and third but the ultimate call rests with the Coach Pitcher on the mound

Three strikes is an out. For the first four games of the season (one each against the other teams), if a batter strikes out he or she will get one swing off of the tee. If the batter then misses the teed ball or hits the tee, he or she has struck out. NO TEE IN THE FINAL, OPEN INNING. Tee to be supplied by the home team. After the first four games of the season, no tee.

Three outs to an inning

Six coach pitches per batter. If the batter does not hit the sixth pitch the batter is out (subject to the tee rule for the first four games of the season explained above). A foul ball on the sixth or subsequent pitches does continue the at bat

All pitching shall be from one generous step in front of the rubber closest to the plate. During field prep the home team should lay chalk at this spot

Pitcher may be positioned on either side of the Coach but the pitcher may not be closer to the plate than the Coach. Pitcher may be positioned behind the Coach Pitcher. Pitcher must have at least one foot within the mound at the time the ball is pitched.

When a defensive player intends to return the ball to the infield or the pitcher, the play stops once the ball reaches the infield area. At this moment, if the base runner has not crossed the “half-way” chalk mark, the runner must return to the previous base. An apparent tie sends the runner back. (The intention is to stop play once the ball crosses the vertical plane (IN THE AIR OR ON THE GROUND) created by the grass-to-clay border between the outfield and the infield.) Determining if the runner should advance is ultimately the decision of the Umpire. During field prep the home team should lay chalk at the halfway point between 1st and 2nd, 2nd and 3rd, and 3rd and home plate

A batted ball that does not get to the grass portion of the infield is a foul ball

Bat the entire roster

Ten players in the field – either 4 outfielders or a rover around 2nd base

Four runs per inning maximum per side, last inning is open. No ten run rule

Each player shall play two defensive innings per game (six outs) minimum

Free substitutions

A Coach should stand behind the catcher as “backup” (i.e., return the ball to the Coach Pitcher if the ball gets by the catcher) – teams should alternate providing the Coach each half inning

No on-deck players (for safety and insurance reasons)

Games are intended to take two hours or less. Coaches are to note when 1 hour and 20 minutes of a game has elapsed. If 4 innings have not been fully completed, the 5th inning will be the open inning. If 4 innings have been fully completed, the 6th inning will be the open inning

Home team is responsible for field prep, concessions (see concession procedures) and provides the game ball

Home team is responsible for controlling the scoreboard. No official scorebook will be kept. Please assign an adult only or have an adult supervise any child operating the scoreboard

No bunting

Fielder interference will not be enforced unless a particular player repeatedly violates the rule after explanation. Please apply this rule in a reasonable manner

The infielders should never be positioned more than three feet in front of the baseline (ie, 3rd baseman and SS shouldn't be more than three feet in front of the baseline between 3rd base and 2nd base and the 2nd baseman and the 1st baseman shouldn't be more than three feet in front of the baseline between 2nd base and 1st base). Of course, they may play back as far as they like.

If you are playing in the last game of the day or evening, please make sure to put the scoreboard controls and the speaker equipment (if you are announcing your game) in the concession stand. If it is not open, put everything in the supply room with the roll up door. Also, make sure the scoreboard switch is turned off in the concession stand and turn out the field lights. This is ultimately the Home team's responsibility but everyone should be looking out for these items. If you have the last practice of the evening, please make sure the lights are off.

MINOR C GENERAL THOUGHTS

The principal goals at the Minor C level are to teach the kids some baseball fundamentals and to make the experience enjoyable for ALL of the kids, not just the advanced players. While all of us have some competitive streaks (some more than others) the fall season should be time to allow kids of all skill levels to play a variety of positions. This doesn't mean that you must play kids who can't catch at first base or kids that have no idea what they are doing at pitcher or shortstop – we have to be mindful of safety concerns as well. It does mean, however, that all kids (including the least talented) should get some opportunities during the season to play in the infield. Similarly, all kids (including the most talented) should get some opportunities to play in the outfield. What we don't want are the 3 most talented kids on a team playing pitcher, first base and shortstop nearly every inning of every game.

REMEMBER – THESE ARE 6, 7 AND 8 YEAR OLD KIDS. WE WANT THEM TO ENJOY BASEBALL AND TO CONTINUE PLAYING THROUGHOUT THEIR CHILDHOODS. MAKE IT FUN AND INSTRUCTIVE. BE INCLUSIVE. BE CONTRUCTIVE AND POSITIVE. TONE DOWN THE COMPETITION A BIT. BE COLLEGIAL WITH THE OTHER COACHES. SET GREAT EXAMPLES. AND, AGAIN – MAKE IT FUN!