**Cochrane Minor Ball**

**2024 Minor/Major House League Rules**

1. **Duration of Game -** House league games will **START** at 6:30 PM on weeknights and at 9:30 AM, 1:00 PM, 4:30 PM on Saturdays. Games are 6 innings in duration or until a time limit is reached with **no new inning to commence 1h and 45 min after the start** of play (Not after the start time, but please start on time!). Games may be called on account of darkness by the umpire’s decision only.
2. **Minimum Roster.** – A team must have a minimum of 8 players for a game to be official. There is no automatic out if teams are playing with less than 9 players.
3. **The Batting Order –** The batting rotation will consist of all players present at each game. Late players will be added to the bottom of the batting order. Players that are injured or must leave early do not force an automatic out.
4. **Pitching Distances -** For **Tier B** minor division the distance to home plate shall be kept to a minimum of 40 feet (Pls move back as your players skills increase). All Tier A teams and Majors will start at 46ft.
5. **Pitching Roster –** All teams require a pitching log which must be kept up to date. After each game, each manager will verify and then sign the opposing team’s pitching log and pitch counts. **The VISITING team will enter the signed pitch count sheet information into the google sheet tracker within 24 Hours of the game being played.**
6. **Pitching Limits –** To protect the arms of our young players pitching limits have been established (Age as per LL age chart).

Pitchers aged 8 and under may not throw more than 50 pitches in a day.

Pitchers aged 9 and 10 may not throw more than 75 pitches in a day.

Pitchers aged 11 and 12 may not throw more than 85 pitches in a day.

Exception. If a pitcher reaches their daily threshold while facing a batter he/she may continue to pitch until that batter retired, reaches base or a third out is recorded.

A pitcher who has pitched more than 40 pitches in a game may not assume the position of catcher for the remainder of the day. Once a pitcher has substituted out he may not pitch again in the same game.

1. **Rest Period Required for Pitchers –**

If a player pitches 66 or more pitches in a day, 4 calendar days of rest must be observed

If a player pitches 51-65 pitches in a day, 3 calendar days of rest must be observed.

If a players pitches 36-50 pitches in a day, 2 calendar days of rest must be observed.

If a player pitches 21-35 pitches in a day, 1 calendar day of rest must be observed.

If a player pitched 1-20 pitches in a day, no calendar days of rest need to be observed.

The penalty for the use of an ineligible pitcher will be suspension of the team’s **COACH** for the team’s next two games. Warm up pitches are not counted against a pitcher’s pitch count.

**\*\*\*IT IS THE COACHES RESPONSIBILITY TO KNOW AND UNDERSTAND ALL THE RULES WITH REGARDS TO PITCHING**

1. **Catcher Courtesy Rule –** This may be used in league games to speed up play when there are two (2) outs and the catcher is a base runner. The player who became the second out will be the courtesy runner for the catcher. The switch will be made during a dead ball situation and the incoming runner shall use the outgoing catcher’s helmet while on base.
2. **Courtesy Runner –** A courtesy runner shall be permitted at the discretion of the umpire for any short term or long term running disabilities once the batter has reached first base either by a hit or by a walk. The last out of the previous inning becomes the courtesy runner.
3. **Intentional Walk – There are NO intentional Walks**
4. **Avoiding Collisions –** 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. There is to be no head first sliding unless a runner is attempting to return to a previously occupied base.
5. **No Infield Fly Rule – The infield fly rule will not be enforced at the minor level,** but it will at the Major level.
6. **Playing Time –** An effort made to provide equal playing time to all players on the roster. Unlimited defensive substitutions may be made each time the team takes the field at both the Minor & Major levels. ALL PLAYERS WILL BE IN THE BATTING LINE UP.
7. **Fair Play Policy – Run Limit –** A maximum of 5 runs may be scored in any inning. 5 runs or 3 outs whichever comes first. No open innings in league play.
8. **Lead Offs and Base Stealing –** A runner may not take a lead off of the base until the ball reaches the batter. Base stealing will be permitted in the Major divisions from the start of the season. **Base stealing and advancing on pass balls (Past the Catcher) will not be introduced in the Minor division until after June 1st.**
9. **Third Strike Not Caught –** A batter is out when a third strike is not caught by the catcher when first base is occupied with less than 2 outs. Otherwise the batter runner may attempt to reach first base before he is tagged or before the ball is thrown to first base. This rule will only apply in the Major division. A third strike not caught in the Minor division is an out.
10. **Mercy Rule –** If after 4 innings, 3 ½ innings if the home team is ahead, one team has a lead of 10 runs or more, the coach of the team with the least runs **may (This is not up to the umpire, this is up to the coaches – Time limit will apply still)** concede the victory to the winning team.
11. **Scorekeepers –**The **HOME** team is the official scorekeeper, and the **VISITING** team is the official pitch counter. They will be responsible for reporting the scores and pitch counts to the league.
12. **Base Coaches –** Base coaches may coach at 1st and 3rd bases only. If the base coach is a player, this player must be uniform and wearing a batting helmet. One coach must be in the dugout at all times.
13. **Field Preparation –** The home team is responsible for setting the bases and ensuring the diamond is ready for play. They are also responsible for putting away all the equipment after the game and ensuring the green bin is locked up.
14. **Personal Protection –** All players must wear a protective cup at games.
15. **No Jewelry –** Players are not allowed to wear rings, watches, necklaces or earrings while playing the game.

1. **Good Sportsmanship** – **Good sportsmanship is expected from all participants. No abuse of umpires, officials or members of the opposing team will be tolerated. The umpire may issue a warning and if the behaviour persists, the umpire is within his/her authority to eject the offending party from the game.** **ANY COMPLAINTS FILED BY AN UMPIRE WILL BE IMMEDIATE GROUNDS FOR SUSPENSION. NO APPEAL WILL BE HEARD!**