

TPSS Minors A Baseball Division Rules

The rules of Minors A ball are the rules stated in **Part I - General Rules**, with the exception or addition of the following rules:

1. **Number & Position of Players.** A team can use up to 10 players in the field, four in the outfield. Important: no player can be positioned on a base when the pitch is delivered. Also, important: outfielders must play in the outfield.

2. **Playing Time.** A player who does not play the field on defense for one inning must play in the field on defense in the next inning. Players may expect roughly equal playing time and the chance to play a complete game occasionally.

3. **Umpire.** The home team provides a parent umpire for the game.

4. **Prohibited.**

- a. No metal cleats.
- b. No bunting.
- c. No stealing.
- d. No head-first sliding, although feet-first sliding is permitted.

5. **Pitching.** All games are coach pitch.

- a. The distance between home plate and the adult pitcher will be 45 feet.
- b. A player should be positioned near the mound to field that position.
- c. A ball that hits the adult pitcher is an automatic single. All runners move up one base.

6. **Strikeouts.** A strikeout occurs after five strikes (a swing and miss, or a "called strike"). However, if the batter fouls off the 5th pitch, he or she is entitled to another pitch, and may continue batting after fouling off pitches. The next time a batter who previously struck out comes to the plate and again strikes out, the player is awarded first base. However, these subsequent strikeouts count as outs. Therefore, if the strikeout constitutes the last out of the inning, the batter does not reach first base.

7. **Thrown Bat.** If a batter throws a bat, one warning is issued. The player is automatically out on subsequent violations.

8. **Runners Leaving Early.** Runners may only leave base when the batter makes contact with the ball. If a runner leaves a base early, one warning is issued. The player is called out on subsequent violations.

9. **Overthrows.** On an overthrow to any base, a runner standing on a base can advance to the next base. A runner more than halfway to the next base may continue to that base, and the next base beyond.

10. **Ground Rule Double.** Two base maximum advance by any player on a ground ball, defined as any ball that does not reach beyond the infield base-lines on a fly. Any runner advancing more than

two bases will be sent back to the appropriate base after play has stopped but can be tagged out while the ball is still in play and runner is not on a base.

11. **Time Limits.** Under no circumstances shall the top of an inning, other than the bat around inning, begin 75 minutes after the start of the game. To accommodate concerns about heat and sun exposure, opposing team managers may by mutual consent shorten the time limit of the game. Such decision shall be reported to the umpire before the start of play. Every effort should be made to start and stop games on time, so that all scheduled games can be played in full. Extra innings are allowed if conditions permit. Managers by mutual consent may agree to modify rules during extra innings, so the game can be finished expeditiously. For example, a one-pitch rule could be adopted (each player gets one pitch).

12. **Stoppage of Play.** The umpire calls and signals time once a play is dead as loudly as possible. The umpire also calls and signals time once an infielder has control of the ball.

a. Runners more than halfway to another base when time is called are awarded the base that they are headed to.

b. If the runner is less than halfway, the runner goes back to the last base touched.

13. **Foul Balls.** Umpires are encouraged to immediately and loudly declare when a ball is foul.

14. **Five-run Rule.** There is a maximum of five runs allowed per at bat, except for the final "bat-around" inning when there is no limit.

15. **Bat-round Inning.** The number of batters eligible to hit in the bat-around inning is based on the largest number present. (In other words, if one team has 12 players and another team 11 players, then both teams may send 12 players to the plate.) A team's at-bat continues until *either* all eligible batters have batted *or* three outs are recorded.

16. **Coaches in the Field.** An adult coach may be stationed in the outfield during the games. A coach should not be stationed in the infield.

17. **Foul tips.** A foul tip that goes higher than the batter's head and is caught by the catcher will be considered an out.

18. **Infield Fly Rule.** Not in effect.

19. **Field of Play.** The distance of the paths between bases is 60 feet.