

Mini Minors Game Rules

RULES

1. A regulation game is 4 innings. No inning can start after 1 hr 45 minutes of play. A tie game will not continue after the maximum number of innings in a regular scheduled game are completed.
2. Each team supplies a scorekeeper.
3. There is no "on deck" circle to warm up batters.
4. Each team will have 3 outs or a maximum of 3 runs per at bat per inning. In the last inning the visiting team may score enough runs to go ahead by 3 before 3 outs. The home team may then try to score enough runs to go ahead before 3 outs are made.
5. The maximum number of bases a player can advance on a hit is 2.
6. The following is NOT ALLOWED – bunting, lead offs, stealing, sliding, pinch hitting, or protesting.
7. Up to two coaches may be in the outfield coaching the defensive team.
8. All players play the field in every inning. A catcher (in full equipment) is required. All players must stand in a normal playing position on the field (3rd base, shortstop, 2nd base, etc.) with the other players filling in around the outfield. A 7th "rover" infielder may be used.
9. A continuous batting order is used.
10. Pitching:
Before the May long weekend: Coaches will pitch (at 28 feet) where each player gets 5 good pitches. A bad pitch (e.g. doesn't cross the plate) is not counted. The umpire will call "bad pitch." If a player fouls on their last pitch they will get another pitch. If a hit is not made after all the pitches the player is out.
After the May long weekend: The player in the pitching position (at 28 feet) will attempt 3 pitches to each batter. If no hit is made after those 3 pitches, the coach will pitch 3 remaining pitches. If a hit is not made after all the pitches the player is out. 3 swinging strikes also count as an out. If a player fouls on their last pitch they will get another pitch. The pitching will revert back to the pitcher for the next batter. 38 feet may be considered the pitching distance if both coaches agree that their players are ready for this distance.
11. Every effort should be made to rotate players into different positions equally. This is so they get the chance to play every position throughout the season.
12. All teams must have someone in charge of the dugout (i.e. coach or parent with CRC).
13. There is a fun playoff at the end of the season.

MINI-MINOR UMPIRES

1. In Mini-Minors, one junior umpire (a child 9 or over) is provided.
2. Home plate umpire will make the calls at home plate, 1st, 2nd, and 3rd base.
3. The innings will change when there are 3 runs OR 3 outs.
4. The batter must DROP the bat – do not throw it. If the batter throws the bat, they get one warning. A second infraction means that the batter is out.
5. Remove the bat when the runners are coming in to the home plate and replace it when the plate is clear.
6. Ask the coaches if they have asked the players if they are wearing jocks or jills.

ORDER OF CALLS

1. The umpire will call the first batter by saying "Batter Up"
2. They will then say "Ready in the field" to make sure the players in the field are paying attention. The players should answer "Ready."
3. The umpire shall then say "Play Ball."