

Mini Minor Game Rules

General:

- Players should arrive 5 minutes prior to the start of the game to ensure they are ready to warm up and play. The first 10 minutes are for warm up and the game is the remaining 1hr
- All teams must have someone in charge of the dugout (i.e. coach or parent with CRC).
- The following is NOT ALLOWED – bunting, lead offs, stealing, sliding, pinch hitting, protesting, or poor sportsmanship
- Each player should have a parent/guardian/adult present at the games to support the player in case of upset, reluctance, or behaviours; the coach should be focused on the team overall

Gameplay:

- The game can be stopped at any time for instructional purposes.
- A game is 3 innings long, or 1 hour, whichever is first. No inning can start after 40 minutes of play. A tie game will not continue after the maximum number of innings or maximum time.
- The innings will change when 3 outs have been called, or 3 runs scored, whichever is first
 - 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 by 1 before 3 outs are made.
- In Mini Minors, official umpires will not be provided. Instead, parents and/or coaches/managers will take on this role. Umpires are needed at first base, third base and home plate

Pitching:

- **Coach pitch begins in games after May 1st**
- Coaches will **overhand** pitch from a crouched or kneeled position of 15ft – 20ft from Homeplate
- Each player gets 4 good pitches. A bad pitch (e.g. doesn't cross the plate) is not counted.
- If a player fouls on their last pitch they will get another pitch.
- If a hit is not made after all the pitches the tee is brought out until they hit.

Batting:

- **ALL players will use a batting tee in games, until after May 1st**
- A continuous batting order is used, to ensure equal number of opportunities to bat, as **not every** batter will bat each inning
 - The batter swings until they hit the ball.
 - No balls or strikes will be called
 - 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 and they must leave the field.
- Runners may advance up to 2 bases at a time. **No extra bases are allowed on overthrown balls.** What this looks like in game situations is a batter can run to second base if they want to, or a player already on a base can run to up to two bases from where they started upon the current batters hit. They are not required to though. For example a batter hits the ball and arrives at first base before the fielder gets the ball,

they may choose to continue to run to 2nd in hopes the fielder does not throw there fast enough. However, if the batter arrives at first before or after the ball is thrown to first and **the ball that is thrown overshoots the first base player and lands in foul territory, the batter may NOT continue to second base.**

- There is no “on deck” circle to warm up batters.
- A runner cannot touch or pass the runner ahead of him/her or he/she will be out.
- Home plate umpire (coach or parent) will be responsible for removing the tee and/or bat when the runners are coming into the home plate. They must try to stay out of the way of the catcher though.

Fielding:

- Coaches and parents will be in the outfield coaching the defensive team.
- If you have less than 6 players for the game, try to borrow players from the other team to make at least 6, even if you can only borrow them for defensive play (fielding)
- If the umpire (parent) is unsure of the outcome of the play, then the decision goes in favour of the runner.
- All players play the field in every inning
 - **A catcher (in full equipment) is required for every game**
 - Remaining players must play in official baseball positions: pitcher (next to the coach), 1st base, 2nd base, short stop, 3rd base, right field, left field
 - If you have more than 6 players, the 7th, 8th and 9th players must play outfield, no additional infielders should be added
 - If you decide to play with less than 6 players and cannot borrow players for fielding from the other team, remove these positions in the following order depending on how many players you are short: pitcher, then short stop. Games cannot be played with less than 4 players
 - Coaches are encouraged to rotate players positions both during the game and throughout the season so that all the children get an equal opportunity to play in key positions.
- The ball should be thrown overhand, not rolled, when fielding the ball.
 - Ensure and encourage players to throw the ball to the catcher to make plays at home plate. Infield players should refrain from running the ball to home for both safety and skill learning reasons