

2024 Minor Rules - Port Arthur Nationals House League

Game/Field Management:

1. The home team will:
 - Occupy the bench on the 3rd base line of the infield
 - Be responsible for setting up and returning all bases
 - Be responsible for raking home plate and the pitcher's mound
 - Supply a new game ball
 - Be entitled to a 7 minute infield before commencement of the game (time permitting)
2. The visitor team will:
 - Occupy the bench on the 1st base line of the infield
 - Supply a decent back up ball for the game
 - Be entitled to a 7 minute infield before commencement of the game (time permitting)
 - Have the first infield practice at 6:15
3. The coaches of each team shall agree to any necessary exceptions before the game starts. They should meet with the umpire to discuss specialty rules prior to the game starting.
4. All games will begin at **6:30pm**. No inning will be started after **8:30pm** (reg. season) - umpires clock. There is no time limit for playoffs.

Player Management:

1. **All players must play one inning in the infield per game, until the playoffs.**
2. Once an inning has commenced, there will be no changing of defensive positions (pitchers excluded)

Conduct:

1. During the game, all players not participating on the field must remain in the bench area
2. Adults in the bench area will be limited to one head coach and three assistant coaches
3. The head coach will be responsible for all discussions with the umpire. If they are unable to attend, one of the assistants may fill this role
4. The penalty for ejection of a player or coach shall automatically include a suspension for the next game. An additional penalty may be imposed by the executive committee

Time Out/Mound Visits:

1. This rule governs visits by the manager or coach to the pitcher.
2. Such visits are to take place at the pitchers mound.
3. No player other than the catcher may participate in such visits.
4. Visits should be limited to 30 seconds - **2 visits in 1 inning = removal of pitcher**

Pitching Machine Rules and Gradual Inclusion of Pitching

1. For the first week the entire game will be played using the pitching machine. After the first week we will use the following schedule to include more pitching by players. The pitchers will start the game and then the pitching machine will finish.
 - a. Week 2 - we will include 1 inning of pitching and 5 innings of machine.
 - b. Week 3 - we will increase to 2 innings pitching and 4 innings of machine.
 - c. Weeks 4 through 6 - we will increase to 3 innings pitched and 3 innings of machine.
 - d. Before week 7, coaches will convene to discuss if we want to go to 4 innings pitched, or keep it status quo.
 - e. For the playoffs all games will be played with the machine for the entirety of the game.

During weeks 2 & 3, we do not want the same pitcher pitching twice in a week
(Try and develop as much pitching as you can) - revised

Pitching: (Pitcher - Catcher Rule Applies)

1. **If you catch for 4 or more innings you cannot pitch**
2. No penalty for a balk by a pitcher, however, repeated obvious attempts to balk in an effort to throw off the batter will be penalised by a warning first, followed by awarding the base
3. **No intentional walks are allowed**
4. **During weeks 2 & 3 limit your pitchers to 1 inning each per week, so that during week 3, four different pitchers get an inning. Following week 3, a limit of 2 innings per game (up to a max of 4 per week) is in effect for the regular season. One pitch counts as an inning -revised**
5. ***Innings pitched should be recorded in the scorebook each game!***

Players Equipment:

1. All players must wear a protective cup
2. No jewellery may be worn i.e earrings, watches, etc.
3. No sunglasses for pitcher or hitter (unless prescription) may be worn in the field
4. On extremely cold and damp days, all players can wear a jacket or sweatshirt over their uniform

Slide Rule:

1. **There is no mandatory slide rule.** Where a fielder has the ball and is waiting to make a tag on the runner, that runner must either slide or attempt to get around the fielder.
2. **Head first sliding into any base is prohibited**
3. Any runner who deliberately or carelessly runs into a fielder (including kicking) runs the risk, at the discretion of the umpire, of being ejected from the game
4. Any fielder who blocks the base or home plate towards which the runner is advancing when a fielder does not have the ball or is about to receive a thrown ball, commits obstruction and the runner will be deemed safe

5 Run Rule:

1. **5 runs per inning except the 6th**, an inning ends with
 - a. The 3rd out is recorded or,
 - b. The 5th run is scored
 - c. Coaches will discuss what will be the last inning at 8:15, so the game doesn't end on a 5 run rule.

Mercy Rule:

1. A game is considered final if after **4 complete innings**, one team has a lead of **12 or more runs and 10 after five**. The two coaches may agree to play an extra inning; however, this will not count towards the final score.

Batting:

1. **The infield fly rule will be enforced**
2. **A continuous batting order will be employed**
3. If a player arrives after the game has started, that player must be added to the bottom of the batting order
4. If a player has to leave, his remaining times at bat will be passed without penalty
5. If a player is injured, his remaining times at bat will be passed without penalty
6. An injured player who misses an at bat may resume his place in the batting order if the coach determines the player has sufficiently recovered from his injury
7. An injured base runner can be replaced by a replacement runner. Such base runner will be the player who recorded the last out

Shortage of Players

1. **A team must have 8 players in order to play**
2. Call ups from CP are encouraged to fill rosters for missing players. There is a waitlist/spare list.
3. The umpire will allow 10 minutes beyond the scheduled starting time before calling the game
4. A player can be borrowed from the opposing team or team may play with 8 players to accommodate an **exhibition** game.

*** Specialty Rules:**

1. **A runner will only advance 1 extra base per overthrow.** For example there is an overthrow at 1st base while the runner is running down the line, the runner will only be allowed to advance to 2nd.
2. Same rule applies when a base runner is attempting to steal a base. **No stealing**
3. Once a catcher has gained control of the ball and thrown it to the pitcher (who is on the dirt area/circle of the pitcher's mound) all runners must return to the last base legally possessed. **No overthrows to the pitcher.** A runner from third base may not "dance" halfway down the base path. The runner must break for home or return to third base. The umpire will return the runner to third base if they do not return voluntarily.
4. **There will be no advancement on a dropped third strike.**
We will leave it as a strike with no advancements.
5. **For the first 3 weeks, runners cannot advance at all on a past ball. Starting week 4 Runners can attempt to advance on a past ball.**
*** We will leave this as no past balls advancement home all season.***

There will be no stealing for minor baseball.

As a rule, batters will get 7 pitches from the machine.. If unable to put in play, the batter will be out. No foul ball