

**Inter-League Rules
Baseball A Minor Division
2018 Season**

- A. Weekday games will start at 6:00 p.m. and shall end at 8:00 p.m.
- B. No new inning will start after 7:45 p.m.
 - a. If an inning is not completed 8:00 p.m., the game may be continued until the inning is complete at the discretion of the umpire.
- C. Games that start late will still be completed at 8:00 p.m.
- D. Weekend games will have a time limit of 2 hours.
- E. The home team takes infield for 10 minutes, 25 minutes before game time. The visiting team will take infield for 10 minutes, 15 minutes before game time.
- F. Manager may play no more than ten (10) players defensively. i.e. Rover position – 4th outfielder
 - a. Only (6) infielders, including pitcher and catcher, are allowed.
- G. No defensive manger or coach is allowed to be outside of the dugout during game play.
 - a. Offensive managers and coaches are not allowed to be in fair territory during game play.
- H. Only five (5) runs may score per half inning.
- I. Batting:
 - a. Continuous batting. All players in attendance for the game will bat.
 - b. Three (3) outs (made from regular baseball outs) or scoring five (5) runs will retire the half inning.
 - i. Strike out count toward the three (3) outs per half inning.
 - ii. The on deck batter will bat first in the next inning.
 - iii. Dropped third strike considered an out; batter may not make an attempt to advance to first base.
- J. Pitching:
 - a. All pitches will be thrown from 40' distance (unless the umpire deems the pitcher capable of pitching from the 46' rubber).
 - b. Once a pitcher has walked two (2) consecutive batters no more walks will be allowed by the pitcher. The coach will pitch to future batters if the same pitcher throws four (4) balls. If a pitcher substitution occurs the coach will not pitch until the new pitcher has walked (2) consecutive batters.
 - i. Only an overhand pitching motion will be used by the coach.
 - ii. Batter will either strike out or hit a pitched ball and cannot walk from a coach pitching.
 - iii. Called strike count toward count.
 - iv. Player that was pitching may continue to pitch to the next batter or can be removed at the manger's discretion.
- K. Stealing:
 - a. Stealing is not allowed (including on passed balls). Note: Volunteer can backup catcher and field passed balls.
 - b. Runners may only advance on a hit ball, or when played on, or forced to advance because of base on balls (walk).
- L. Substitutes:
 - a. No player shall sit out for more than one (1) consecutive defensive inning.
 - b. No player may site more than once a game – subject to team size.
 - c. Each player is required to bat in his/her respective spot in the batting order.
 - i. Players that leave the game are skipped with not penalty assessed.
 - d. A player may be entered and/or re-entered defensively without it changing the batting order.