

2022 Season Minor League Rule Summary

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Timing and ending the game

Interpretation:

- 10 min rule applies i.e. don't start the top of an inning after 1 hour 50 mins
- Games can run a max of 2 hours 20 mins.
- Once a result is reached the game ends. This could be in the bottom of an innings with the home team leading after the 1 hour 50 min mark. The innings doesn't complete in this case. You don't keep playing because players want to keep going. That impacts the for and against and is not correct.
- If the maximum time expires (ie 2 hours 20 mins) the score will revert only if
 - Playing the top of the innings
 - If playing the bottom, the batting team (home) has not increased their run count from the end of the previous. If they've got 1 extra run they keep it ie no revert.
 - The league makes the final decision on reverting or not based on the score sheet.

Rules extract below

4.3 Game Times: AS PER COMPETITION DRAW (2:00 hours for all grades excluding Playoffs).

4.3.1 **Ten (10) minute rule:** FOR ALL GRADES: no innings shall commence if the previous innings finished later than 1 hour and fifty (50) minutes from the scheduled start time.

NOTE: This time is taken at the completion of the inning when the third out is called. If an inning has been completed and there is less than ten (10) minutes remaining in the game, the plate umpire shall call time and game. The plate umpire shall keep the official time for starting and finishing the game. No allowance shall be made for games that start late for any reason. Each coach should verify the starting time with the plate umpire prior to the game commencing.

4.3.2 Once the ten (10) minute rule commences the umpire will call time and game once a result has been determined or when an additional twenty (20) minutes has expired. Any innings still in progress must terminate when the batter who is in the batting box at twenty (20) minutes past the scheduled finishing time completes their turn at bat. [Umpire will call time]. (Special amendment for any rounds that take place before Daylight savings: the additional 20 minutes is changed to 10 minutes. Maximum game time is 2 hours and ten minutes) Where the top of an innings concludes within ten (10) minutes of the scheduled finishing time and the home team has more runs than the away team, the umpire will also call time and game and the score will revert to the previous completed inning.

4.3.3 At the completion of the game if the innings fails to complete due to maximum time expiring, the score will revert to the last completed inning except where the bottom of the inning has commenced and the team batting in the bottom of the incomplete inning has improved its score relative to the end of the previous inning, in which case the score at the end of the incomplete inning stands.

4.3.4 A team may elect to declare their batting inning over in order to try and complete the inning faster. This

Declaring an innings

Interpretation

Looks like its all in the rule

Rules extract below

4.3.4 A team may elect to declare their batting inning over in order to try and complete the inning faster. This may only be done once per game (this will generally only be done by the batting side in the last inning).

Regulation Game

Interpretation

Looks like its all in the rule

Rules extract below

4.4 It shall be a regulation game, if it is a regulation game as defined in the Rules of Baseball, **OR** if the plate umpire certifies that play has proceeded for at least sixty (60) minutes or 3 completed innings of playing time.

Fielding a Team

Interpretation

- A team must have 8 players to play
- A team with only 8 players **MUST** take an automatic out when batting for the missing player. This is mandatory. Also mentioned in rule 27.4 (batting through section)
- Injured players taken out of the game **can come back to keep at least 8 players on the field.**
 - Also see rule 22.4 it says the same thing
- If the line up drops to 7 and no injured player is able to return its game over as a forfeit.
- If playing 8 and the opposition has > 9 then they **MUST** lend a player to field only. The player can rotate so is able to bat in their normal position.

Rules extract below

6 Fielding a Team

- 6.1 Should any team be unable to take the field with 9 team players, then several options are available:
- 6.1.1 Use of Non-Team Player/s (NTP) in accordance to rule 22.
- 6.1.2 A coach/manager, whose team has in excess of 9 players, **must lend a player to the opposing team, for fielding purposes only.** Such lent players may be rotated ie. can be a different player each inning.
- 6.1.3 The missing player's batting spot **will be an automatic out.** The automatic out is **mandatory** and may not be waived by manager agreement. **A team must have at least 8 players in their batting line up.**
- 6.2 If after 15 minutes from the scheduled start time, one team cannot field a team then the game will not proceed. The result will be recorded as a 9-0 forfeit. If neither team can field a team then the game will be declared a "No Game".
- 6.3 In the event of a player becoming unable, due to injury, to continue participating in a game leaving that team with less than nine (9) players, a team may:
- 6.3.1 **Bring back into the game a benched player; or**
- 6.3.2 Continue with eight (8) players and take an automatic out for the missing player. The automatic out is mandatory and may not be waived by manager agreement.
- NOTE:** As a courtesy, if the opposing team has more than nine (9) players they must offer to loan a player for fielding purposes only, however they are not obliged to do so in the case of an ejection.
- 6.4 In the event of additional players becoming unable to continue participating in a game leaving that team with less than 8 players, then a 9-0 forfeit is recorded.

Contact Rule

Interpretation

This all look pretty obvious from the rule

Rules extract below

10 Contact Rule

- 10.1 Players must avoid un-necessary or reckless physical contact with another player at all times.
- 10.2 Umpires and Team Managers are to ensure that players are aware of the dangers of intentional contact. Runners who do not slide when required to avoid contact at the base, or do not attempt to avoid fielders (with the ball at play at that base), must be given out. Any player (offensive or defensive) adjudged by the umpires to have deliberately or recklessly caused contact regardless of the ball being in play or not, should be ejected from the game and is subject to a judicial process.

* Insurance may also be void in the case of an injury to the offender *

Bats

Interpretation

- Male bats MUST be BBCOR
- Female do not have to use BBCOR marked bats

Rules extract below

17 Bat Restrictions

Male Bat Regulations

- 17.1 Bats shall not be more than 36 inches in length, no more than 2 5/8 inches in diameter, and if wood, not less than fifteen sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part.
- 17.2 The bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33-inch- long bat cannot weigh less than 30 ounces).
- 17.3 **All bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labelled with a silkscreen or other permanent certification mark.** The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting colour. Aluminium/alloy and composite bats shall be marked as to their material makeup being aluminium/alloy or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one-half- inch on each side and located on the barrel of the bat in any contrasting colour.

Female Bat Regulations

- 17.4 Bats shall be not more than thirty-four (34) inches in length; nor more than two and five-eighths (2 5/8) inches in diameter, and if wood, not less than fifteen-sixteenths (15/16ths) inches. **Note: no BBCOR requirement.**
- 17.5 If the umpire discovers that the bat does not conform to this Rule until a time during or after which the bat was used in play, it shall be grounds for declaring the batter "Out". Repeat infringements will result in both the player and team manager being ejected from the game.

Protests

Interpretation

- Key point is protests must be on a point of rule not judgement and
- must be raised at the time of the incident and within 15 mins of the end of the game and
- written on the result sheet

Rules extract below

18 Protests

- 18.1 No protest shall be permitted on a judgment decision (i.e., a decision on balls, strikes, safe, out, etc.) by the plate or field umpire/s. Questioning or badgering of the plate umpire's calls on balls and strikes shall be sufficient reason for ejection of the offending player or team official from the game.
- 18.2 Protests on a point of baseball law must be indicated to the umpire at the time of the disputed decision and again within fifteen (15) minutes of the end of the game and be marked down on the Results Card. The protest must then be put in writing and forwarded to the MWML President within three (3) days of the match being played, accompanied by a payment for \$50, which will be refunded if the protest is upheld. In all protests, the decision of the MWML Committee shall be final.
- 18.3 In extenuating circumstances, such as when several teams are involved in the dispute, the MWML Committee may choose to refer the matter to the MWDBA Board.

*** Email the Minor League Committee President by Sunday night 6 PM and report the incident.

Non Team Players (NTPs) and Multi-Team Clubs

Interpretation

- Players can't play down a grade. They can only play in the same or higher grade
- NTPs are players from a **different club** filling in or from the **same club and another team in the same grade.**
 - NTPs bat last and play in the outfield
 - NTPs cannot be from a higher grade
 - There is a max of 3 NTPs per team in a game
- Multi-team club players are players from the **same club in a lower grade playing up**
 - They cannot be from a 2nd team in the same grade in the same club. These would be NTPs
 - They are not considered NTPs
 - Can play in any position
 - Can only start the game if there less than 9 team regular players available
 - Can come into the game after 3 innings / 1 hour

Rules extract below

22 Non-Team Players (NTP)

- 22.1 A team may field a maximum THREE (3) Non-Team Players (NTP) who shall be registered players with the MWML competition.
- 22.2 A NTP must play for a MWML team in the same or lower grade, may only play in the outfield, and must bat at the bottom (number 9) of the batting order. A NTP shall play a minimum of one full inning if he /she starts the game. Exception: the player is unable to continue the game due to an injury.
- 22.3 NTP must be used with discretion and in the **spirit of the game/league**, i.e. not as a means of gaining a competitive advantage.
- 22.4 A player once removed from a game may not return unless his/her team is reduced to less than 9 players due to injury.

26 Multi Team Clubs (Note: The intention of this rule is to allow players to step up to a higher grade if their skills permit.)

- 26.1 Registration: Multi-team clubs must register with and be approved by the Committee as a club before they may utilize the provisions of Rule 26.
- 26.2 Playing down a grade: No player may play down from the grade in which he/she is registered.
- 26.3 Playing up a grade: Players may play up in any position, provided that a lower grade player may not start in the higher grade if there is a player registered with the higher grade team available, in which case the lower grade player may enter the game only after 3 innings or 1 hour, whichever comes first. Where there are no players in the higher grade available, the player from the lower grade may start the game and play any position. Any player that 'plays up' more than four times during the season automatically becomes a part of the team in the higher grade for the remaining games of the regular season and may no longer play in the lower grade.
- 26.4 Two teams in same grade: A club shall not deliberately "stack" one of two teams in the same grade, but should allocate players so that the overall strength of its two teams is comparable. Players registered with one team in a grade may not play for the club's other team in the grade, other than pursuant to the non-team player substitution rule (Rule 22).
- 26.5 Finals: Club players shall be eligible to play for one club team only in the finals, which shall be the team with which they were originally registered. This shall apply regardless of the provisions of rule 26.3.
- 26.6 The above rules are designed to provide a level playing field. Clubs are expected to operate within the Spirit of the Game. In line with Rule 7, the MWML Committee ultimately retains discretion on the grading or regrading of players and teams at any time.

Batting Through

Interpretation

- Allowed with up to 12 players in the line up
- Must be discussed at the plate meeting
- Players can be removed from the line up without penalty until 8 are left then automatic out kicks in

27 Batting Through

- 27.1 For the Winter competition, in 3rd, 4th and 5th grade and the Summer Competition, in 2nd and 3rd grade, each team may list up to twelve (12) players in the batting line-up. The choice as to the number of batters in the line-up must be made and advice given to the Umpire by way of the line-up sheet prior to the start of the game.
- 27.2 Where a team has more than nine players in the batting line-up, there are no restrictions as to which nine (9) players may take fielding positions or in which order fielders must be named in the line-up.
- 27.3 All players listed in the batting line-up are not required to take defensive positions. Teams may make defensive position changes with the non-defensive line up players between innings.
- 27.4 Where, due to an injury of a player listed in the line-up, and no substitutes are available, the injured player may be taken out of the batting line up without penalty, provided at least 9 players remain in the line-up. If only 8 players remain, the automatic out applies for the last player taken out of the line-up.

5 Run Rule

Interpretation

- Only applies to 3rd grade in summer
- This is a hard 5 run rule ie max 5 only to be recorded.
- Does not apply to the trailing team in the last innings, except they can only then lead by 5

28 5-Run Rule

Winter Competition – 4th & 5th grade only / Summer Competition – 3rd grade only

- 28.1 There will be a maximum of 5 runs across the plate in any one innings. Once the 5th run crosses the plate the inning is immediately concluded.
- 28.2 This rule does not apply to the trailing team in the final inning only (this exclusion is intended to allow the trailing team the opportunity to catch up in the final inning). However, if a team that is trailing at the start of their batted final inning subsequently scores enough runs to lead, they may not gain a lead of more than 5 runs in that batted inning.