**UVYA Minors Baseball Rules**

1. Little League rules will govern all situations not specifically outlined in these rule modifications. The UVYA reserves the right to act on any situation that may arise not covered by these rules.
2. A team is allowed to score a maximum of 5 runs per inning. Each half inning consists of 5 runs scored or three outs, whichever comes first.
3. Only 9 players may be in the field at a time. No rover is allowed.
4. Metal cleats are prohibited.
5. All catchers shall wear full catcher’s equipment, including helmet & chest protectors.
6. All batters and runners shall wear a batter’s helmet while at bat, on base, and on deck.
7. Free substitution on defense will be allowed if batting a continuous line-up.
8. The regulation length of a game will be 5 innings, or 1 hour and 15 minutes.
9. There must be at least 1 minute left of the official game time in order to start a new inning, otherwise the umpire will declare that the time limit is over, and the team that is ahead, shall be declared the winner, regardless of the inning. However, both teams must have completed the same number of innings at bat (unless the home team is ahead). If an inning is started before the time limit expires, the inning must be completed in full (unless the home team is ahead or as soon as the home team scores the winning run.)
10. If a game is tied at the end of regulation (5 innings) or after the time limit has expired, the game shall be declared a tie.
11. If one team is ahead by 15 or more runs at the end of the 3rd inning, the game will be called. This rule is in effect after the end of the 3rd inning. If both coaches agree to continue the game to allow for playing time, then the game can continue until the 1 hour and 15-minute time limit expires.
12. **Each player should play a minimum of TWO defensive innings.**
13. If a game is called because of weather prior to the completion of 5 innings, it will not be rescheduled by the UVYA. If both teams agree to do so, they can reschedule to play on their own time and when fields are available.
14. A player may re-enter a game if the person they are going in for has played one defensive out.
15. Base runners must attempt to avoid the tag of a fielder who has the ball waiting to tag the runner out. There will be no running into players allowed. The runner must avoid contact with the fielder at all times. If the umpire rules the contact was flagrant, the runner will be declared out. If the runner interferes with fielder fielding the ball, the runner is out.
16. The batting order shall be determined by each coach. Each coach may decide whether they want to bat all players in a continuous batting order or use substitution rules. It is strongly recommended that all players bat in the lineup during the regular season.
17. Runners can only leave the base when the ball crossed home plate. Leaving early will constitute one warming per team and the next occurrence will result in an out.
18. The runner is allowed to steal home only when there is an overthrow from the catcher to the pitcher or if the pitcher drops the throwback from the catcher or if the pitcher o any other player on the field makes a play towards the runner on third base. (Example: Pitcher fakes throw to third, pitcher gets throwback from catcher and runs at base runner on third, or if any other player on the field makes a play towards the base runner).
19. Runner may steal until ball becomes dead (pitcher with ball on mound). Cat & Mouse rule is always in effect.
20. Base runners are encouraged to slide feet first, not head first!
21. The runners may advance one extra base on an overthrow. However, runner on third may not advance home unless there is a runner behind them forcing the run.
22. A batter is not allowed to throw a bat. If it happens, the player will be warned by the umpire. After the first warning, the player shall be declared out immediately.
23. The infield fly rule is in effect.
24. In situations where a player is injured and cannot continue to play, his turn at bat will be passed over without any penalty; however, if he has been ejected from the game, an out will be taken.
25. Bunting is permitted.
26. The pitching distance shall be 44’.
27. The pitchers shall receive 5 warm-up pitches between innings and 5 warm-up pitches in relief.
28. Minors Pitchers can pitch a maximum of 2 innings per game and 4 innings per 2 games. We recommend that pitchers do not throw more than 50 pitches per game.
29. In the event of a walk or ball 4, the coach will pitch the remaining strikes in the current count. All coach pitches are counted as strikes.
30. Starting pitchers may re-enter the game as pitcher if they are under there inning count for the game/week.
31. In the case of an intentional walk, the home plate umpire needs to be told and the batter and the umpire will send the batter to 1st base.
32. Each team is required to show good sportsmanship at all times.
33. It is the responsibility of all coaches to make sure they do not run the score up.
34. Verbal or physical abuse by players, umpires, or spectators will not be tolerated.
35. Only one coach from each team may approach an umpire to discuss a call.
36. Alcoholic Beverages or Tobacco products are prohibited from the playing field and dugout areas.
37. Each team is required to clean out their dug out after their game.
38. The home team must rake the infield after each game and the visiting team must pick-up garbage around the bleachers and spectator areas after each game.
39. Please be courteous to the umpires! Remember baseball is a game based on judgment calls!