



2022 Minors Rules

6 run max per inning, 10 Run mercy rule after 4 innings.

6 inning games or 1 ½ hour time limit, whichever comes first. An inning can be finished after time limit is reached but no new inning started.

Pitching Rules

We will follow the "Pitch Smart Program" Guidelines at Harris this season. I will email you all a copy.

1. A player who throws more than 20 pitches in a day may not play catcher the same day. If a player has been catcher for 2 or more innings in a day, he may not pitch that same day.
2. We will use coach assisted pitching to help keep the games moving and active for the kids. If a pitcher throws 4 balls to a batter, one of the base coaches will come in and finish the at bat. The "strike" count stays the same. The coach can strike a player out but can't walk the batter. The umpires will be generous with the strike zone as well to help keep the game moving. Usually 1 to 1 ½ "ball width" outside the corners and knees to chin strike zone. No stealing is permitted during coach pitch.

Base Running Rules

1. No leadoffs are permitted. Runners must stay on the base until the ball has crossed home plate. Any player leaving the base early is automatically out after one team warning.
2. Players may advance on over-throws or wild pitches, except as noted below.
3. A runner may advance from third on any batted ball, including tagging up on a caught foul ball.
4. A runner cannot advance from third in the event of an overthrow to any base that follows a hit ball if that runner started on any base other than third. If the runner started at third, the runner can advance home on a ball that was overthrown.

5. A runner may not advance from third due to an overthrow by the catcher when the base runner is attempting to steal third. We would like to encourage the catcher to make the throw to third without repercussions. A base runner on first can advance to second in the event of this overthrow at third.
6. In a 1st and 3rd situation, if the runner attempts to steal second, a throw can be made to second without the threat of the runner at third coming home. In other words, we want to teach the fundamentals of stealing second and defending against, without scoring from 3rd.
7. A runner may not advance to another base due to an overthrow from the catcher to the pitcher following a pitch.
8. Base runners may not advance after the pitcher has control of the ball and is within ten (10) feet of the pitching rubber. If not at least halfway, then the runner returns to the previous base. No "delayed steals" (waiting until the catcher throws the ball back to the pitcher to start the steal)
9. Runners must slide if there is a play at a base or they will automatically be called out. NO HEAD FIRST SLIDES, head first slides will be automatic outs, the exception is diving back to a base

Playing Time:

1. All players must play minimum of 2 innings in the field. The whole roster bats all game.
2. No limits or restrictions on the number of innings at 1 position. The exception to this rule is catcher, no player may play more than 4 innings per game at catcher. If they play 4 innings at catcher, they must have 2 days rest before they pitch or play catcher again.
3. 10 defensive players in the field maximum.
4. Protective athletic cups are STRONGLY recommended for all, but are required for those playing catcher.

Batting Rules:

1. No bunts or slash bunts.
2. No Drop 3rd Strike Advancement. If the catcher drops the ball after a 3rd strike is called, the batter is out and will not be allowed to attempt to reach 1st base.