

2025 Minor Division

Rules of Play

1. Town & Country League rules apply with the following Leo-Grabill amendments.
2. Pitch count rules must be followed.
 - a. Know the players baseball age and see below for max pitches and days of rest.

Age	Max Pitches	Pitches	Rest Days
11-12	85	21-35	1
9-10	75	36-50	2
8	50	51-65	3
		66+	4

- b. Days of rest start are based on calendar days and start the following day (If a player pitches 36 pitches on Tuesday, 2 days of rest are required. The player can't pitch until Friday, as Wednesday and Thursday are rest days). Please keep a season log of pitchers by game with the date and number of pitchers. LG board may audit this at any time to validate the pitching safety rules are being applied.
 - c. If a pitcher reaches the days of rest threshold, the pitcher can finish the at bat and be moved back to the threshold that was exceeded during the at bat. Example: If a pitcher reaches then exceeds the 50 pitches threshold in the same at bat, use 50 pitches for the days of rest calculation.
 - d. A starting pitcher who throws over 40 pitches in a game (same threshold rules apply for reaching/exceeding during an at bat) is not eligible to catch in the same day. Also, a player is not able to pitch in the same day if playing catcher for over 3 innings. A player that has played catcher for 3 innings and has delivered over 20 pitches may not return to the catcher position in the game.
 - e. Each team must have a designed adult to track pitch counts. Each team should track the opposing team as well. Counts should be verified throughout the game with the opposing team.
 - f. Players pitching in other leagues or on other outside teams will count towards a player's total pitch count. Days' rest also needs to be accounted for.
 - i. We expect the players' parents to be involved in communication regarding a player's pitching and availability.
 - ii. It is the responsibility of the head coach (of the rec team) to be aware of a player's availability to pitch.
3. Pitching and Walk Rules
 - a. The regular rules for the Minors Division will take effect on the first Sunday following a three-week playing period, starting from the first game. To apply, a minimum of five

games must be played within this timeframe (timeframe may be extended to 4 weeks if rainouts limit number of games played). **The Minors Division director will inform the coaches of the exact start date.**

- b. Prior to the date referenced in section 2(a).
 - i. There are no walks, but players will still be awarded 1st base if hit by a pitch.
 - ii. When a player-pitcher reaches four balls on a batter, a coach from the batting team shall enter the game to pitch to the batter.
 - iii. The player-pitcher remains at the pitcher position to receive the ball back from the catcher, to play defense, and to end the play. The coach-pitcher shall not be involved in the play while pitching except to pitch to the batter.
 - iv. When a coach-pitcher enters the game:
 - A. The strike count for the batter remains, and the batter shall receive up to three additional strikes from the coach-pitcher.
 - B. A pitch in the strike zone, a swing and a miss, or a foul ball shall count as a strike.
 - C. If the batter reaches three strikes in the count (after carry-over of the player pitcher's strike count), he is out; provided, however, that a foul ball may not serve as a third strike unless it is a bunt.
 - D. An at-bat may not end on a foul ball unless it is a fly out.
 - E. When a coach pitcher throws a ball (non-strike) that is not swung at, it shall have no effect on the count.
 - F. There are no steals or advancements on pass balls while a coach is pitching.
 - G. There is no advancement to 1st for being hit by a coach's pitch.
 - H. The catcher shall return the ball to the pitcher by throwing it to the player pitcher.
 - v. A coach-pitcher should not coach players from the mound, except to address safety concerns (i.e., a player-pitcher is standing in an unsafe position). This is to assist in the development of players. Batters should still be looking to base coaches for instruction. Defensive players should be looking to the dugout for instruction.
 - c. Starting on the date referenced in Section 2(a).
 - i. There shall be no coach pitching.
 - ii. Batters advance to 1st base for a walk after reaching four balls in the count.
4. Advancing on Bases
- a. Starting on the date referenced in Section 2(a). (While a player is pitching)
 - i. Baserunners may lead off and/or steal after ball has crossed the plate
 - ii. Baserunners may advance to the next base on a passed ball
 - iii. On a steal or passed ball, baserunners may advance to the next base. No further advancement on an overthrow or error. This is to allow catchers to learn to throw the ball in an effort to get the baserunner out without fear of further advancement on an overthrow or catching error.

- iv. Advancing to home on passed ball is prohibited. Advancement from 3rd base to home can only be on a ball put in play by the batter, a walk, or hit batter.
 - v. Only one base advancement on throwing errors during play not related to steal/passed ball. (Ex: ball hit to shortstop is fielded, but has an overthrow to 1st base. Baserunner can try to advance to 2nd base, but not to 3rd base on an overthrow. If ball never left the playing area, then baserunner can be thrown out trying to advance to 2nd base. Same treatment for other baserunners advancing on the play.)
- b. Starting on the date referenced in Section 2(a).
- i. Baserunners may lead off and/or steal after ball has crossed the plate
 - ii. Baserunners may advance to the next base on a passed ball
 - iii. Baserunners can advance at will. Rule holding baserunners on throwing or fielding error related to the baserunner advancing is eliminated.
 - iv. Baserunners can advance to home on a passed ball
 - v. Baserunners can advance at will on all throwing errors. Rule holding baserunners to one base on throwing errors is eliminated.
 - vi. When ball is returned to pitcher, baserunners must return to their base. If not already in movement toward the next base when the ball is returned to pitcher, the baserunner must return to base held on the previous pitch.
 - vii. Please work with baserunners while on 3rd base to move back to base when catchers look them back, rather than being walked back to base on every pitch. This will help pace of play. Catchers should at least look at the runner.
5. **(7)** Run Limit per inning, including last inning.
 6. **(15)** run mercy rule in effect after 4 innings (**8** runs after 5 innings)
 7. No new innings to start after **(90)** minutes
 - a. It is encouraged that both head coaches and the umpire agree on the last inning as the **(90)** minute mark approaches.
 8. Up to 10 players on the field (4 in outfield)
 9. Play requirements
 - a. Continuous batting order – no subbing in and out of the batting order.
 - b. Rotate players in and out of the field. When possible, try not to have a player sit for more than one inning at a time and limit a player's time out of the game to no more than 3 innings per game. There is no rule mandating time in the infield. However, please make every effort to give each player time in the infield.
 - c. Minimum **(8)** players are required to start a game.
 - i. Players from a lower division may be brought up to help fill an empty roster spot for a missing player. Please communicate with the opposing teams coach regarding player addition.
 - ii. Also, a player from the opposing team may be used to fill an open outfield position.
 10. Pitch counts will not reset for house tournament. Please watch pitch counts at the end of the season to ensure your pitching rotation is setup for the tournament.