

South Elgin Minor Ball 4-pitch Division Rules

- 1) Maximum age for this division is 8 years. For 2010, that is children born in 2002 or later. 8 year olds who have played before should move up to Atom.
- 2) 10 defensive players on the field at one time. Catcher, 1st base, 2nd base, 3rd base, shortstop, right-side shortstop, left field, left-centre field, right-centre field, and right field.
- 3) There are two defensive coaches allowed on the field at one time. They should be positioned outside of the infield area, so as not to interfere with the play. The offensive team may have coaches for the runners at 1st and 3rd bases, as well as a coach pitching to the batters. However, at this level, ALL the coaches should help and encourage ALL the players of both teams, especially runners who get confused.
- 4) No player may play 1st base more than one inning during the game. In addition, it is highly recommended that all players have the opportunity to play both infield and outfield positions during each game. The kids learn more, and it keeps away boredom.
- 5) All players to a maximum of 10 batters must bat each inning. A coach or adult pitches to his own team. Each batter gets 4 pitches only, or less if they hit a fair ball sooner. If the 4th pitch is missed or hit foul, the batter is out. It is recommended that only 10 players bat each inning, even if there are more at the game. Before the fourth pitch the coach has the option to bring in the batting tee for that batter.
- 6) The 10th batter of an inning must be announced so that everyone in the field knows it is the last batter. When the last batter hits the ball, the runners continue running until the catcher from the defensive team touches home plate while holding the ball. Any runners who have not yet scored are out. The last batter should not strike out; use the tee for the fourth pitch if needed.
- 7) The same batter cannot bat last in an inning more than once in a game. If there are exactly 10 batters, then the last batter from one inning will bat first in the next inning. The proper batting order must be followed.
- 8) There is no base stealing or lead-offs allowed.
- 9) Base coaches cannot touch runners for any reason. Give the kids VERBAL instructions only.
- 10) A batted ball that touches any part of the pitcher is considered a dead ball. The batter returns to the plate, and that pitch does not count against him. Runners return to the bases they occupied.
- 11) When a ball is batted, the runners can advance until any infielder has control of the ball. Runners may then continue to the base they are going to, but no further. The runners are still liable to be put out while advancing. In the case of an overthrow, runners get only the base they are going to, not any additional bases.
- 12) Umpires are volunteers. Home team is responsible to arrange umpires and volunteers should be least 12 years of age. Disputed calls may be resolved by agreement between coaches. All teams must supply one umpire for the wrap up event. It is important that umpires call the outs when they are made, especially with the orange safety base. The kids will learn quickly if they are called out for touching the wrong base.
- 13) Games are 5 innings or 1 1/2 hours in length. A minimum of 3 innings constitutes a game. Any curfew must be announced by the home team, prior to the game. If a game is called due to weather, darkness, or any other reason, the game can be rescheduled if desired. Please try to get the games started on time.
- 14) The diamond distances are: bases are 40 feet; pitcher's rubber is 28 feet; there is an arc drawn from the 1st baseline to the 3rd baseline at a distance of 28 feet from home plate. No defensive player (except the catcher) may enter this area before a ball is hit. You must use a safety base at 1st base. A soft 11" ball is used.
- 15) The infield fly rule is not in effect in this division.

Rules updated May 2010.