

South Elgin Minor Ball Atom Division Rules

- 1) Maximum age for this division is 10 years. For 2010 eligible players are born in 2000 and later. Teams may have players who are overage by one year, however the overage players may not pitch or catch.
- 2) A maximum of 10 defensive players on the field in each inning. Players may be changed at any time without announcement. Positions are: pitcher, catcher, 1st base, 2nd base, 3rd base, shortstop, right field, right-centre field, left-centre field, and left field. The coaches should have each player play a variety of positions, during the game. It is especially important that several players learn how to pitch.
- 3) All pitchers will start with both feet touching the pitching rubber. They can take only one step forward, on delivery. There is no windmill pitching in this division.
- 4) A maximum of 2 defensive coaches can be on the field at any time, They should be outside the ring of infielders, to avoid interfering with the play.
- 5) Umpires are volunteers. The home team supplies the plate umpire, and the visiting team supplies the base umpire. Umpires should be at least 14 years of age. Each team must supply one umpire for the wrap up night. These umpires will not do games involving their own teams if it is a competitive format for the wrap up night.
- 6) Games will be 5 innings or 1.5 hours in length. Curfews must be announced by the home team prior to the game starting. If a game is called due to weather, darkness, or before 3 innings have been completed, the game can be rescheduled at the discretion of both coaches. If a game is tied after 5 innings, then the game is over and it is a tie. There are no standings kept at this level.
- 7) The batting order consists of all players present at the game. An inning ends when 3 outs have been made by the defensive team, or when 5 runs have crossed the plate. There are no open innings, and no mercy rule.
- 8) Batters are out on the 3rd strike whether the catcher catches the ball or not. Runners may advance at their own risk.
- 9) Base stealing is allowed. Runners may not leave the base until the ball crosses the plate. A runner leaving early is called out, the pitch does not count, and other runners return to their base. Runners on 3rd base may not steal home; they must be batted in.
- 10) On a ball hit to the outfield, runners may advance until an infielder has control of the ball.' The play is then considered dead, excepting that runners may continue to the base they were going to when the infielder got the ball, and are at risk to be put out. Any further overthrow after an infielder has control does NOT entitle the runners to any more bases.
- 11) On a ball hit in the infield, runners may advance as normal. In the event of an overthrow to ANY base, the runners may advance only one more base, with normal liability to be put out. The play is then dead, and any further overthrow does NOT entitle the runners to any more bases.
- 12) The infield fly rule is not in effect in this division
- 13) Bases 45 feet apart, pitching rubber 30 feet from home plate, soft 11" ball is used.
- 14) No one player will be allowed to play the same position for more than two innings in any one game. This applies to all positions, including pitcher. Similarly, when a team is fielding, and has more than 10 players available, no one player will sit more than one inning, until at least all players have sat out at least one inning. The main idea is to keep all the kids involved in the game as much as possible, and provide opportunities for all players to try all the positions. Remember, this is a non competitive development league.

Rules updated, May 2010.