

2023 Magic Valley League

Minor League By-Laws

The attitude of sportsmanship and conduct in the Little League rule book should be read and followed as a guide. Our League will use the Official Little League Rule Book with the following exceptions listed here and referred to as "By-Laws."

GAME

1. ANY PLAYERS WHO TURN 11 ON OR BEFORE AUGUST 31, 2023, ARE NOT ELIGIBLE.
2. ANY PLAYERS COACHING THE BASES MUST WEAR A HELMET.
3. A GAME CONSISTS OF 6 COMPLETE INNINGS. NO NEW INNINGS AFTER 2 HOURS. ONCE THE 2 HOUR TIME LIMIT IS ENFORCED, YOU MUST COMPLETE THE INNING.
4. THERE WILL BE A MAXIMUM OF 6 RUNS SCORED PER INNING. CATCH-UP PLUS 6 WILL ONLY APPLY IN THE LAST INNING.
5. **(MERCY RULE 4.10 E.)** IF AFTER 3 INNINGS, 2 ½ IF THE HOME TEAM IS AHEAD, ONE TEAM HAS A LEAD OF 15 OR MORE RUNS, THE MANAGER/COACH OF THE TEAM WITH THE LEAST RUNS SHALL CONCEDE THE VICTORY TO THE OPPONENT. IF AFTER 4 INNINGS, 3 ½ IF THE HOME TEAM IS AHEAD, ONE TEAM HAS A LEAD OF 10 OR MORE RUNS, THE MANAGER/COACH OF THE TEAM WITH THE LEAST RUNS SHALL CONCEDE THE VICTORY TO THE OPPONENT. IF THE VISITING TEAM HAS THE LEAD THE HOME TEAM MUST BAT IN ITS HALF OF THE INNING. IN THE EVENT OF A RAINOUT 4 COMPLETE INNINGS (3 ½ IF HOME TEAM IS AHEAD) MUST BE PLAYED TO BE CONSIDERED A COMPLETE GAME.
6. ON DECK CIRCLES ARE OPTIONAL.
7. THERE WILL BE NO INFIELD FLY RULE.
8. THERE WILL BE NO HIDDEN BALL TRICK.
9. METAL SPIKES WILL NOT BE ALLOWED. RUBBER CLEATS ARE PERMISSIBLE.
10. **(RULES 4.15, 4.16 AND 4.17 DOES NOT APPLY)** A TEAM MUST ALWAYS FIELD 8 PLAYERS, TO AVOID A FORFEIT. IF A PLAYER ARRIVES AFTER PLAY HAS BEGUN, HE MUST BAT IN THE LAST POSITION.
11. ANY PLAYER PLAYING UP DURING THE REGULAR SEASON WILL NOT BE ALLOWED TO PLAY BACK DOWN IN THE SAME SEASON. THE ONLY EXCEPTION WOULD BE IF THE OLDER TEAM COULD NOT FIELD ENOUGH PLAYERS TO FINISH THE REGULAR SEASON. THIS WOULD REQUIRE AN APPEAL TO THE LEAGUE DIRECTORS.
12. ALL GAMES MUST FINISH WITH A WINNER. NO TIES! EXTRA INNINGS WILL FOLLOW INTERNATIONAL TIE BREAKER RULES: AT THE BEGINNING OF EACH TEAM'S AT-BAT THE LAST BATTER FROM THE PREVIOUS INNING IS PLACED ON 2ND BASE. IT IS NOT A SUDDEN DEATH. EACH TEAM HAS AN OPPORTUNITY TO BAT EACH INNING. THE GAME ENDS WHEN ONE TEAM IS AHEAD AT THE END OF AN INNING.
13. ONLY 6 TEN-YEAR-OLD PLAYERS ON THE FIELD AT A TIME UNLESS NO OTHER OPTION IS AVAILABLE.
14. UMPIRES MUST BE 15 YEARS OLD OR OLDER.

BATTER

1. BATTERS AND RUNNERS MUST WEAR PROTECTIVE HEADGEAR. CATCHERS MUST WEAR FULL GEAR.
2. ALL BATS MUST EITHER BE WOOD OR USA STAMPED METAL BATS TO BE LEGAL. THE DIAMETER OF THE BARREL CANNOT EXCEED 2 5/8 INCHES.
3. METAL SPIKES WILL NOT BE ALLOWED. RUBBER CLEATS ARE PERMISSIBLE.
4. **(RULE 4.04) ALL ROSTERED PLAYERS WILL BAT IN THE LINEUP THE ENTIRE GAME.** THE ONLY EXCEPTION WILL BE FOR DISCIPLINARY REASONS AND MUST BE CLARIFIED WITH THE OPPOSING TEAM BEFORE THE GAME BEGINS. ANY PLAYER ARRIVING LATE WILL BE PLACED AT THE BOTTOM OF THE LINEUP. ANY INJURY OR LEAVING THE GAME EARLY RESULTING IN A PLAYER NOT ABLE TO FULFILL HIS OR HER AT BAT WILL NOT RESULT IN AN OUT.
5. **(RULE 6.07)** IF A PLAYER BATS OUT OF ORDER, HE WILL BE CALLED OUT IF HE REACHES A BASE AND IS NOTICED BY THE OTHER TEAM. ONCE A PITCH IS THROWN THE RUNNER CANNOT BE CALLED OUT. IF A BATTER IS OUT OF ORDER AND IS NOTICED WHILE IN BATTER'S BOX, CORRECT BATTER TAKES HIS PLACE AND HIS COUNT.

PITCHER

1. **PITCHERS ARE ONLY ALLOWED TO PITCH 6 CONSECUTIVE OUTS PER GAME.** ONCE A PITCHER HAS BEEN REMOVED FROM PITCHING, HE CANNOT RETURN TO PITCH.
2. PITCHERS ARE ONLY ALLOWED 5 WARM-UP PITCHES BETWEEN INNINGS TO HELP SPEED UP PLAY.
3. THE PITCHING DISTANCE IS 42 FEET FROM FRONT OF THE PITCHER'S RUBBER TO THE BACK OF THE PLATE.
4. THE THIRD TIME A COACH GOES TO THE MOUND IN A GAME, OR THE SECOND TIME IN AN INNING (PER PITCHER), THAT PITCHER MUST BE REPLACED.
5. IF A PITCHER HITS A TOTAL OF 3 BATTERS DURING THE GAME, HE MUST BE REPLACED.

RUNNER

1. RUNNERS ARE NOT OUT FOR NOT SLIDING IF THEY ARE OBVIOUSLY TRYING TO AVOID CONTACT. DEFENSIVE PLAYERS ARE NOT ALLOWED TO PROHIBIT THE RUNNER ACCESS TO THE BASE. **(UMPIRES DISCRETION).**
2. **(RULE 7.13)** IT IS NOT AN OUT WHEN THE RUNNER LEAVES THE BASE EARLY. THERE IS, HOWEVER, A PENALTY FOR LEAVING EARLY. IF THE BALL IS HIT, RUNNER LEAVING THE BASE EARLY WILL ONLY BE ALLOWED TO ADVANCE ONE BASE, HINDERING THE NUMBER OF BASES THE HITTER IS ENTITLED TO. (EX. RUNNER ON 1ST, LEAVES THE BASE EARLY, HITTER HITS A DOUBLE. RUNNER CAN ONLY ADVANCE TO SECOND BASE, THUS, ONLY ALLOWING THE HITTER A SINGLE).
3. BASE RUNNERS ARE ONLY ALLOWED TO STEAL HOME ON AN OVERTHROW TO THE PITCHER FROM THE CATCHER. THE THROW BACK TO THE PITCHER MUST EXCEED THE 15' CIRCLE TO BE DECLARED A LEGITIMATE OVERTHROW. ANY THROW BACK TO THE PITCHER THAT REMAINS WITHIN THE CIRCLE IS NOT AN OVERTHROW. RUNNERS ARE NOT ALLOWED TO STEAL HOME ON A PITCH THAT GETS PAST THE CATCHER. RUNNERS CAN, HOWEVER, GO HOME ON A LEGITIMATE PLAY IN THE FIELD.