



Minors Rules

Park Rules and Guidelines

Always follow the three F's of youth sports- have Fun, make Friends and learn Fundamentals

Our recreational season is a balance of competitive baseball and player development. Do not sacrifice player development to try to win UNTIL the end of season tournament. Force players to try new positions, to work on technique, and to play the game in a way that develops their skills first.

Coaches, as role models for the players and representatives of our league, must conduct themselves in a professional manner to all players, umpires, league administrators, coaches, and fans.

Encourage your fans and coaches to celebrate players on all teams. Eagle Lake Baseball is a family, we want to see our players smile as they get gooder.

Do not hesitate to offer helpful coaching or instruction to players on other teams, the better each team plays, the more each team will have to develop to have success.

Baseball might be the only fun activity some players participate in, cherish that responsibility to keep it fun.

The best interests of the kids come first.

DO YOUR BEST TO SPEED THE GAME UP. Change innings quickly, hustle, give the kids as much game time as possible.

Make sure to become familiar with the names of players that stand out on the opposing team, this will help ensure the best players represent our park in All Stars.

League Notes

Minors is the first step of 'real baseball'. While it can be tempting to fixate on strategies that result in winning, developing the player's skill set must come before that. Your job as coaches is to prepare each of these players to be successful in the Majors division. Throwing strikes must be a primary focus, nobody gets better when the lineup gets walked. Encourage players to see pitching coaches. Spend the time before games count to put players in a position where they may struggle, so they can learn. Having a player pitch, either in a bullpen setting or live to hitters is necessary but very time consuming. Please plan your practices to keep players active, having 7 or 8 players wait for a ball to be hit causes boredom-keep those players busy with other drills. If we do our job to prepare the players for their next division, it's far more likely they will continue to play this game for years to come.

Administrative Rules

All players must be in uniform, including Jersey, Cap, Pants, Cleats.

Home and Away teams will be listed on Sports Engine and Game Changer. Home teams will be in the first base dugout, Away teams will be in the third base dugout.

Home team will officially score the game on GameChanger.

Away team will manage the scoreboard via Dak Score app.

Each team must provide a lineup to the opposing team. Each team is required to bat their entire lineup.

Players must use a bat with a USA Baseball stamp.

Games and scores will not count towards the end of season tournament seeding until after the midway point.

Rule or procedure challenges will be resolved by the Umpire in Charge Alex Santiago or Umpire Liaison JJ Britt.

No new inning will start after 75 minutes from the official start time. Innings that have started must be completed unless the home team is ahead. When games do not count towards standings, a drop-dead time of 90 minutes will be enforced (hitter will finish their at bat and game will end immediately after).

There is a run limit of 4 runs per half inning before midway, 6 runs per inning **after midway**. There are no run rules or mercy rules in this division.

Coaches must report in all of their players pitch counts, whether from recreational games or competitive. Protecting players arms is a top priority.

Gameplay Rules

Coaches positioning-

On offense, a third base coach, and first base coach will be allowed.

On defense, coaches must remain in or near their dugout.

Offense-

Batters will be allowed as many pitches needed to do one of the following: hit the ball fair, walk, strikeout.

Courtesy runners will be allowed for the catcher of record, the runner must be the last recorded out.

Any pitched ball that is in fair territory is considered live.

Neither intentional or unintentional bat throwing will be tolerated. The first offense will be a warning, the second offense will be an out, and the third offense will mean the player will sit out the rest of the game.

No leadoffs, stealing will be allowed after the ball crosses the plate.

If a baserunner, after the pitch crosses the plate, begins to advance off the base and stops, they can not restart their steal attempt if there is a clean exchange from catcher to pitcher. If the ball thrown from the catcher hits the ground, does not go to the pitcher, or the runner never stops their progress, they can steal.

A "No Slide Rule" is in effect, meaning runners are not required to slide into a base if they do not make intentional or malicious contact.

If the defense does not force the runner to stop, and the runner never slows down/stops, they will be permitted to keep advancing.

Bunting is allowed. Fake Bunting is allowed, but if the player swings after showing bunt they will immediately be called out.

Defense-

Teams should have a third baseman, short stop, second baseman, first baseman, pitcher, and catcher. No player sits the bench on defense unless being disciplined or a team has more than 9 players present.

Defensive players are not allowed to play the same position twice in a game- excluding the catcher and pitcher. **After the midway point**, there is no requirement to move players.

Pitchers will adhere to MLB Pitch Smart guidelines.

Catchers must wear full catchers' gear and must wear proper protective equipment.