

MINOR LEAGUE (COACH PITCH) RULES Updated 7/26/2025

1. All Minor League games are scheduled to start at 5:30pm. The home team will occupy the first base dugout. The home team will also keep the official scorebook.
2. Coaches should refer to the league website to be made aware of any cancellations or schedule changes. However, many times a game cannot be canceled until the last minute. If not certain, it is best to have your team show up.
3. Teams may take batting practice in the cages only - away team 4:40-5:00pm and home team 5:00-5:20pm.
4. All players must wear a team hat, shirt (tucked in), and long pants (no shorts). Metal cleats are not allowed.
5. A team will consist of ten (10) players on the field. A team must have eight (8) players or a forfeit will result. Each team shall bat their complete roster in the rotation. There is an automatic out for your 9th batter if you only have 8 players.
6. There must be 4 outfielders in the grass before each pitch (fewer if not playing with 10 fielders). All infield positions must be occupied before each pitch. The pitcher must be in position in front of the white lines near the mound. Infielders cannot be positioned in the outfield in order to gain a defensive advantage.
7. A player may NOT sit out more than two (2) innings per game and those innings must not be consecutive. If a player is unable to play during the game, (illness, injury, or fear) that player shall not be forced to play and the team shall not be penalized. In the event of this happening, it shall be reported to the umpire and the opposing coach immediately.
8. **There is a 1 HOUR and 25 MIN. TIME LIMIT DURING THE REGULAR SEASON ONLY. No inning will start after the time limit is up. An inning in progress will be finished. An inning starts immediately after the final out of the preceding inning. Each coach will be expected to keep the game moving.**
9. A game shall consist of five (5) innings. 10 RUN RULE goes into effect after three and one-half (3.5) innings. Once the 10 RUN RULE goes into effect, the game will continue with the winning team's runners only being allowed to advance one (1) base per hit.
10. In the case of "ADVERSE WEATHER CONDITIONS", a complete game shall be three (3) innings (2.5 if the home team is ahead). If it is not complete, the game shall be suspended. Rainouts will be rescheduled through the League only.
11. Each team will bat until there are three (3) outs or reach the maximum runs for that inning. Teams can score a maximum of six (6) runs in the first four (4) innings and ten (10) runs in the fifth (5th) or any extra innings needed.
12. No baserunner will be allowed to steal. No lead offs.

13. Infield fly rule is NOT in effect.
14. Bunting is not allowed.
15. Maximum bat length is twenty-eight (28) inches. Only bats with a USABat stamp are allowed. Wood bats are allowed at players own risk. Coaches, please help in watching the bats in your dugout.
 1. This is an appeal situation.
 2. If an illegal bat is discovered before the game, before an at bat, or during an at bat, the bat must be removed and a warning will be issued to the offending team. Subsequent offenses will result in the batter being called out.
 3. If suspected after an at bat, the coach must appeal before the next at bat. If an illegal bat is discovered, the batter will be called out, and all runners must return to their base. If a runner is put out during an illegal at bat, the out will stand.
16. A batter shall get five (5) pitches or 3 swinging strikes. If batter has not hit the ball in play or struck out after the fifth pitch, batter is then out. If the final pitch is hit foul, the batter is still alive. An "at bat" will not end on a foul ball. Encourage your players to swing early in the count. The batting rotation shall consist of all players on your team. **The pitcher must pitch from the circle in front of the pitcher's mound.**
17. With the umpires' discretion if a pitcher is making an attempt to get out of the way and is hit with a batted ball. The play is considered dead, batter gets 1st and all runners advance 1 base. If the pitcher doesn't attempt to get out of the way, it's a dead ball and counts as a strike (no striking out because of the dead ball).
18. A play will be considered "DEAD" once a infielder is in control of the ball inside the infield base path with hands up or the ball is returned to the coach at the pitcher's mound.
 1. Fielders should be encouraged to attempt to get advancing runners out.
 2. There are halfway lines, if the runner isn't past it, they must go back to the previous base. Each team will be allowed to have 2 runners sent back and then the runners will be out if they don't reach the halfway line.
 3. Any throw intended to be a throw to the pitcher will count as a throw to the pitcher. Runners cannot advance on overthrow to the pitcher.
19. ONE BASE PER OVERTHROW RULE-when a fielded ball is overthrown at ANY base the runner(s) may attempt to reach the next base at their own risk. If the runner is put out, the out stands. Rule applies to runners on ANY base (i.e. runner on 2nd may attempt to score on an overthrow at 1st in an attempt to get batter/runner out, batter/runner may attempt to reach 2nd)

20. There is a NO MUST SLIDE RULE. When the fielder has the ball, the runner has two (2) choices – 1) slide or 2) attempt to get around the fielder. Runner may NOT deliberately or maliciously contact the fielder, but runner is NOT required to slide. If the fielder does not have possession but is in the act of fielding, and contact is made, it is a no-call unless the contact was intentional and malicious and is deemed so by the umpire.
21. Double first base rule. (A) Runner should use orange base on initial play at first base, unless the fielder is drawn to the orange base in which case runner should use the white base. (B) Runner is never out for touching white base rather than the orange base. (C) Once the runner reaches first base, the runner must then use the white base.
22. All players and coaches MUST remain in the dugout during the game unless coaching a base or the field, batting, on base, on deck, or in the field. Please keep all spectators out of the dugout. When playing defense, only one coach will be allowed on the playing field with their team. One coach on defense is required to assist the catcher in gathering and returning the balls to the pitcher.
23. No player can be traded from one team to another.
24. All late sign-ups must apply through the MJBL application process. The MJBL board will decide if the player is allowed to play and which team that player will be on.

GOOD SPORTSMANSHIP WILL BE EXPECTED FROM ALL PLAYERS, COACHES AND SPECTATORS AT ALL TIMES. UNSPORTSMAN LIKE CONDUCT WILL NOT BE TOLERATED AND SHALL BE CAUSE FOR EJECTION FROM THE COMPLEX. ANY EJECTION WILL RESULT IN A ONE GAME SUSPENSION. A 2nd EJECTION IS SUBJECT TO POSSIBLY BEING REMOVED PERMANENTLY FROM THE PARK. THIS WILL BE STRICTLY ENFORCED!

REMEMBER, OUR UMPIRES DO THE BEST THEY CAN. THEY MAY NOT BE PERFECT, AND MAY MAKE OCCASIONAL BAD CALLS.