Purit★s BASEBALL

2027 MINORS DIVISION RULES

PRE-GAME:

- Ground Rules - The umpire will go over the ground rules with the managers prior to the game.
- Managers should exchange lineups at least 10 minutes prior to the start of the game.
- Pre-game warmups will take place in the outfield and in the foul-ball area of the infield.
- Players must be in the required uniform to be eligible to play, unless given permission by a league representative. Required uniform is: team jersey, team hat, team socks and solid gray pants.
- There is a 10-minute grace period from the scheduled start of the game if a team is short of players.
- The home team is the official scorer. Scorekeepers from each team should communicate with each other after each half inning to avoid any discrepancies. If there is a discrepancy, ask the home plate umpire to stop the game until it is resolved. If it is unable to be resolved, the home team's scorebook will be considered official.
- Teams are permitted to play with 8 players. If a team has only eight players at game time, the game will begin. No automatic out for the ninth position in the batting order. If a ninth player (or more) arrives after the start of the game, simply insert them into the bottom of the order and continue play as normal.
- Regular NFHS rules will apply for all rules not specifically covered otherwise, at the umpire's discretion. The League Commissioner will have the final say for any rules questions and has the right to modify rules at any time in order to ensure fair play and safety for all players.

GAME-PLAY:

- Base distance for Minors is 65' and the pitching distance is 46'.
- A regulation game is 6 innings - no new inning can start after 1 hour 45 min. Once a new inning has started, it must be completed.
- Run Rule (if home team is trailing, they get their at bat): 15 runs after 4 innings, 10 after 5.
- **Teams can score a maximum of 6 runs per inning or until three outs are recorded.** During the 6th inning only, there is a maximum of 12 runs that can be scored (or 3 outs, whichever occurs first).
- The umpire shall inform both teams of the official start time of the game.
- If a regulation game is tied after 6 innings, and the game is under the time limit, the game will go to extra innings until there is a winner, or the time limit is reached, whichever occurs first.
- An official game is a game that has been called due to weather or darkness and has gone at least three innings (2 ½ if the home team is winning). An official game that has been called in the middle of the inning must revert back to the last completed inning for the official result, unless the home team took the lead in the current inning. Both teams must have batted the same number of innings.
- Teams will play with a continuous batting order (all eligible players must be in the lineup).
- A player arriving after the start of the game must be added to the bottom of the batting order.

- Each player must play at least 2 innings in the field.
- If a player is injured, becomes ill, **or for any other reason needs to leave the game**, their place in the batting order will be skipped, without penalty (no automatic out). The player will be permitted to return to their original place in the batting order at any time.
- Should a team try to take advantage of the previous rule, in the league's opinion, the Head Coach of that team will face a suspension and possible removal from the league.
- Teams will play with 10 players defensively, when possible. 6 infielders (3B, SS, 2B, 1B, P and C) and 4 outfielders.
- No player is permitted to pitch more than 3 innings in a game/day. One pitch in an inning shall be considered pitching an inning.
- No pitcher shall pitch more than 40 pitches in one inning, or more than 75 in one game.
- Any pitcher who throws 40 or more pitches in a game is ineligible to pitch the next day. Any pitcher who throws 60 or more pitches in a game is ineligible to pitch for the next two days.
- Coaches are encouraged to follow the USA Baseball Pitch Smart guidelines regarding rest for all pitchers! Puritas Baseball does not track pitching, these are simply guidelines and recommendations.
- Once a player is removed from the pitching position, they may not return as a pitcher in that game.
- If a team is found to be in violation of these pitching rules, fix the error when spotted, no forfeit.
- Games are a maximum of 6 innings in length. However, if a regulation game ends in a tie and is within the time limit, the game will go into extra innings until there is a winner, or the time limit is met, whichever happens first.
- If a regulation or official game ends in a tie, a tie game will be considered the official result.
- Runners are not permitted to lead off. Runners are not permitted to leave a base until the ball crosses the plate. **Penalty: immediate dead ball and the runner is out.**
- Stealing: **Runners are allowed to steal 2B and 3B only**, but are not allowed to score "cheap" runs at home on passed balls. **Runners are NOT permitted to steal home at any time. Penalty: send the runner back to 3B, run does not count.**
- **Clarification - runners may not "steal" home on a wild pitch, passed ball, or a bad throwback to the pitcher from the catcher. Should the catcher or pitcher try to throw the runner at 3B out and the ball get away, only then is a runner permitted to "steal" home. During a live play, runners are always allowed to try to score from third base until the play has finished, with the exceptions previously mentioned.
- The "Drop 3rd Strike" rule is not in effect during Minors games. The batter is out.
- The "infield fly" rule is not in effect during Minors games.
- **Bat Rule for Minors:** Barrel width limit is 2 3/4" max. Bats must carry the "USSSA 1.15 BPF" logo or the "USA Baseball" logo. Bats approved by USA Baseball will not have 1.15 BPF logo since they are already manufactured as a reduced injury bat. There is no limit on the length/weight ratio.
- There is no "slide or give up" rule. However, if, in the judgment of the umpire, there is malicious contact by the runner, the runner is out. If the umpire feels the contact was flagrant, the runner may be ejected from the game.

STANDINGS/SCORE REPORTING:

- Standings will be kept by the following point system:
  Win…….5 points
  Tie……...2 points
  Loss……1 point
  Forfeit….-3 points

- The winning team is responsible for entering the score on the clipboard in front of the league office. In the event of a tie, the home team is required to post the score. Scores must be registered immediately following the game.