

Delaware Township Athletics Association

Delaware Township Athletic Association (DTAA) Baseball Rules- Minors

Overview

The Minor League consists mainly of players who are 9 and 10 years old. Minor rules are similar to that of "regulation baseball" with some exceptions, listed below. Coaches at the minor level are required to know the general rules of baseball.

General Rules

1. There will be unlimited or free substitution, but all players must play 4 innings in the field. All players should be rotated to the infield for at least one inning. All players will be listed in the line-up and bat.
2. Coaches should make every effort to play with available players of their originally chosen team.
3. If any given team is short a player, this team may pull from another player, of another team, at the same level of play. Players from Rookies may be pulled up a level, as long as the player from that lower level is capable of playing at the minor's level.
4. No player may substitute for another team in consecutive games.
5. The Minors division has an infield fly rule.
6. In the case of rainout a complete game is 4 innings or 3 ½ if the home team is leading.
7. All games will start promptly at 6:00 PM. No new inning can start two hours from the starting time of the game. This does not apply to Saturday games unless there is a conflict with another scheduled game.
8. There is one base on an overthrow.

Pitching

1. One pitch constitutes an inning.
2. A single pitcher may pitch a maximum of 3 innings per game, 6 innings per week.
3. Three or less innings requires one full day of rest.
4. Coaches should only visit the mound twice. The 2nd visit results in the removal of the pitcher.
5. Once a pitcher has been removed from the pitcher's mound, he cannot re-enter the game as a pitcher. The player can stay in the game at any other position.
6. Rainout innings will count for each pitcher.
7. Third trip to the mound in the same inning, the pitcher has to be taken out of the game.
8. If a pitcher hits two batters in one inning or three batters in one game that pitcher will be removed.

Stealing

1. A runner cannot leave the base until the ball crosses home plate.
2. If a player leaves the base early and the ball is hit, the runner is out. (Umpire discretion) If a player leaves the base early and the ball is not hit the runner is out and no pitch is charged to the batter. Both teams get a warning about leaving early.
3. Runners are allowed to steal 2nd and 3rd base, but not home. On a steal when the ball is over-thrown, the runner does not advance. Runner can only steal one base at a time, even on an over throw.

Uniforms and Equipment:

- No player will receive their team uniform until bond checks are submitted and parent waivers are signed.

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- Each player will be provided a uniform shirt, hat, belt, and socks which they may keep at the end of the season.
- During a game each player must wear ALL of their issued uniform.
- The head coach will determine the color of baseball pants that each player will be required to obtain on their own.

Field Maintenance

The HOME team is also responsible for raking the field following the end of the game. Fields must be raked after every game.

Snack Shack

Each DTAA family is required to perform two snack shack duties per child, with a maximum of four duties per family. All Head Coaches are pardoned from snack shack duties. Assistant Coaches are pardoned from one (1) duty per registered child. All DTAA families are required to pay a \$75.00 bond for EACH child playing for DTAA baseball. Bond checks will ONLY be cashed if snack shack volunteer duties are left unfulfilled. Families may choose to buyout of their duties, in which their bond check will be cashed immediately.