



# Conshohocken Baseball and Softball League

## Baseball Minors Division Rules

[Last revised 3/4/2025]

***\*Except as specifically covered below, all games shall follow the applicable Babe Ruth rule book\****

### Equipment

1. Helmets: Batters and baserunners must wear protective NOCSAE helmets.
2. Bats: All bats must have "USA Bat Marking." Maximum barrel diameter is 2-5/8".
3. Shoes: All players must wear closed-toed shoes. Metal cleats are prohibited.
4. Cups: Catchers must wear protective cups.

### Game Play

1. Minimum Players:
  - a. If a team does not have at least 8 players within 10 minutes of the scheduled start time (or at any time after the game has commenced), it will be counted as a forfeit. In the event of a forfeit, teams are encouraged to scrimmage if possible.
  - b. If a team has 8 players, the game should be played as normal, and no automatic out is recorded for the 9th player.
  - c. All players must be in the batting line up. No player may sit 2 consecutive innings, unless the player has been removed from the game by coach or umpire due to injury, sickness, or rule violations.
2. Time Limit: A time limit of 1 hour and 45 minutes will be in effect for all games. No new inning will start after the time limit has expired. An inning should be completed once it is started. The timer starts at the first pitch of the game.
3. Innings: A full game is 6 innings. Any game is official after 4 innings (3.5 innings if the home team is winning) are completed. Any game that ends due to the time limit shall be considered official, regardless of the number of innings played.
4. Inning Run Rule: Maximum of 5 runs per half-inning, until the last inning (which shall be unlimited runs). The last/unlimited inning must be declared with less than 15 minutes on the clock at the start of the new inning. This will allow both teams to have a fair and even shot at getting unlimited runs in their last at bat.
5. Mercy Rule: The game ends if one team is ahead by 15 runs after 3 innings (2.5 innings if the home team is winning) innings or 10 runs after 4 innings (3.5 innings if the home team is winning). Any game that ends due to the mercy rule shall be considered official, regardless of the number of innings played.

6. Infield Fly: No infield fly rule.
7. Dropped Third Strike: No dropped third strike rule.
8. Reporting Scores: The coach of the HOME team must report the score of game, pitchers, and pitch counts in an email to the division coordinator and to the opposing coach by 12:00PM the following day.

## **Offense**

1. Bunting: No bunting or fake bunting.
2. Stealing; Leads; Advancing:
  - a. Fall Ball: Runners may steal 2nd or 3rd base only. Runners may not steal home. A runner starting a play at 3rd base may ONLY advance home on a batted ball or when forced home by a walk or hit batter. A RUNNER STEALING THIRD BASE MAY NOT ADVANCE TO HOME ON AN OVERTHROW BY THE CATCHER.
  - b. Spring Ball: Runners may steal 2nd or 3rd base only. On an overthrow by the catcher or other fielding error (including throws back to the pitcher and pick-off attempts by the catcher or the pitcher), runners may attempt to advance home.
  - c. Runners may not leave the base until the ball has crossed home plate. The first offense by a team shall result in a warning and the runner shall be returned to the initial base. Any subsequent offenses shall result in the runner being called out.
  - d. Runners can advance freely on a batted ball until the pitcher possesses the ball on the mound. If a runner is between bases when the pitcher gains possession of the ball on the mound, that runner may continue to advance at its own risk.
3. Sliding:
  - a. Runners must slide if necessary to avoid contact (in the umpire's discretion). A player not sliding may be called out in the judgment of the umpire.
  - b. No head-first slides. Any head-first slide shall result in the runner being called out. The sole exception is that runners may dive back to the same base that they already occupied (i.e., on a pick-off attempt or in a tag-up situation).
4. Courtesy Runners: With 2 outs, the offensive team may (and should) use a courtesy runner for the catcher of record only. The catcher of record is the player who occupied the catcher position while the team was last on defense. The courtesy runner will be the player who made the previous out. A courtesy runner is not allowed for the pitcher.
5. No Throwing Bats: If a player throws or releases a bat in an unsafe manner (in the umpire's discretion), the player shall receive 1 warning. Any subsequent violation by the same player shall result in the ball being declared dead and the player being called out.

## **Defense**

1. Positions: Up to 9 players are permitted to play in the field. No more than 6 players may be in the infield. No shifts – players should be positioned at the traditional fielding positions. Outfielders should be positioned at least 20 feet from the infield dirt.

2. **Playing Time:** No player may sit 2 consecutive innings, unless the player has been removed from the game by coach or umpire due to injury, sickness, or rule violations. Coaches are responsible for ensuring players receive fair playing time.
3. **Mound Visits:** Coaches are allowed 1 mound visit per inning. If a coach visits the mound more than 1 time in the same inning with the same pitcher on the mound, that pitcher must be removed from the game as a pitcher (but may remain in the game at a different position).
4. **Balks:** Balks shall not be enforced.

## **Pitching**

1. **Pitch Count:** Pitchers must follow the [Pitch Smart Guidelines](#) including the maximum pitch count limits set forth below. Failure to adhere to the Pitch Smart guidelines may result in the coach being suspended. If a pitcher is discovered to have pitched illegally or beyond their limit, the result will be forfeiture of that game. If a pitcher reaches the pitch limit in the middle of an at bat, the pitcher may finish the at bat. Any pitcher that throws 40 or more pitches may not play catcher for the remainder of the game.
2. **Maximum Pitch Counts:**
  - On 0 days of rest: 20 pitches maximum.
  - On 1 day of rest: 35 pitches maximum.
  - On 2 or more days of rest: 50 pitches maximum.
3. **Pitch Count Record:** Each coach must designate a scorekeeper or assistant coach to track pitch counts for their team.
4. **No Re-Entry:** Once a pitcher is removed from the mound, they may not return to the game as pitcher.
5. **Hit Batters:** If a pitcher hits 2 batters in the same inning or 3 batters in the same game, the opposing coach may require that pitcher to be removed from the game.

**Please adopt the “Leave it better than you found it” mentality.**

**Have fun and play ball!**