

NEOSHO VALLEY MINOR LEAGUE RULES Revised March 2024

AGE: 3rd and 4th grade boys.

TEAM: The defense may play a maximum of 10 players in the field. They must set up a regular infield with no player closer to home than 46'. The outfielders must play behind the baselines.

BATTING: The offensive team shall bat until they get three outs or score 6 runs. All players are to be in the batting order with any 10 able to take the field each inning. Bunting **is not** permitted. If teams have less than 8 players in their batting lineup they will take an out each time those spots come up in the batting order.

PITCHING: This is a fastpitch league with the pitcher pitching from 46'. Each team's scorekeeper is expected to keep the pitch count for both teams. Both scorebooks should meet in between innings to make sure they are correct. If books are off, home score book will be the one that is considered correct. The guidelines below will determine how many pitches can be thrown in a night and how many days of rest are needed. The use of an illegal pitcher shall result in forfeiture. No walks will be allowed. If the youth pitcher throws 4 balls an offensive team coach will pitch the remainder of the at bat. If a youth pitcher "walks" 3 batters at any time during the inning, the adult pitcher will pitch the remainder of the inning to his players. Adult pitchers will be limited to 5 pitches per batter. The adult pitcher must be in contact with the pitching rubber while pitching. The batter will be called out on strikes for failure to swing at good pitches. This includes strikes thrown by the adult pitcher. All pitch counts will roll over from the youth pitcher to the adult pitcher. If any batter is hit by a pitched ball thrown by a youth pitcher, they will be awarded 1st base. All pitch counts will roll over from the youth pitcher to the adult pitcher. If a ball thrown by a youth pitcher rolls to the plate and hits a batter, the batter will not be awarded first base. If a ball thrown by a youth pitcher bounces and hits the batter, the batter will be awarded first base.

Grade	Daily Max	Required Rest (Pitches)				
		0 Days	1 Days	2 Days	3 Days	4 Days
3-4	75	1-20	21-35	36-50	51-65	66+
5-6	85	1-20	21-35	36-50	51-65	66+
7-8-9	95	1-20	21-35	36-50	51-65	66+

BASERUNNERS: Stealing is permitted however; base runners must remain in contact with the base until the ball crosses the plate. Stealing of home is not permitted unless a play is made on them at 3rd base.

STOPPING PLAY: Once the pitcher has the ball in the 8' radius circle around the pitching mound and all runners have stopped trying to advance, the play is dead. Runners may advance to the base they are headed to when the pitcher received the ball, with the liability of being put out, but no further.

BASES: Bases shall be 60' apart.

BALL: A regulation 9" baseball shall be used.

BATS: Baseball bats may not exceed 33" in length, and the bat barrel may not exceed 2 3/4" in diameter. All baseball bats must have a USSSA BPF 1.15 certification mark to be considered legal. Wood bats that do not exceed 2 3/4" in diameter are allowed. All certification marks must be permanently applied to the bats by the manufacturer and may not be a sticker or decal. USA Baseball certified bats will be allowed as long as they fit the specifications listed above.



LENGTH OF GAME: Games shall be either 6 innings long or have a one hour and fifteen minute time limit. Tied games will be continued for 1 extra inning. Games will be ruled over when the run rule makes the score mathematically out of reach.

CHANTING: Team cheers are encouraged, however teams should direct all chatter and comments to their team only.

MISCELLANEOUS INFORMATION:

1. Infield fly rule will be in effect.
2. No dropped third strike rule.
3. No jewelry or body adornments shall be worn.
4. Infield practice will only be allowed if time permits and if both teams get the same opportunity.
5. Neosho Valley leagues are tobacco and alcohol free.
6. No Steel Cleats