

# Cornhusker State Games Baseball

## Minis: 1<sup>st</sup> & 2<sup>nd</sup> Rules



Follow the Little League Rule Book for your league at all times except for the following exceptions/clarifications.

- Base paths are 60'. Pitching rubber is 35' from home.
- A game is **6 innings or a 1 hour 30 minute time limit**. No full inning will start after the time limit has expired.
  - Coaches should be prepared to start your game at the scheduled time.
  - 10 players will be on field for defense. 4 outfielders.
  - There is a 15 run rule after 3 innings and 10 run rule after 4 innings of play.
  - If the HOME team is winning the game in the final inning, the HOME team will bat again in round robin games. Will not bat again in tourney bracket games.
  - Round Robin Games may end in a tie.
- Maximum of 5 runs allowed to be scored per team per inning (If runners on base and hit occurs, play will continue but 5 runs will be recorded).
- Home team is decided by a coin flip prior to the game. Safety games balls provided by State Games.
- Coach will pitch 5 pitches maximum to their own players (no walks or strike-outs allowed). If after the 5 pitches the player is not put out or on base then the batter will be recorded as an out. Let the batter make their own decision on whether to swing at pitched ball, do not yell out to them whether to swing or not.
- One coach only may be in field with defense and must be placed behind base paths. Cannot touch defenders while ball is in play. Coach is there for encouragement and placement of fielders prior to ball being pitched only.
- Pitching coach and Defensive helping coach: If ball hits coach the ball is still live. Coaches must make every attempt to avoid the ball, the defenders and base runners. Umpire judgments: If coach intentionally interferes with the play then either batter will be out or base runner will get their next base depending on the interference call.
- Only TWO coaches allowed in dugout (Head Coach & one Assistant) with maximum of FOUR coaches while team is up to bat only 1<sup>st</sup> & 3<sup>rd</sup> base coaches, coach that is pitching and coach in dugout. While team is on defense can have ONE coach in field beyond base lines towards outfield for instruction and other coach in dugout.
- Overthrow Rule: If an overthrow occurs at any base, the base runner must stop on the base they are closest to whether the ball is in play or not. NO advancement. This encourages the defenders to continue to make attempted plays at bases.
- Home team is decided by a coin flip prior to the game.
- A continuous batting order will be followed. All players in attendance will bat even when not playing in the field. This allows for unrestrained substitutions. Late-arriving players should be inserted at the end of the batting order.
- All players must play in the field at least two innings. This rule must be followed, give all players opportunity to participate in the field.
- No swearing. No throwing of helmets, bats or other objects. **Players and Coaches, this is your warning.**
- Rooting for your own team is encouraged. Rooting against the other team is not allowed. Players doing so may be ejected by the umpire. Fans doing so may cause your team to forfeit.
- The decisions or ruling of the umpire is final. There are no protests.
- Medical necklaces must be taped to the front of the player's shirt. Otherwise, no jewelry allowed. This includes watches and earrings.
- Batting helmets must be worn at all times for base runners. The umpire may call a player out without warning for removing a helmet.
- Any legal manufactured bat allowed, must have either official t-ball or official little league listed on bat.
- Metal cleats are not allowed.
- Base Running:
  - No stealing or leading off allowed.
  - A runner will be called out and may be ejected from the game if a slide or contact with fielder is determined to be malicious or intentional.
    - Runner **MUST** slide on a close play or **risk** being called out or ejected from the game.
    - Runner must make an effort to avoid running over the defensive player or risk being called out or ejected.
- Any coach or player ejected from a game by an umpire:
  - Player will sit for the next game and may play again after sitting the next full game.
  - Coach is done for the tournament.

The following rules will be used to determine final standings in case teams have same record.

1. Win/Loss Record
2. Least runs allowed in first 2 games.
3. Run Differential (maximum of 10 runs per game) in first 2 games.

Keep all comments positive and encourage/congratulate good play from both teams.

