

2024 Willowick Baseball

Mel Harder League Rules

Minor Division

Age Cut-Off	5/1
Pitching Mound Distance	45'
Base Distance	60'
M Bat Restrictions	Max 2 5/8" diameter, -11
Umpires	1 Certified Umpire (1 non-certified 16-year-old is okay), paid by home team
Regular Season Game Days	Monday, Wednesday
Game Start Time	6:30 PM
Grace Period	10 Minutes – if game is not started by 6:40 PM, team short on players will forfeit 6-0
Game Time Limit	2 hrs. – no new inning to start after 8:30 PM. Innings that start before 8:30 PM can end after 8:30 PM. Umpires have discretion for darkness, weather, and field conditions at any time.
Minimum # of players	8 – late players may be added to end of batting order
Defensive Team	10 Players – 6 infielders, 4 outfielders
Call-Ups	To make 9 players only – Regular Season Games: From same age division or one level down, must be registered with respective community league – no outside players – can only play outfield. Playoffs: From one level down ONLY – can play any position
# of innings per game	6
Run Limit per Inning	5 Runs with Continuous Play Continuous Play means a team may score more than 5 runs if additional runs come in the same play as the 5 th run is scored. A MAX of 8 runs is thus possible per inning. The last inning is unlimited, meaning an unlimited number of runs can be scored.
Mercy Rule	10 runs after 4 complete innings (3 ½ if home team is up 10).
Mandatory Play Time	2 innings – does not have to be consecutive, any position

Conduct	Any player or coach ejected from a game is ineligible to play the remainder of that day, as well as the next game (regular or tournament)
Mandatory Scorebooks	Home Scorebook is the official book for reported scores, if any discrepancies, league directors will resolve.
Metal Spikes	NO
Non-permitted attire by Pitcher	No White Sleeves, White Mitts, Non-Prescription Sunglasses, Batting Glove Under Mitt, Jewelry
Pitch Count Restrictions	Daily Limit – 75 Pitches 1-30 Pitches – 0 days of rest 31-50 Pitches – 1 day of rest 51-75 Pitches – 2 days of rest 76+ - 3 days of rest *a pitcher may go over the daily pitch count as long as they start a new batter before reaching the daily limit (Ex a pitcher can start an at-bat on his 75 th pitch and can finish the at-bat. Once batter is deemed on base safely or out, the pitcher is to be replaced by the next pitcher.)
Pitch Count Record & Pitcher Availability	Pitch Counts from Previous 3 days must be shared with opposing team, otherwise picture may only pitch a max of 30 pitches (no days of rest max) *if a team is found to be in violation of pitch counts, contest is forfeited 6-0
Pitch Tracking	Both teams must have someone to maintain pitch counts for both teams. Both scorebooks must reflect the number of pitches by both teams at the game. Both Coaches must sign off on the other's scorebook. Discrepancies should be resolved on the field. If a team is using electronic scoring device, a scorebook must be maintained for the purpose of the rule. Scorebooks must be taken to the field for ALL Games and are subject to review by opposing managers, league officials, and umpires for purposes of ensuring players are rostered and to ensure overuse of pitchers does not occur.
Pitcher Re-Entry as a Pitcher	NO
Pitch Type Rules	NO Curveballs. One warning, then removed from the game for unsportsmanship-like conduct. This does not include pitches that move naturally due to the pitcher's natural throwing motion.
Pitcher Warm-Up by Coach	YES
Intentional Walk	NO – Play is dead on a walk. Runners may only advance to next base – no advancement on a misplayed ball on a walk
Balk	NO
Hit Batter Limit	Replace Pitcher on 3 rd Hit Batter
Visits to Mound	1 visit, pitcher must be replaced on 2nd visit in same inning

Catcher's Required Equipment	Catcher's Mitt, Cup, Chest Protector, Shin Guard, Helmet (throat guard optional)
Catchers Permitted to Pitch	YES
Catchers Pitching Restrictions	NONE
Coaches on Field of Play	NO
Continuous Batting Order	YES – but the half-inning is over once the offensive team: *3 rd out occurs *Inning Run Rule occurs *Entire lineup bats
Lead Offs	NO – Baserunners may ONLY leave the base after the ball crosses home plate. One warning per team, after that all runners leaving early will be called out
Courtesy Runner	May be used for an injured player. The last batter to record an out or a substitute not in the game may be used. May be used for the catcher if there are two outs, to speed up the game.
Thrown Bats	Warning to both benches on the first occurrence and thereafter the batter will be called out for throwing a bat.
Collisions	Understand the following, whether intentional or unintentional: *Offensive Interferences is the act (physical or verbal) by a member of the team at bat who illegally impedes, hinders, or confuses any fielder: or when a runner creates malicious contact with any fielder with or without the ball, in or out of the baseline. *Defensive Obstruction is the act of the defensive team member that hinders or impedes a batter's attempt to contact a pitched ball or that impedes the progress of a runner or batter-runner who is legally running bases, unless the fielder is in possession of the ball or making the initial play on a batted ball. The act may be physical or verbal.
Balls Hit in Outfield	Play is continued until a hit ball is returned and controlled by a pitcher on the mound. The infielder is encouraged to try to make a play on any runner who is moving in the basepaths. If infielder chooses not to, the infielder must get the ball to the pitcher as quickly as possible. Play is dead once the pitcher has control of the ball. If the pitcher has control of the ball on the mound and infielders choose not to get the runners out, then the runners who are moving in the baseline must immediately decide to either continue to the next base or return to the last occupied base. If the runner freezes with no intention to move in the baseline, then they must return to the base that they last occupied.

	<p>If a play is made and an overthrow occurs, as a result, then that runner may advance one additional base.</p>
Sliding	<p>No headfirst sliding, unless it is an attempt to return to the last base occupied.</p>
Stealing	<p>Runners may only steal 3rd base. Base-runners may attempt to steal 3rd base only after the pitch has crossed home plate. Runners may advance due to an overthrow of a catcher trying to throw them out.</p> <p>Runners may not advance if the ball is overthrown from catcher to pitcher or a mishandled ball from catcher.</p> <p>Ball is dead on throwback to pitcher – the runner must decide to steal when the ball crosses home plate, runners may not go halfway to base and wait for the catcher to throw the ball to the pitcher and then try to advance to the next base. One runner stops in the baseline attempting to steal 3rd they must within 2 seconds either opt to continue running or return to 2nd. Failure to do so may result in that runner being called out.</p> <p>Only one extra base may be taken on an overthrow or misplaced ball on a steal attempt.</p> <p>If the ball is misplayed and the runner attempts to go to another base, the runner may still be thrown out. Regardless of a second misplace, runners may not advance more than one based on errors or misplayed balls.</p>
Uniforms	<p>All players must have their shirts tucked in and hats worn in proper manner. No player will be permitted to play in shorts.</p>