

**Erie Parks & Recreation**  
**Minors 10U / Intermediate 13U Rules & Guidelines**



**A. Field**

- **Field Dimensions:**
  - Minors            46' pitching mound; 60' bases
  - Intermediate    50' pitching mound; 70' bases

**B. Equipment**

- **Player equipment:**
  - Rubber cleats are recommended but not required. Metal cleats are prohibited.
  - All players must wear protective head gear, with double ear flaps, when they are in the batter's box, on-deck circle, on the base paths, or in the coach's box.
  - Catchers must wear protective head gear, with a face mask and throat guard, a chest protector, and catcher leg guards.
  - Groin protectors are recommended but not required.
- **Legal bats**
  - Minors
    - Little League approved bats with a BPF (Bat Performance Factor) of 1.15 and with non-composite barrels 2 and 1/4 inches or less
    - Any natural wood bat with barrel 2 and 1/4 inches or less
  - Intermediate
    - Little League approved bats with a BPF (Bat Performance Factor) of 1.15 and with non-composite barrels 2 and 5/8 inches or less
    - Any natural wood bat with barrel 2 and 5/8 inches or less
- **New baseballs**
  - Each coach will provide a new baseball to the umpire prior to the start of the each game.

**C. Rosters**

- **Mandatory Play Requirement:**
  - Every player must play a minimum of 4 innings with 2 innings in the infield in a regulation game.
- **Substitutions:**
  - Any players listed in the batting order can be put into the game defensively at any point during the game.
  - Pitchers
    - If a pitcher is removed during a game, they may return to pitch again in that same game (so long as they do not exceed the daily pitch maximum); however, they must wait until the next full inning to return to pitch.
- **Pitching Limits:**
  - Pitch Counts:
    - Minors            A pitcher may not throw more than 75 pitches in a game
    - Intermediate    A pitcher may not throw more than 85 pitches in a game

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- Rest Requirements:
  - 20 pitches or less            0 days of rest
  - 35 pitches or less            1 day of rest
  - 50 pitches or less            2 days of rest
  - 65 pitches or less            3 days of rest
  - 66 pitches or more          4 days of rest
  - 85 daily pitch maximum
- Pitching Threshold:
  - Once a pitcher crosses a threshold during an at-bat, the pitcher is allowed to complete the at-bat and return to the threshold reached on the first pitch of the at-bat only if the pitcher is removed after the batter reaches base or is retired.
- Tournament Amendment
  - In the event of a tournament, a player may pitch no more than 65 pitches in a game or 85 pitches in a 24 hour period.

**D. Timing and Scoring**

- The home team will be responsible for keeping the official scorebook.
- The home team will take the 1<sup>st</sup> base dugout
- Duration of regulation games:
  - Minors            6 innings or 5 ½ if the home team is ahead
  - Intermediate    7 innings or 6 ½ if the home team is ahead
- All games will be considered complete if:
  - 4 innings have been completed or 3 ½ if the home team is ahead or if the time limit has been met.
- Time limits:
  - The official time limit for all games are one hour thirty minutes (1:30). No new inning can begin after this time. Drop Dead rule will apply at one hour forty five minutes (1:45) with the current batter finishing their at bat.
  - Official time will be kept by the umpires. Weather delays will not count as part of the game.
  - A new inning starts as soon as the last out is made in the just completed inning.
- **Tournament Amendment**
  - The game will be played until a winner is determined.
  - Extra Innings
    - If a game is tied at the end of a regulation game, the game will continue one extra inning.
    - The international rule will be in effect.
    - The visiting team will place one runner (the last recorded out) on second base and bat until three outs.
    - The home team will then place one runner (the last recorded out) on second base and bat until three outs.
    - If the score is tied after the extra inning, the game will result in a tie.
- Time outs:
  - One time out (offensive or defensive) is permitted per team each half inning.

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- Time outs will not be charged when tending to an injured player.
- Additional time outs may be used for substitution purposes only.
- Defensive: A team's first time out may be used to confer with their team without having to remove their pitcher. After this timeout is used, an additional time out requires that the pitcher is substituted for.
- Runs Per Inning
  - Minors                      A maximum of 5 runs can be scored per team per inning
  - Intermediate              A maximum of 10 runs can be scored per team per inning

**E. League Regulations**

- Erie Parks & Recreation is the sole governing body of the league.
- Little League Baseball will govern all play in addition to the listed playing rules.
  - In the situation where a rule is unclear, the umpire(s) will use their best discretion to make a ruling.
- Batting
  - Continuous batting order is used in all leagues.
  - *If a player shows up late for a game, they will be placed at the bottom of the lineup.*
- Balks
  - Will not be enforced in Minors.
  - Intermediates
    - If a pitcher balks during a steal attempt, the umpire will call the play dead.
      - a. If the runner is less than or equal to half way to the next base at the time of the balk, they will be instructed to return to their original base.
      - b. If the runner is more than half way to the next base at the time of the balk, they will be awarded the next base.
- Dropped third strike
  - Minors                      Not allowed to advance.
  - Intermediate              In effect when first base is unoccupied at the time of pitch or when there are 2 outs.
- Failure to touch a base
  - For failure to touch a base or to tag up as soon as the ball is touched on a caught fly ball, the runner is out.
  - This is a delayed penalty if not played on by the defense during the same playing action.
- Infield fly rule
  - Minors                      Is not in effect
  - Intermediate              Is in effect
- Intentional walks
  - Are not allowed in any division.
- Interference/Obstruction
  - Offensive Interference

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- A batter or base-runner is declared out if they interfere with the defensive player's ability to record an out on a batted ball.
  - This rule applies regardless of intent and is at the discretion of the umpire.
  - Defensive Obstruction
    - A batter or base-runner can be declared safe or awarded an additional base if a defensive player obstructed the offensive player from obtaining a base.
    - A catcher may not block home plate without the baseball or making a play on the baseball.
    - This rule is at the discretion of the umpire.
  - Sliding
    - Is only mandatory when avoiding contact with the defensive player or to avoid a collision.
      - Players must slide at home if there is a play at the plate; failure to do so will result in an out.
    - Jumping to avoid a fielder is only allowed if the fielder is lying on the ground.
  - Stealing
    - Minors Allowed; leading off not allowed
      - Player must wait until ball has crossed home plate. If a runner leaves early and is put out they are out; otherwise they return to their previous base.
    - Intermediate Allowed; leading off is allowed
    - Stealing home
      - Not allowed in any division, even on a wild pitch
    - Advancing on an overthrow
      - If the catcher makes an attempt to put out a runner and there is an overthrow or misplayed ball, the runner may advance only one additional base (per live ball, not per occurrence).
    - Delayed steal
      - Runners may not attempt to steal a base on a throw back to the pitcher.
- F. Other
- Coaches
    - Must have a pregame meeting between the umpire(s) and the opposing coaches 10 minutes prior to the scheduled start time.
    - During play, a maximum of two coaches may be allowed on the field at a time.
    - Unless coaching the bases, all assistant coaches must remain in the dugout.
      - Head coaches may be in the vicinity of the dugout but are to only encourage players.
    - If the head coach seeks an explanation from the umpire, the coach must call time, wait for time to be granted from the umpire, and then approach the specific umpire. *Judgement calls are not debatable*