

## 2023 MCGSL MINOR LEAGUE RULES

- 1) As noted in the General League Rules, the Minor League will abide by ASA rules unless the following local rules supersede it.
- 2) Games will be 7 innings or 1 hour and 10 minutes (70 minutes) long. Each one half inning shall end when either three outs are earned, or seven runs are earned, with the following exception: **If the seventh run is earned on a hit/play where multiple runs are scored, all runs scored during that hit/play will count towards the hitting team's score. After the hit/play (which resulted in the seventh run) is complete, the half-inning will conclude.**  
*Example: a team has scored 6 runs in an inning and with two runners on base, the next batter hits a triple which allows the two runners to score, giving them a total of 8 runs in the inning. Having scored 7 runs, the teams still switch offense/defense due to the seven run rule, and the hitting team is credited the additional run which was scored on the same hit which allowed them to reach the seven run threshold.*  
Umpires will start and keep the timer.
  - a. In case of rain, darkness, or any other act of God, the game is called official if 5 complete innings have been played or 1 hour has elapsed. If either condition has been met, the game will be considered official and it will not be rescheduled.
  - b. If the game is called before being official by the previous rule, the game will be rescheduled. At the time the rescheduled game is played, it will be picked up at the same score, inning and time left on the timer. Game details will be recorded by the field supervisor.
  - c. Reschedule dates will be determined by the MCGSL board and are not subject for negotiation.
- 3) Base runners will be allowed to advance ONE additional base per overthrown ball (does not apply to ball thrown trying to catch a stealing base runner, see rule #4):
- 4) Stealing will be allowed in the Minor League. Base runners can only steal one base per pitch. Base runners WILL be allowed to steal home. Runners are NOT allowed to advance another base on an overthrown attempt to catch a stealing base runner.
- 5) Coaches should encourage base runners to slide when needed to avoid contact with players making a play at a base. Sliding is MANDATORY TO AVOID A COLLISION IF A PLAY IS BEING MADE. In addition, if the batter does not move out of the batter's box, the runner stealing home can be called out due to obstruction. Any call regarding sliding is at the umpire's discretion and cannot be argued.
- 6) There will be NO dropped third strike rule in the Minor League.
- 7) The pitching rubber will be 35 feet from the back of home plate for Minor League. Five (5) warmup pitches will be allowed for each pitcher between innings.
- 8) If a game is tied at the end of an official game, the international tie-breaker rule will go into effect for one additional inning. Both the Home and Visiting team will place their last legal batter from the previous inning on second base with 0 outs to start their respective half inning. The inning is then played as normal. In the event the game is still tied after 1 inning of the international tie-breaker, the game is recorded as a tie. Any regular season game that is called for the purpose of weather during the international tie-breaker inning will be called complete and the tied score from the end of the regulation time will be recorded as the official score. For any tournament game, continuous international tie-breaker innings will be played until a winner can be declared.