

MinnDak Transition League Rules

The transition league is intended for players who are ages 7 and 8 and who do not turn 9-years-old prior to January 1st of the current year.

1. **General** - Regular baseball rules will be followed, with the exceptions as noted:
 - a. 3 outs or 5 runs per half inning
 - b. 5 inning games...but play as many innings as possible with no new inning starting after 1 hour
 - c. If a game is called before three (3) complete innings, the game can be made up if the coaches can find a convenient time for completion. The make-up game will resume exactly where it was stopped, keep good books.
 - d. A minimum of seven (7) players is required to start a game. If a game starts with only 7 players on one side, that team will forfeit one (1) out at the end of the batting order. Any fewer than seven (7) players will result in a forfeit.
 - e. Scores will be kept, but we will NOT keep league standings.
 - f. Regular baseballs will be used.
 - g. Bases will be 55-60 feet apart.
 - h. Bat size may not exceed 29" in length and 2 ¼" in diameter OR have a USA Baseball stamp on the bat (would allow for up to 2 5/8" diameter barrel)
2. **Fielding**
 - a. Nine (9) players will take the field when their team is on defense. Three (3) of these players shall be in the outfield grass (they can't "sneak" onto the infield).
 - b. ALL players must play at least three (but strive for four) defensive innings per game. No player shall play more than two consecutive innings in the same position. (It is recommended that players be afforded the opportunity to play infield and outfield during the course of the season.)
 - c. Free substitution for defensive players.
 - d. A defensive player shall stand in the pitcher's position next to the coach pitching and field hit balls.
 - e. If a Coach pitcher is hit by a batted or thrown ball, the ball shall remain live.
 - f. Should the coach intentionally interfere with the batted ball, the ball will be replayed and the batter will keep the same count. Should the coach intentionally interfere with a thrown ball, the play shall stop and runners will return to the base they just left.
 - g. Outfielders must be in the grass.
3. **Batting**
 - a. All pitching is to be done by the offensive team. Coaches will pitch in an overhand fashion, and they must be on one knee or sitting on a stool. Throwing from this position produces a flat trajectory with the desired result of age/height appropriate pitches.
 - b. Pitches shall be made with the desired result of providing strikes for players to hit.
 - c. Each player is allowed three swinging strikes or six (6) pitches per bat.
 - i. If the ball is not hit by a swing, the swing is then called a strike and it goes against the batter's count.

- ii. If on the sixth pitch, the player hits the ball foul, the player will get another pitch. The player will continue to get pitches if the player continues to foul it off.
 - iii. If the player swings and misses on the 6th pitch or another subsequent pitch, the player is out. On the sixth pitch, if a player doesn't swing, the batter will forfeit their at bat, but an out will not be counted.
 - d. There will be no walks.
 - e. Players will bat in the same order for the entire game.
 - f. Three (3) outs or five (5) runs will end a team's turn on offense.
 - g. NO bunting, and NO infield fly rule.
 - h. All players will bat, even if there are more than 9 batters.
4. **Base Running**
- a. When a ball goes into the outfield, runners may advance to another base UNTIL the ball is returned to the infield, regardless of whether the ball is controlled by an infielder. Just be smart about this, please. Do NOT try to score a run when the ball is back to the infield.
 - b. Only one base on an overthrow.
 - c. There is a two base maximum on a hit unless the ball is hit over the fence/past all of the outfielders.
 - d. Players may not leave the base until the ball is hit.
 - e. NO runner may advance on a passed ball, wild pitch, or overthrow when catcher is returning a pitched ball to the pitcher.
 - f. A player may not intentionally create contact with another player at any time.
 - g. If the defensive player has the ball and a play is being made, the offensive player must either slide or make every effort to avoid contact with the defensive player.
 - h. Should a player run over/crash into another player, the player will be called out.
 - i. If a defensive player is in the base path without the ball and makes contact with, or impedes the path of the offensive player, interference may be called on the defensive player.
 - j. Any runner obstructing a throw in an attempt to stop a double play will result in a double play being called.
 - k. If a batted ball remains on the infield, the runner may not advance to 2nd base, even if the ball gets past the 1st baseman on an attempt to get the batter out.