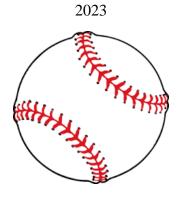
## Minors League Rules – Tri-Town League (MO, LV, Lebanon)



- Games are 6 innings, 5 runs max on all innings except for the last inning.
- All games will be no new inning after 1 hour and 45 minutes.
- 10 run mercy rule after the losing team has had an opportunity to 'bat' in four innings.
- Runners can steal 2<sup>nd</sup> and 3<sup>rd</sup> base, but only with two outs. Runners cannot advance on an overthrow from the catcher so the catcher should always try and throw it down. Stealing home is not permitted.
- Runners can advance 1 base on fielding overthrows.
- Runners can advance as many bases on balls hit to the outfield until it comes back to the pitcher and calls "time" to stop play.
- No leading and runners need to stay on base until the ball crosses home plate.
- Balls and strikes are called letters to knees.
- Pitchers will pitch from 46 feet and the mound should always be measured before each game. Standard pitch counts apply.
- Everyone should be included in the batting order and players should have played at least 3 innings on defense in the field so we all have to rotate between the players on our rosters.
- Players must slide into all bases on close plays. No head first slides, unless returning to the previous base.
- Winning team should input the final score in the Sports Engine App.
- All rostered players must compete in at least half of scheduled regular season games to be eligible for playoffs.
- Make sure each player has fun!