

EYBS Local League Boys Minor Baseball Rules of Play Age 9&10

Equipment:

1. Catchers must wear all protective equipment behind the plate.
2. Boys must wear an athletic cup when participating.
3. Metal cleats or metal spikes are not permitted by any player, coach, or parent.
4. The bat should be no more than 33 inches in length, with a barrel no greater than 2 ¼.
5. Bat can be made of wood, metal, or composite material.
6. Batting helmet must be worn anytime a player is batting or base running.
7. Hard balls will be used.

Pitching:

1. The strike zone consists of a pitched ball passing between the area of the players arm pits to below the knee cap and one ball width on either side of the home plate.
2. Large strike zone exists.
3. Pitchers
 - Pitchers are limited to three innings per game and six innings per calendar week
 - The calendar week is Monday through Sunday
 - A pitcher must have at least two days of rest between pitching assignments if he or she pitched more than two innings in any one game
 - Each game in which a pitcher pitches constitutes a pitching assignment regardless of the number of pitches thrown
 - The three-inning limit applies even in extra-inning games
 - Any game in which an ineligible pitcher has been used shall be declared forfeit
 - Once a pitcher is removed from the mound, he or she may not return to the mound to pitch that game

Pitcher may throw a maximum of 3 innings per game and a maximum of 65 pitches per game.

AGE	DAILY MAX (PITCHES IN GAME/DAY)	REST PERIOD		
		0 Days	1 Day	2 Days
Minors	65	1-30	31-45	46+

4. One pitch constitutes an inning.
5. The leagues preference is that teams cultivate many pitchers and not rely solely on your two most seasoned pitchers for every game.

6. The pitcher must be removed from the mound when they reach the allowed innings pitch or maximum pitch count for that game; regardless of the situation. Any team found violating pitching rules will be an automatic forfeit.
7. Any pitcher that hits three batters during a game is automatically replaced as a pitcher immediately after the third hit batter reaches first base and time is called.
8. Pitchers will only get 5 warm up pitches between innings. New pitcher will get 8 pitches in order to move the game along.
9. There will be no balks called on the pitcher, but use it as an opportunity to teach.
10. Coach is only allowed 1 visit to the mound per inning, after the 2nd visit in the same inning the pitcher must be removed. Walking your pitcher to the mound at the start of the inning will be considered as a visit.
11. Courtesy runners for current pitchers, catchers or injury, must be the last player to be put out.

Batting:

1. Every player on the team bats, bat the full roster.
2. If a player leaves the ball game (no exceptions) their position in the batting order will be assessed an out every time that position comes up in the batting order.
3. Batters, base runners, and batters on deck must wear a batting helmet
4. No slug bunts, the batter will be called out if he turns to bunt and then takes a full swing.
5. Batters throwing a bat unintentionally will be given 1 warning. The next time they will be called out. Batters throwing a bat intentionally will be will be called out and removed from the game (Player Agent or League President should be contacted following the game).

Base Running:

1. Base runners must wear a batting helmet
2. There will be no head first sliding at practice or games. The runner will be out if a head first slid takes place. Diving back head first to a base is allowable.
3. No leading off, A runner may not leave or steal a base until the ball has crossed the plate. Runners leaving early will be called out.
4. Obstruction shall be called on the catcher or any other player who blocks any base, particularly home plate, except when they are in possession of the ball or fielding a batted ball. In case of obstruction, the runner shall be awarded the base to which he was advancing.
5. Runners may not run into any defensive players, a runner shall avoid contact by sliding, stepping around, or surrendering themselves for an out. While sliding is preferred this is not a mandatory slide rule, this is an Avoid Contact Rule. In the umpires judgment a runner will be called out if there is contact with a defensive player even if an obstruction has occurred by the defensive player.
6. Courtesy runners for current pitchers, catchers or injury, must be the last player to be put out.
7. The 10 run rule takes effect after the fourth inning.

Substitution:

1. Minor league teams shall play 10 players on the defensive field, and shall bat the entire roster. A player arriving after the start of the game will be placed at the end of the batting order.
2. If a player is taken out of the lineup. The team will be assessed and out every time that position comes up to bat in the lineup and the player is not there.
3. Every player in the Minor league **must** play 2 innings per game in the field unless injured or sick. Exceptions apply if game is shortened by 10 run rule, time limit or weather conditions. Any player that did not get 2 innings must start the next game and play his 2 innings from the previous game plus play his 2 innings for the current game before he is removed.
4. If a coach should bench a player for a disciplinary action. Immediately following the game the coach will inform the Player Agent or League President of the action before the coach leaves the park for the night.
5. Courtesy runners for current pitchers, catchers or injury, must be the last player to be put out.

General

1. Home team is responsible for field set up and tear down (getting bases out and putting away chalking infield, dragging infield before if needed and after all games and practices).
2. Team batting order should be turned into the opposing team no later than 10 minutes prior to the start of the game.
3. The Plate Umpire will announce at the start of the game the official start time to coaches from both teams. The Umpire has final say when field conditions are too dark to continue play. 4. No new inning will start after 1 hour and 50 minutes from start time. Any inning started within the 1 hour and 50 minute time frame will be played out in full providing there is enough light to play safely.
5. Once a team has won the game, all play will stop immediately.
6. Minor games will be 6 innings, unless shortened by 10 run rule, time limit or weather conditions.
7. Each $\frac{1}{2}$ inning of play consists of three outs, ten runs or batting through the roster, whichever comes first.
8. The 10 run rule takes effect after the fourth inning.
9. Home team will occupy the 3rd base dugout.
10. Any parent or coach that has regular contact with the children must pass a back ground check (provided by the league) before assisting with the players.
11. Home team must provide someone to keep score with iScore on the iPad.
12. Please control your dugout area so no accidents occur.
13. Games cancelled due to weather such as rainouts will be cancelled by the league official. The league official will decide at 4:30 if a game is to be canceled. In case of game cancelation an email and text message will be sent out immediately to all players and coaches that have supplied EYBS with an email address and phone number (registration software).
14. Absolutely NO tobacco products of any kind will be allowed in the complex. That goes for coaches and players in the dugouts or the playing fields during practice or game time.
15. Refer to Cal Ripken Rule Book for all other rules.

If you are first to unlock the gate to the complex, Please lock the padlock and chain back on the gate so that they don't disappear.

Children love to take and play with padlocks and chains. We cannot lock the park at night if some child takes the lock and chain home in their back pack!!

Please remove all trash from dugout and team bleachers following your game.