

ODELL REC SPORTS
2018 PLAYING RULES AND REGULATIONS
YOUTH BASEBALL
AGES 9-10



Team Composition

1. A team must field 7 players from its own roster to avoid a forfeit.
2. A team can play 10 players on defense (6 infielders and 4 outfielders).
3. Players arriving after the start of the game can be added to the bottom of the lineup without penalty.

Pickup Players

1. A team must have 7 of its own players before being allowed to pick up players.
2. There is a maximum of 3 players allowed to be picked up. Pickup players are required to play outfield only and must bat in the last 3 positions of the lineup.
3. Pickup players must be from the same age group as the teams **AND** be on a team in the league **AND** must be replaced by eligible team members if they arrive after the start of the game.
4. Players removed from the game because of sickness, leaving early, injury, etc. are skipped in the lineup with no penalty. First time the player bats after being removed from the lineup is not an out. Player can re-enter on their next at bat after being removed but if they do not return at that time then they are out for the remainder of the game. They are not charged with an out.

Grace Period

1. There is a 10 minute grace period from the games scheduled start time for a team that does not have 7 eligible players. A team with less than 7 players after the grace period will forfeit the game. Grace period time begins from the **scheduled game time**.

Shoes

1. Players are not allowed to wear metal cleats.

Infield Fly Rule

1. There is no infield fly rule for this age division.

Time Limits

1. The time limit shall be 1 hr. and 30 minutes from the start of the first pitch of the game.

Appeal Play

1. The appeal play is not in effect.
2. The umpire will call the infraction when play becomes dead.

Run Lead

1. The run lead is in effect as follow: a 15 run lead after 3 or a 10 run lead after 4 providing the losing team has had equal number of bats.

Length of Game

1. The length of the game is 6 innings.
2. Once an inning has started it must be finished, provided the home team is behind when it is their turn to bat.
3. No new inning shall be started with less than 10 minutes remaining in the time limit.
4. A new inning begins when the third out is made in the previous ½ inning.

Participation Rule

1. The entire roster shall bat.
2. Each player must play defense in every other inning.
 - a. First offense: Failure to abide will result in head coach being suspended for one game.
 - b. Second offense: Failure to abide will result in head coach being suspended for remainder of season.
3. Each player must sit out at least one inning on defense in every game.

4. Each player must sit once during the game and cannot sit a second time until all players have had to sit out. **EXAMPLE:** A player cannot be the same one sitting out every other inning.

Regulation Game

1. It is a regulation game if 4 or more innings have been played and game is called because of darkness, curfew, etc.

Tie Games

1. Any game that is tied at the end of regulation will not continue pass the time limit.

Special Base Running Rule

1. Runners may not leave the base until the ball crosses the home plate. Once the catcher has secured the ball and the runner has stopped his forward progress, the runner must immediately return to the base. **NOTE:** The ball remains live and should the catcher make an errant throw to the pitcher or make a play on the runner, the runner can then attempt to advance. **The violation of one runner shall affect all other runners.**
2. If a base runner leaves early and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely then all runners are returned to the base they occupied before the pitch, and no out results.
3. If a base runner leaves early and the batter bunts or hits the ball within the infield, the umpire must signal a delayed dead ball and no run shall be allowed to score. If the batter is safe, and no out is made, all runners can only move up one base. If the bases are loaded, and no out is made, the bases remain loaded and the runner who was on third is removed, and no run scores. If an out is made at any base, the out stands, and the umpire shall return all runners to their previous base.
4. If a base runner leaves early and the batter hits the ball to the outfield, the umpire must signal a delayed dead ball, and all runners are permitted to continue. If a play is made and an out is recorded, the out will stand. If not, then all runners must return to their base or the nearest unoccupied base to the left. In no event shall the batter advance beyond first base on a single or error, second base on a double, or third base on a triple. The umpires shall determine the value of the hit ball.
5. A runner who has reached third base safely can only advance home on a batted ball or walk (when forced to do so). They cannot advance on an overthrown ball past the defensive player or a wild pitch/passed ball by the catcher. All other runners can advance until time is granted.

Head First Sliding

1. Head first sliding is not allowed at any base or home plate.
 - a. **PENALTY** - Runner is out and ball remains live.
 - b. Dive backs to the bases are not considered head first sliding

Contact Rule

1. If a runner attempting to reach home plate or a base intentionally and maliciously runs into a defensive player, he will be called out and ejected from the game. This is an umpire's judgement call.

Jewelry

1. Jewelry is not allowed to be worn during games.
2. Jewelry is not allowed to be taped over.
 - a. **PENALTY** - When discovered, the player is asked to remove it. Failure to remove it will result in that player being removed from the game.

Bats

1. 2 5/8" barrel maximum. USA Baseball Marking required. No BBCOR bats.

Third Strike

1. The batter is declared out and cannot advance on a third strike.
2. The ball is live and runners may advance at their own risk.

Batter/Run Limit

1. Each team may score a maximum of 5 runs in the first inning.
2. In the 2nd – 5th innings, the team leading may always score 5 runs, even though their lead could be greater than 5 runs.
3. The team behind when batting after the first inning may always be able to score as many runs as possible to even the score and then 5 additional runs in those innings as well.
4. The 6th inning is unlimited scoring.

Base Paths & Pitching Distances

1. Baseball base path is 60 ft.
2. Baseball pitching distance is 46 ft.

Bunting

1. Bunting is allowed.
2. **SLASH BUNTING IS PROHIBITED!!** – A batter is out when he fakes a bunt and then takes a full swing. The batter is out, the ball is dead, no runners may advance.

Speed Up Rules

1. Speed up rules will be used for the catcher only.
2. The last batter that is not on base may run for the catcher at any time but it is not mandatory.

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Pitching Limits/Rules

1. There is a maximum of 75 pitches a pitcher may throw per game and/or day.
2. If a pitcher throws between 1-20 pitches, no rest is required.
3. If a pitcher throws between 21-35 pitches, one (1) calendar day rest is required.
4. If a pitcher throws between 36-50 pitches, two (2) calendar days rest is required.
5. If a pitcher throws 51+ pitches, three (3) calendar days rest is required.
6. The second trip in the same inning to the same pitcher shall automatically result in removal of that pitcher from the game AS PITCHER ONLY.
7. Home team keeps the official scorebook. All pitches must be tracked and agreed upon by both teams every game. Final pitch counts are to be reported to the league coordinator after each game.

Balks

1. There are no balks. The umpire shall stop play and instruct the pitcher what he did wrong.

Intentional Walks

1. The coach may signal the umpire to intentionally walk a batter. No pitches need to be thrown.

All other rules not covered above will be governed by the High School Federation Rules of Baseball.

Revised and Approved: March 22, 2018