

Minors 9/10 Division

To provide consistency for the players, please follow them throughout the season. They should be shared with coaches and parents, so everyone is fully aware. While the players are getting older, the emphasis is still on teaching and having fun. The rules have been designed to ensure that. They should be followed as written.

Lineup

- All players that come to the game will be included in the lineup.
- Late arrivals to the field should be added to the end of the existing lineup and the opposing manager should be told of the addition.

Batting

- An at bat is dictated by a regular count of 4 balls and 3 strikes.
- An inning ends when 3 outs are made, or 5 Runs are scored in the inning.
- 2 Bunts are permitted per inning, per team
- No player should be holding a bat until they are asked to walk to the plate for their at bat.
 - Bat Information – Must have the USA Bat Logo, Barrel no larger than 2 5/8.

Defensive Positions

- A maximum of 9 players should be on the field.
- Every player must play both outfield and infield during the season.

No player should remain in the same position for the entire game (exception: Starting Pitcher or catcher).

- The Batter who becomes the runner may not advance past third base on an overthrow EVEN IF THE OVERTHROW IS WITHIN THE FIELD OF PLAY.

UNLESS the runner is legging out a triple, they can attempt to score home on a over throw to 3rd base.

- Base runners may only advance to home on a batted ball, bases loaded walk or hit by pitch.
- There are no headfirst slides.
- Players will be allowed to steal second and third base only with a maximum of Five (5) steal attempts per inning.

- Players stealing third base will NOT be allowed to advance to home on an overthrow by the catcher. Players on Third CANNOT advance home on an overthrow from the catcher on a steal attempt to second base.
- Runners stealing 2nd base CANNOT advance to 3rd base on an overthrow by the catcher.
- Players may not leave base until the ball crosses home plate in the catchers V. Leaving early will result in the runner being warned and returned to the prior base.
- Players may not attempt to steal after the ball has been attempted to be returned to the pitcher.
- No Delayed Steals!
- A Base Runner must AVOID CONTACT, this does not mean a base runner must slide it means he MUST AVOID CONTACT unless they will be called out.
 - No headfirst sliding
 - No leading

*****Pitching*****

- Pitching Distance – 46 Feet No Exceptions
- Pitching Threshold Rule MUST be announced prior to batter's first pitch.
- PENALTIES FOR PITCHING RULE VIOLATIONS: 1 St Offense – Manager Suspension for 2 Games. 2nd Offense – Game Forfeit & Manager Suspension for Remainder of Season
- A pitcher must be removed from the pitching position immediately if they hit 2 batters in an inning OR 3 batters in their pitching appearance.
- A pitcher must be removed from the pitching position immediately if the manager/coach visits the pitcher or catcher 2 times in an inning OR 3 times during a pitcher's appearance.
- There are no balks.
- There are NO INTENTIONAL WALKS! You MUST try to Pitch to each player and not intentionally try and walk a batter (example intentionally telling a pitcher to throw 4 balls in the dirt).

75 PITCHES PER DAY MAXIMUM pitch count in this division

Each team must carry a pitch counter to every game and supply an adult to act as pitch counter. A manager or coach shall confirm the number of pitches thrown at the completion of every ½ inning.

- The Coach must remove the pitcher when said pitcher reaches the limit of 75 Pitches, Pitcher may remain in the game at another position Exception: If a pitcher reaches the 75-pitch limit while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out. Rest rules still apply. Pitcher Rest Rules –

See Separate Pitch Threshold Rules Pitchers league age 16 and under must adhere to the following requirements:

- If a player pitches over 66+ pitches in a day, four (4) calendar days of rest must be observed
- If a player pitches over 51-65 pitches in a day, three (3) calendar days of rest must be observed
- If a player pitches 36 to 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 to 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1 to 20 pitches in a day, no rest is required.
- A pitcher who has pitched 41 or more pitches in a day cannot play the position of catcher for the remainder of that day.
- A player who has played in the position of catcher for four (4) or more innings that player cannot pitch for the remainder of that day.
- Any call made by the official umpire stands and should not be argued. Always Carry these rules with you and go over items of concern with the umpires before the game.
- The umpire will grant time out. Teach your players to call time out when they are able.
- The infield fly rule is not in effect.
- A minimum of seven (8) players are required to start a game. However, there must always be eight (8) defensive players on the field. The team that is short players will borrow defensive players from the other team to have eight (8) defensive players (Pitchers & catchers are excluded from the borrowing system).
- There are no automatic outs for players that are borrowed from the other team but are not in the borrowing team's batting lineup.
- You may borrow players from the (Minors/Farms 7/8) division to avoid a forfeit situation only. Borrowed players cannot pitch, catch, or play any infield position. They must play the outfield & must bat last in the batting order.
- Time of Game - A full game is 6 innings. However, no inning will start after 1 hour and fifty minutes of play is completed.
- Time is marked by the third out of the defensive team.

Manager and Coaches

Only 3 adults, the manager and 2 coaches, will be allowed inside the fenced area. All adults invited inside the fenced area by the manager must have completed and filed a volunteer form with the WBLL, NBLL and BSBWLL. Adult assignments are as follows:

When your team is at bat....

- One adult in the dugout always.
 - One adult coaching first base. A player may also coach first base.
 - One adult coaching third base. When your team is in the field....
 - All adult coaches must remain off the playing field and in the dugout.
- *** No adult on the field should interfere with a playable ball in any way!