

## M.C.Y.B.A. MINOR LEAGUE REGULAR SEASON RULES 9 & 10 YEAR OLDS

### Code of Conduct

- 1) No alcohol or abusive language shall be used on the playing fields or in the stands.
- 2) Any individual using abusive language, using alcohol or causing a problem will be asked to leave the premises.
- 3) Any abusive language or unacceptable comments directed at the umpires by fans or coaches will not be tolerated.
- 4) Failure to comply with the above rules could result in forfeiture of games. **TWO STRIKES AND YOU ARE OUT!** Coaches and spectators code of conduct will be enforced.

### Game Management

- 1) Games will consist of 6 innings. In the event of a tie game, extra innings must be played if time allows.
- 2) 4.5 inning games must be played if time allows, REGARDLESS OF SCORE.
- 3) **No new innings will start after one hour and 40 minutes from the first pitch.**
- 4) No infield practice after 6:00 or 8:00 p.m.
- 5) If a team has less than 7 players at game time, the game shall be considered a forfeit and awarded to the opposing team. Automatic outs will be inserted into the lineup if a team has less than 9 batters.
- 6) The umpire will time the game and warn managers of impending end of game.
- 7) Ten players on defense, four must be in the infield at the same depth.
- 8) Automatic 5 run rule.
- 9) OVERTHROW RULE: On any attempted play at a base, the runner or runners will be permitted to advance at their own risk but not more than one base. Award one base if the ball goes into a dead ball area.
- 10) The entire roster will be listed in the batting order and will bat in that order for the entire game. Please use last names when keeping scorebook.

- 11) **PLAYERS SHALL NOT SIT OUT FOR MORE THAN 2 INNINGS A GAME. (UNLESS INJURY)**
- 12) **ALL PLAYERS MUST PLAY 1 INNING OF INFIELD PER GAME. (UNLESS INJURY)**

### **Pitching Rules**

- 1) There is no limit to the number of 10 year-olds who may pitch, but 9 year-olds must pitch at least 3 outs in 1 inning. 5 run rule = 3 outs. This rule will be strictly enforced, see attachment #1 for clarification.
- 2) A player may pitch a maximum of two (2) innings in a single game.
- 3) A player may pitch a maximum of **six (6) innings** in a week. (The calendar week is Monday through Sunday.)
- 4) The front of the pitchers mound will be 46 feet from the back of home plate.
- 5) Delivery of a single pitch constitutes having pitched one inning.
- 6) Once a pitcher has left the game as a pitcher, he/she may not return as a pitcher.
- 7) Strike zone! Arm pits to knees with an additional ½ baseball width on each side of the plate.

### **Base Stealing**

No stealing of home plate. Stealing of other bases is allowed once the PITCHED ball reached the batter. No leading off. The runner on may only score on a hit ball by the batter or a walk with bases loaded. **(If a runner steals from second base to third and an overthrow occurs at third the runner may not score. If there is a runner on second and the batter hits a pitched ball, the runner on second can advance to third and may go home even if a play is attempted by the defense which results in an overthrow because the play is initiated by a pitch being hit.)**

## Miscellaneous rules

- 1) **NO ON DECK BATTERS ALLOWED.**
- 2) There is no balk call.
- 3) The infield fly rule is in effect.
- 4) Batter is out on a dropped third strike.
- 5) Base runner cannot leave base until the ball crosses home plate. First Infraction: Umpire will warn team not to leave early. Second Infraction: Base runner is automatically out on same player.
- 6) Base path: The distance between bases is 60 feet.
- 7) Bat throwing: First Infraction: Warning from umpire, Second Infraction on same player; Batter is out.
- 8) Courtesy runner: A courtesy runner **MUST** be used for the catcher /runner when there are two outs. The catcher must return immediately to the dugout and dress. Since all players bat, the player used as a courtesy runner must be the last possible player to bat.
- 9) **ANY RUNNER IS OUT WHEN:** That runner does not attempt to slide or attempt to go around a fielder who has the ball and is waiting to make the tag. No head first slide is allowed advancing to any base. A head first slide is allowed going back to any base.
- 10) **Safety Base Rule:** Batter/runner can use the orange part only on their first pass over first base. The fielder uses the white part of the base only. The batter/runner after passing or rounding first base shall return to the white part of the base only.
- 11) The next batter is responsible for bats and equipment on the field.
- 12) Two adult base coaches are allowed.
- 13) Any personal equipment not supplied by MCYBA must meet Little League standards.
- 14) **INJURED/ILL BATTER RULE:** Since all players bat, a batter that is injured/ill must be replaced by the next batter in the line-up and the new batter will assume the injured/ill batter's count. Injured/ill batter must sit out at least one fielding  $\frac{1}{2}$  inning and if they cannot bat when their next turn comes in the next inning or if they do not field for two innings in a row, after the illness/injury occurred, they will be out for the game.
- 15) Any rule not specifically addressed above will be covered by the "Little League Baseball Official Regulations and Playing Rules" , newest edition.
- 16) No player borrowing is allowed.
- 17) Following a game the winning manager/coach must report/write the score of the game in the scorebook located in the coaches room in the umpire building.

**REVISED 2011**