

2023 Circleville Youth Baseball League Rules 10U/ Minor League

General: These are the regular season rules that have been agreed upon by the Circleville Youth Baseball League Board. Little League Rules will be in effect, except as noted by these local rules.

Age Guidelines: 9- & 10-year-olds, as determined by the age of the player on or before May 1 of this year. An experienced 8-year-old may request to play in this division but will require an evaluation by the board.

Officials: The umpire oversees the game and will handle all appeals on the field. Only the head coach may address the umpire to resolve any questions. In the event the umpire cannot resolve a situation the Vice-President of Minor League can be called upon to do so. **THE HEAD COACH IS RESPONSIBLE FOR THE CONDUCT OF HIS/HER PLAYERS, SPECTATORS, AND COACHES.** In the tradition of baseball, "chatter" is encouraged; however, negative chatter or team "chant songs" are not permitted. **UNSPORTSMANLIKE CONDUCT WILL NOT BE TOLERATED.** The Umpire may give a warning, but can, at any time, eject any coach, player, or spectator. Profanity is not tolerated and may result in immediate ejection from the park. **AN EJECTION WILL RESULT IN COACH/PLAYER SUSPENSION FOR THE NEXT SCHEDULED GAME. NO PARENT OR BOARD MEMBER IS ABOVE THE RULES. There is a zero tolerance for Profanity at the park.**

I. **Start & End of the Game:**

- a. Line up cards. Each coach shall prepare a team lineup card to include:
 - i. Batting line up. To include members of the team that may be arriving late and may play.
 - ii. Starting Pitcher
 - iii. Coaches names. (No more than 3 coaches may be used during games.)
- b. Pre-Game Warmups, line ups, line up cards and protocol:
 - i. 20 minutes prior to the start time: Visitor team warmups
 - ii. 10 minutes prior to the start time: Home team warmups
 - iii. 5 minutes prior to the start time: Line up cards delivered to the chief umpire.
 - iv. Failure to finish a team warm up is not an excuse to delay the on-time start of the game.
 - v. On-field pre-game warmups may be altered or disallowed due to games running behind schedule or weather.
 - vi. First Pitch: Official start time shall be called by the umpire. The umpire is the official timekeeper.
- c. If a team cannot field 7 players within 10 minutes after the scheduled start of the game, the Circleville Youth Board has determined this team shall forfeit the game.
- d. Games will be 6 innings. Ties to be resolved in extra innings. A game is official after 4 complete innings (3 ½ if home team in winning)
- e. A 1 hour and 45-minute time limit on set on all games. No new innings will be played after that time. If a new inning is set to start and is under 5 minutes remaining the game will be called. If the time is 5 or more minutes than another inning is awarded.
- f. **Mercy Run Rule:** 15 run advantage after 4 complete innings or 10 run advantage after 5 complete innings.
- g. Only if you have 8 players can you pull up a player from a lower division to fill your roster. That player cannot play infield.
- h. Games can not end in a tie, due to time or weather the game will be rescheduled later to be completed.

II. **Scorekeeping:**

- a. The home team shall be responsible for keeping the official score book. First pitch time shall be noted as called by the umpire.
- b. All score books are to include the record of all pitchers and the number of innings pitched.
- c. 7 runs per inning or 3 outs, whichever comes first. Once the last inning is determined teams will not have a limit as to the number of runs they can score.
- d. Both teams are to confirm the score at the end of each half inning with the umpire.
- e. The umpire will turn in the Game Summary Sheet to the concession stand after the game. The umpire and both coaches must sign the summary sheet.

- III. **Pitching:**
- a. The umpire shall issue a warning to any pitcher and the coaches of both teams if the pitcher hits 2 batters in one inning. Coaches shall notify the Chief Umpire if they have such a concern. Hitting three batters in one inning or after hitting four batters in the game, or if in the opinion of the Chief Umpire the pitcher does not have adequate control, the pitcher may be removed if it means more than 5 pitchers will be used in the game.
 - b. Pitcher Limits: **Maximum 3 innings total per game, not to exceed more than 6 innings per week.** Any appearance in an inning counts as an entire inning, whether it's one pitch or 3 outs. Head Coach shall notify the Chief Umpire of any pitch limits being exceeded and the **Chief Umpire shall notify the Minors Vice President of any suspected abuses of this rule.**
 - c. Starting pitcher may reenter in the last inning only if he has not pitched their max of 3 innings. (2 or less)
- IV. **Batting:**
- a. The Circleville Youth Baseball League Board has ruled all players present and eligible shall get at least 1 at bat per game and teams will utilize a continuous batting order.
 - b. The Circleville Youth Baseball League Board has determined the strike zone to be at least one ball width wider and taller than the NLL strike zone in order to encourage batters to swing at the pitches. In general, this means any pitch from the shoulder to the shins and one ball width on either side of the plate will be called a strike.
 - c. A late arriving player must be added to the end of the batting order. A player who does not bat due to any reason other than injury or sickness, may be forced to take an out at the discretion of the umpire.
 - d. All players present will bat every time through the order.
 - e. No bunting is allowed.
 - f. 2 5/8 max barrel is allowed.
- V. **Fielding:**
- a. A maximum of 9 players are allowed on the field on defense. Only six players are allowed in the infield.
 - b. The Circleville Youth Baseball Board has determined that a minimum defensive play for each player shall be 6 defensive outs per six inning game. If it is found that a team is not in compliance, the opposing coach **MUST** protest before the end of the game. If the team is found non-compliant, they will forfeit that game.
 - c. Each team shall assign a coach to ensure the catcher is ready at the end of the inning with mask/helmet and glove and be ready to take the field. If there are 2 outs and the catcher is on base, you should use the last player that made an out as a pinch runner, in order to get the catcher ready.
 - d. The infield fly rule is in effect: "A fair fly ball that could be caught with ordinary effort by an infielder, when 1st and 2nd, or 2nd and 3rd bases are occupied with less than 2 outs." Batter is out. Runners may advance at their own risk.
- VI. **Running:**
- a. **Slide or Avoid Rule:** On any play on a runner at 2nd, 3rd, or home, for the purpose of avoiding collisions, **the runner must slide or otherwise avoid contact with the defensive player.** Any collisions will result in the runner being called out and the ball will be dead.
 - b. If there are 2 outs and the catcher is on base, you should use a bench player, when available, or the last player that made an out as a pinch runner, in order to get the catcher ready.
 - c. In the event of an injury, the ball is dead, the runners receive the base to which they are headed.
 - d. A runner cannot steal or lead off from the base until the ball crosses the plate.
 - e. To encourage catchers to make throws, in the event of an overthrow to a base that a runner is stealing that player must remain at the base. It is a live ball when a fielder throws the ball back to the base or the pitcher and in the event of a throwing error the runner can steal.
 - f. A runner can steal as the pitcher is moving back to the mound, but once the pitcher has arrived at the mound the runner cannot advance.
- VII. **Substitutions:**
- a. A player re-entering the line-up: Circleville Youth Baseball League Board has determined that there will be FREE SUBSTITUTIONS in the Minors. Batting order cannot change.
 - b. Coaches shall notify the Chief Umpire of:
 - i. All pitcher changes.
 - ii. Arrival of late players who will be entered into the lineup (end of line up only).
 - iii. Any injured or sick player that is being removed from the lineup.
 - iv. Any re-entering players

- VIII. **Home Team:**
a. The schedule will determine home team and the home team shall occupy the 3rd base dugout.
- IX. **Uniforms:**
a. Complete uniforms must be worn, as supplied by Circleville Youth Baseball and designated by the head coach. Hats must be worn facing forward; shirts must be tucked in. No modifications of uniforms are allowed - example: cutting off sleeves, adding names, etc.
b. Head coaches will wear Circleville Youth Baseball League Shirts.
- X. **Dug-Outs:**
a. Each team is responsible for cleaning out their dug-out following the end of their game.
- XI. **Tournament Play:**
a. All Regular Season game rules will apply to tournament play.