

Halfmoon Baseball League

10U Division Rules



1.0 Administration

1.1 Division Coordinator

- A. The Division Coordinator shall be appointed by the Board of Directors.
- B. The Division Coordinator shall be responsible for establishing the number of teams based on the number of players registered for the Division. The goal is to establish teams of 10 to 12 players each.
- C. The Division Coordinator shall assign a Manager to each team from the list of parents who volunteer for the position through the League registration process. If an insufficient number of parents volunteer for the Manager position, those who volunteered as Coaches will be contacted.
- D. The Division Coordinator shall be responsible for coach and player conduct enforcement and shall report all violations of the League Code of Conduct to the Board of Directors for disciplinary action.

1.2 Players & Team Makeup

- A. Players who are age 9 or 10 years old as of May 1st each year are eligible for this Division.
- B. Players who are older than age 10 on May 1st may play in this Division at the request of the parents and at the discretion of the Board of Directors. Players older than age 10 will not be eligible to pitch nor will they be eligible to try out for All Star Teams defined in Section 3.2.
- C. Players younger than age 9 may play in this Division at the request of the parents and at the discretion of the Board of Directors in accordance with the League Recreational Division Move-Up Guidelines.
- D. The Board of Directors and non-conflicting persons will use a blind draft to assign players to each team. The purpose of the blind draft is to provide even strength teams by evenly distributing players of varying abilities across all teams. Player evaluations completed by the previous year coaches dictate a players rating.

1.3 Conduct

- A. Players and parents shall conduct themselves at all times in accordance with the League baseball player and fan conduct agreement accepted at the time of player registration.
- B. The Manager shall provide a copy of the agreement to all players at the beginning of the season.

1.4 Scheduling & Rainouts

- A. Each teams schedule will include approximately 12 games per season.
- B. The Division Coordinator shall be responsible for coordinating team practice times and game schedules with the League scheduler.
- C. The Town of Halfmoon will be responsible for determining if the field is playable by 4pm during weekdays. After 4pm it is the judgment of the two Managers to determine if it's a rainout or not including after the game has started. Weekend game rainouts shall also be determined at the discretion of the two Managers.
- D. Rainouts will not be re-scheduled.

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1.5 Standings & Awards

- A. This is a competitive Division where wins and losses are tracked and standing kept.
- B. If a team does not have enough players for a full defensive alignment they shall borrow players from the other team to play the outfield. The purpose is to allow players to play the game regardless of the outcome. Having an insufficient number of players shall not count as a forfeit.
- C. The League will recognize the team with the best record at the end of the regular season as the Division winner.
- D. Post season play shall be in accordance with Section 3.1.
- E. There are no individual awards in this Division.

1.6 Uniforms & Game Balls

- A. Team shirts and hats will be provided by the League.
- B. Baseball pants and rubber cleats are recommended but not required. Metal cleats will not be allowed.
- C. The home team will provide game balls. The league will provide the appropriately rated balls for this Division.
- D. The home team will take the 1st base dugout.

1.7 Field Care

- A. Each team is responsible for cleaning up the area inside and around the dugout or bench. All garbage shall be placed in the receptacles provided by the Town of Halfmoon.
- B. The home team will be responsible for raking the area around the bases and home plate after each game to pull dirt back from the edge of the grass and to fill in holes.
- C. The home team will be responsible for covering the mound and home plate after each game with the tarps and sand bags provided.

2.0 Game Play

2.1 Length of Game & Innings

- A. Weeknight games will start at 6:00 P.M. and no inning should start after 7:30 P.M. before June 1st. After June 1st, no inning should start after 8:00 P.M. Weekend game starting times will vary, **but no inning should start after 2 hours of game play.**
- B. All games will be 6 innings. Teams will only play extra innings if time permits.
- C. A game is considered official after 4 innings or 3 ½ innings if the home team is winning.
- D. If the coaches and umpire agree to stop an official game part way through an inning due to weather, darkness or another reason, the score will revert to the previous complete half inning to determine the outcome.

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- E. If the coaches and umpire agree to stop an unofficial game due to weather, darkness or another reason, the game will resume from the previous complete half inning at the beginning of the next scheduled game between the two teams. The teams do not need to replay the game in its entirety.
- F. Innings shall last until 5 runs are scored or 3 outs are recorded except for the last inning which shall have unlimited runs. Under normal conditions the sixth inning is considered the last inning. However, before June 1st, the coaches and umpire will decide between 7:00 and 7:15 if another inning will start prior to 7:30. If so that will be considered the last inning and the unlimited runs rule will apply. After June 1st, the coaches and umpire will make this decision between 7:30 and 8:00.

2.2 Pitching

- A. Players (and coaches where necessary) will pitch from the pitching rubber. Pitching distance will be 46 feet from the front of the rubber to the back of home plate.
- B. For the first two weeks of the season, the coach will relieve the player pitcher on a count of 4 balls (no walks). The coach pitcher will continue with the strike count and will throw a maximum of 5 pitches unless the last pitch results in a foul ball. A player that fails to put the ball in play after these pitches will be counted as a strikeout. Three strikes through a combination of foul balls and swinging strikes will count as a strikeout. There are no walks and the batter is not awarded 1st base when hit by a coach pitcher. Coaches will pitch over hand on a straight line trajectory. Rainbow or arching pitches are not helpful to player development.
- C. After the first two weeks of the season, 4 balls thrown by the player pitcher will constitute a walk.
- D. Batters hit by a pitch from a player pitcher are awarded first base.
- E. The umpire will not call balks, but will educate the pitcher on what to do differently if the situation arises.
- F. The Manager should provide an equal opportunity for every player to pitch during a game. However, no player shall be forced to pitch. Coaches will evaluate pitchers for ability in practice before using them in a game.
- G. Pitch counts will be utilized to determine the number of days rest for the player in between innings pitched in both recreational league games and travel games. Therefore, the Manager is responsible for assigning a coach or volunteer to track pitch counts during each game. The number of days rest will be determined in accordance with the table below.

Pitches Thrown	Required Days Rest
20	0
21 – 35	1
36 – 50	2
51 – 65	3
66 – 75	4

Example: A player who throws 36 pitches on a Monday shall not pitch again until Thursday.

- H. No pitcher shall throw more than 75 pitches in a day.
- I. No pitcher shall pitch on three consecutive days.
- J. The 10U Division Managers shall email the Division Coordinator and Travel Team Manager on Thursday evening or Friday morning each week a pitching report listing the days, number of innings pitched and

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pitches thrown per inning for all players. The Travel Team Manager will use this information to determine how many innings to use a pitcher on the weekend. The Travel Team Manager will send a report to the 10U Division Managers and the Division Coordinator on Monday morning listing the same information for the weekend and required days rest for the upcoming week per the chart above. The Travel Team Manager shall inform the 10U Division Managers of any Friday game pitching assignments the Monday before for planning purposes. The 10U Division Managers shall not allow a travel team player to pitch on Saturdays without the prior permission of the Travel Team Manager.

- K. A player, who has played the position of catcher in four or more innings in a game, is not eligible to pitch on that calendar day.
- L. A pitcher who delivers 45 or more pitches in a game CANNOT play the position of catcher for the remainder of that day.
- K. The Manager may only make two trips to the mound per pitcher in an inning. On the second trip, the Manager must remove the pitcher. This includes trips to the mound by assistant coaches.

2.3 Batting & Base Running

- A. All players will bat in the lineup. The Manager is encouraged to rotate players through the lineup to balance the number of at bats each player has during the season.
- B. If a batter bats out of turn (i.e., completes a turn at bat) and the other team is aware of it, the batter is automatically out and any runners would go back to the base where they started. Note: This must be caught prior to throwing a pitch to the subsequent batter. No protests can be made afterward.
- C. Bunting is allowed, but should only be encouraged when the situation dictates.
- D. Base runners may advance one base at their own risk on an overthrow whether it is in fair or foul territory at the direction of the base coaches. **If there are multiple overthrows during a continuous play, base runners may continue to advance one base at their own risk for each overthrow.**
- E. ~~A base runner may not advance from 3rd base to home on an overthrow. The only way for a batter to score from 3rd base is if they are batted home or forced home due to a walk.~~ **A base runner may not advance from 3rd base to home on an overthrow during a steal attempt or on a passed ball.**
- F. The base runner must stay in contact with the base until the ball passes the batter. Stealing is allowed once the ball passes the batter.
- G. When sliding, base runners shall slide feet first. On a play being made on a runner at home plate, the runner must slide into home plate. If the runner does not slide, the runner shall be called out. A runner may score standing up and/or run out of the baseline to avoid contact on a close play at the plate if the catcher is in or near the baseline before the ball arrives at the plate. The runner must make all attempts to avoid contact with the catcher by sliding or avoiding contact. Excessive contact with the catcher by the runner without sliding in the judgment of the umpire will result in the runner being declared out.
- H. A batter may not advance on a dropped third strike.

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2.4 Defensive Play

- A. A maximum of 9* players shall be allowed on the field including:
 - i. Catcher
 - ii. Pitcher
 - iii. Four infielders
 - iv. Three outfielders*
- * If each team has at least 10 players, both may field 4 players in the outfield for a maximum of 10 players.
- B. All players must play a minimum of two innings in the infield and one inning in the outfield each game.
- C. No player shall sit for more than one inning until all players sit for one inning. This rule spans consecutive games.
- D. It is the responsibility of the Manager to rotate players at all defensive positions for educational purposes.
- E. Catchers must wear a protective cup during games and practices.
- F. The Manager may elect to prevent a player from playing 1st base after consultation with the players parents and Division Coordinator if needed.
- G. Outfielders should play at least 20 ft behind the infield dirt
- H. Outfielders cannot receive the ball at a base for a force-out in the infield. This also includes unassisted put outs at a base. Outfielders are allowed to become an infielder only if involved in a rundown. An out made on a throw from the outfield to a base will be counted as an out as defined herein.
- I. The infield fly rule does not apply.

2.5 Coaches on the Field

- A. A maximum of three coaches will be allowed on the field for the batting team including:
 - i. First & Third base coaches
 - ii. Score keeper
- B. Coaches will not be allowed on the field for the defensive team. However, a coach may be inside the fence and near the dugout.

2.6 Umpires

- A. Two junior umpires will be used for each game in this Division.
- B. The junior umpire at home plate will call balls and strikes, record strikeouts, determine if a batter is hit by the player pitcher
- C. The junior umpire in the field will call outs at the bases.
- D. Asking a junior umpire about a call is expected, but arguing is not acceptable. Any clarification of calls made on the field should be requested by each team's Manager only.
- E. Intimidation, bench jockeying, riding or any unsportsmanlike behavior from coaches will not be tolerated.

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One verbal warning will be given by the junior umpire followed by an ejection. Ejections may also be issued by the Division Coordinator or member of the Board of Directors if present.

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- F. Junior umpires are always right. Any discussions of controversial calls should be made with the League Umpire-in-Chief, Division Coordinator or a member of the Board of Directors if present.
- G. Players, coaches and parents are expected to act in a sportsmanlike manner. The Code of Conduct will be enforced.

3.0 Playoffs, All Star & Travel Teams

3.1 Division Playoffs

- A. There will be a single elimination playoff tournament at the end of the regular season.
- B. All teams will participate in the tournament with seeding determined by regular season record. The League will recognize the tournament winner as the playoff champion.
- C. During the playoffs, a minimum of 8 players are required for a full defensive alignment. If a team does not have enough players for a full defensive alignment by the games scheduled start time, they shall forfeit the game and will be eliminated from the playoffs. However, for the purposes of allowing the players to play the game, the team shall borrow players from the other team to play the outfield.

3.2 All Star Teams

- A. The League shall hold tryouts for all players age 9 & 10 as of May 1st in August for the following 10U and 11U seasons (fall through summer). The Board of Directors will determine the date and time of the tryouts.
- B. Tryouts will be conducted in accordance with the League Bylaws and the Travel/All-Star Program Guidelines.
- C. The Board of Directors may elect to form one or more Travel/All Star teams based on the number of players who try out and the spread in the overall player ratings.
- D. Regardless of the number or makeup of teams to be selected, the goal is to assign 12 players to each Travel/All Star team.
- E. Players selected to Travel/All Star teams and their parents will be required to sign a commitment letter prior to the team roster being finalized. If the player and parents cannot fulfill the requirements of the commitment letter, the Board of Directors may elect to remove that player from the team and award the roster position to the next highest rated player.

3.3 Travel Teams

- A. The League will select Travel Teams for this Division in August for the Fall through Summer seasons.
- B. Team tryouts, selection process and player commitments shall be the same as defined under Section 3.2.