

## **ACBA 9-10 Division Rules**

- 1) All games have a one (1) hour, forty five (45) minute time limit. **No inning shall start after the time limit has expired.** An inning is considered as started with the last out of the previous inning. EXAMPLE: time clock has 1:43 on it when the last out of the 5th inning occurs, therefore, the next inning may proceed.
  - a) The mercy rule also applies with time limits. If a team is down by enough runs to enact the mercy rule run ratio without the minimum innings played the game shall be ended by time limit if it has expired.
- 2) All players must wear molded plastic or rubber cleats. No metal cleats of any kind are permitted.
- 3) All leagues must maintain the record and scores of their teams and report them to the ACBA Commissioner as requested by the Commissioner.
- 4) Throwing the bat      1st time = warning  
                                    2nd time = player called out dead ball no runners advance.
- 5) No taunting. Taunting shall be grounds for immediate ejection. Taunting shall be defined as any actions or talk that incite a response from the opposing team. Teams are allowed to have "chatter", but must refrain from enticing the batter to swing or the pitcher to balk.
- 6) All players must play a minimum of six (6) consecutive defensive outs and bat a minimum of one (1) time each game. Each team must submit a lineup card fifteen (15) minutes prior to the start of the game. Every player on the lineup card must play the minimum. Any player borrowed from another team, must play the minimum, not start if possible, play an outfield position and bat last in the lineup. Failure to comply will result in a forfeit.
- 7) Teams will have the option to play using a conventional lineup of batting nine (9) and substituting, or may use a continuous lineup where every kid on the lineup card bats in the order submitted. Should a team choose to bat continuous, and a player becomes sick, ill, or ejected, the player is removed from the game and may not re-enter. The team does not receive an out unless the result of losing the player forces that team under nine (9) players. At that time, the team will take an automatic out at the spot of the lineup that caused them to fall under nine (9) players. The use of either lineup is the choice of the team manager, not the opposing team or field.
- 8) Players must avoid malicious contact during close plays. Umpires have the full discretion as to what is malicious. Penalty is ejection from the game.
- 9) Teams will have two (2) minutes between half innings. It doesn't matter if a new pitcher is on the mound. Teams should try to warm up new pitchers while batting. The clock will start when the third (3rd) out of the previous inning has been recorded. Host league shall maintain the timer via umpire or league official.
- 10) Courtesy runner shall be allowed for the catchers position only when the team batting has two (2) outs.
  - a) Must be a player not currently in the game or
  - b) if no players are available (team has only nine (9) players), the team must use the last recorded out.
- 11) On deck batter must be on the same side of the field as the hitter.
- 12) Mercy rule is fifteen runs (15) after three (3) innings, ten runs (10) after four (4) innings.
- 13) In the event of a tie game after regulation or time limit, games shall continue using the international tie breaker rule. Each team will start with one (1) out and the last recorded

out the previous inning shall start as a runner on second (2nd) base. The count on the batter is no balls, no strikes. **NO GAMES SHALL END IN A TIE!!**

- 14) BALKS shall be given a warning for the first two (2) weeks of the season. One (1) warning is allowed per pitcher, per game. After the warning, a balk shall be enforced. After two (2) weeks, no warnings shall be given.
- 15) Runners may lead off and steal as in the official MLB rules, with the exception that no runner shall straight steal home. Runners may advance on passed balls and errant throws, but may not steal during a pitch.
- 16) A five (5) run per inning limit shall apply for each inning except the sixth (6th) inning. No run limit shall in the sixth (6th) inning.