

MSC/MFC

Intramural Baseball 9/10 Year Old Rules & Guidelines

1. Offensively:

- a) All players present for a game will be in the batting order. The offensive team will bat until three outs are recorded or they score 5 runs during that inning (if more than 5 runs score, only 5 runs will be recorded). When 5 runs are recorded, the teams will exchange offensive and defensive positions regardless of the number of outs recorded during that inning. EXCEPT in the LAST inning of play where 3 outs need to be recorded to end the inning. Last inning is declared by the umpire.
- b) All players must wear batting helmets while at bat, coaching or running the bases.
- c) No on deck batters are permitted.
- d) Players arriving after the first pitch of the game are to be added to the bottom end of the batting order. No game shall be delayed while a late player is running from the parking field or is putting on equipment.
- e) Batters must not throw the bat. Umpires will issue a warning to the player and manager for the first occurrence. For the second occurrence the player will be called out and ejected from the game.
- f) Pinch runners are not allowed unless the runner is injured or the managers have agreed to play a "speed up" rule for the catcher (pinch running the last batter who recorded an out so the catcher can put on his gear), with both managers agreeing to the injury or to play with the "speed up" rule. The pinch runner must be the player who made the last out (most recent). If a player is injured by a pitch while batting and cannot go to first base, the batter is NOT out.
- g) Bunting is permitted.
- h) Stealing is permitted. No lead off any base is permitted. The runner must hold his base until the ball reaches the catcher. If the runner leaves too early on the pitch, he will be called out after each team is issued one warning. Once the pitcher is standing on the mound with possession of the ball, the ball is dead. At that point in time, all runners must return to their base. Stealing is limited to:
 - 1) Stealing is permitted: (either intended or on a passed ball/wild pitch).
 - 4 times per inning.
 - NO STEALING OF HOME (either intended or on a passed ball/wild pitch).
 - 2) No delayed stealing (no advancing on the throw back to the pitcher).
 - 3) No advancing on an overthrow on throws to third only. Runner can advance on over throw at first or second.
 - 4) NO stealing of home either intended or on a passed ball/wild pitch wild pitch.
 - 5) NO continuation on a walk.
- i) Sliding: The Pete Rose rule is in effect. If any player has possession of the ball, the runner must slide or avoid the fielder. If the runner runs through the fielder, he is automatically out and may be ejected from the game at the discretion of the umpire. All sliding must be feet first, no head first sliding is allowed.
- j) The offensive team shall station coaches on the field during its time at bat near first and third bases. Players who occupy any coaches' box must wear a helmet.

2. Defensively:

- a) All players must participate in each game and must be playing on the field by the third inning. No player may sit on the bench for more than two consecutive innings.
- b) In every game, each player should play an infield position for at least one inning (pitcher, catcher, first baseman, second baseman, third baseman or shortstop). The intent of this rule is to promote instruction and participation and should not be interpreted or used to give any team a competitive advantage. Every manager and coach must use their best efforts to insure that this rule is followed for the benefit of the players.
- c) A team is permitted to play ten players in the field. Only six are permitted within the infield (pitcher, catcher, first baseman, second baseman, third baseman and shortstop), the remaining four must be in the outfield. The four outfielders should be positioned four across (Left Fielder, Left Center Fielder, Right Center Fielder, and Right Fielder), no short fielder should be used.
- d) Any player unnecessarily forcing a runner to slide into a base when he does not have the ball shall be charged with obstruction, and the umpire shall award the runner an additional base.
- e) Catchers must wear a catcher's mask and a full ear-flapped helmet. In addition, he must wear a metal, fiber or plastic cup type athletic supporter.
- f) Infield fly rule.
- g) No intentional walks.
- h) Tagging up is permitted.

3. Pitching:

- a) Little League pitch count rules apply.
- b) A player shall not pitch in more than one game per day.
- c) No balks.
- d) Hit batsmen - If a pitcher hits 2 batters in an inning or three during the entire game, the manager will replace the pitcher.

4. Players must remain in the dugout while not playing defense, batting, coaching or running the bases. The only exception is for warming up a new pitcher, and then a pitcher/catcher combination may be out of the dugout.

5. Only positive cheering will be allowed. All parents/spectators should be reminded that the games are for the children's enjoyment, not for the parent's entertainment. The umpire shall have the right to remove any one from the park complex who is not conducting themselves in a sportsmanlike manner. The umpires will be instructed to report all incidences to the League President. Play the game for the sake of playing baseball (even if you need to "lend" players to the other team if their roster is short. Be gentlemen and don't look to embarrass another team.

Standings will be kept.

Winning team must enter scores on website the same day as game

Mercy rule: 12 runs after losing team has batted 4 times

No inning to start after 1:50 minutes