

UPPER ARLINGTON BEAR CUB BASEBALL

MINOR DIVISION (AGE 8-10) RULES

1. Players are expected to attend 70% of their team's practices and games so they can improve their skills and better contribute to the success of the team. In addition, all team coaches are expected to attend 70% of their team's practices and games.
2. Players must wear the jerseys and hats furnished by Bear Cub Baseball during games. The Little League patch must be ironed on to the left arm of the jersey. Directions for iron on location will be given with the uniforms.
3. All batters, base runners and the catcher must wear protective head gear. Catchers must wear protective head (including a throat guard on the catcher's mask), body and leg gear. **Protective cups and mouth guards are highly recommended for all players at all times.**
4. A team must have a minimum of 8 players to start a game or resume a suspended game. Any team not having at least 8 players within 15 minutes of the scheduled start time shall forfeit the game. If both teams fail to have the necessary number of players, both teams will forfeit.
5. The decision to postpone games due to weather or unplayable field conditions will be made by UABCB and will often not be made until just prior to game time. If lightning is sighted or thunder is heard while at the field, the umpire will delay the game until lightning/thunder has ceased for 30 minutes. Every new lightning strike or sound of thunder will restart the 30-minute clock. Once the cumulative time for all weather delays exceeds 60 minutes, the game will be postponed and rescheduled, if possible. During any weather delay, coaches should instruct players to wait in cars until play is ready to be resumed. Players should not go home until the umpire and/or the respective head coaches have decided to postpone the game.
6. Six innings constitutes a full game. No new inning will begin after one hour and fifty minutes of playing time. If a game is postponed that has not completed three innings (2 ½ if the home team is winning,) it will be suspended and continued at a later date, if possible, from the point of suspension.
7. A game shall end by run rule if one team is ahead by 15 runs after 4 innings or 10 runs after 5 innings.
8. All players reporting by game time will be included in the batting order.
9. Fielding requirements. Exceptions to these rules may be made for situations when less than 12 players are present for a game. The purpose of this rule is to ensure players have learned to play several positions during the season.
 - a) Each player must play three complete innings in the field.
 - b) No player shall play two innings in the infield until every player has played one
 - c) Each player must:
 - i. Play two innings in the outfield, OR

- ii. Play one inning in the outfield AND be on the bench one inning
 - d) Players cannot play the same position in consecutive innings.
 - i. The exception is the pitcher and catcher
 - e) No player shall sit two innings until every player has sat one inning
 - f) No player shall catch in more than 4 innings in a game.
 - g) The sixth inning may not be used as a required inning
 - h) The batting order will consist of all players eligible for that game (roster bat), whether or not they are currently playing in the field
 - i) If a player arrives late, they must be placed in the last spot in the batting order
10. Players may leave or enter the game as many times as necessary to maintain an even distribution of playing time. The exception to this rule is the pitcher, who may not re- enter as a pitcher after being removed as a pitcher. Other than in cases of injury, substitutions are to be made only at the beginning of an inning. The exception to this rule is if the player coming off the bench comes in to pitch. In this case, the departing pitcher must leave the game for the remainder of the inning (the departing pitcher must swap positions with the incoming pitcher.) Players are to play the entire inning in an assigned position; moving players to other positions in an inning is prohibited. Double switches are not allowed.
 11. The baseball diamond will have 60' base paths and the distance from the pitcher's plate to the pointed tip of home plate is 46'.
 12. Out of play lines are straight lines that include both the back and forward support of the backstop extending an indefinite length into the diamond area along both the first and third base sides.
 13. When not on the field, all players and coaches must stay in the designated dugout area. Only team members are permitted in this area. There is no on deck batting circle permitted. All spectators must stay behind the "Out of Play" line.
 14. Defensive coaches are not allowed outside the dugout area.
 15. Code of Conduct: The coaches will set a good example for the kids to follow at all times. Coaches, players and spectators may not protest judgement decisions. Interpretation of rules may be discussed with the umpire and must be done with both coaches present. "Hassling and Baiting" the umpires is absolutely forbidden. Zero tolerance policy is in effect. If in the umpire's opinion, a coach, parent or any person in the bench area is causing undue disturbance, they are subject to immediate ejection and further discipline as determined by the UABCB Board of Directors. Remember, all coaches have agreed to the Code of Conduct located on the UABCB website during registration.
 16. Questions about rules interpretation should be settled at the time they arise. If agreement cannot be reached at that time, and play has not continued, a protest may be filed. Rules for filing protest follow:
 - a) Only rules interpretations may be protested, no judgment decision may be protested.
 - b) The umpire and opposing coach must be notified that a protest is to be lodged BEFORE play is resumed.

- c) The condition of the game at that time must be recorded (batter, pitcher, score, outs, innings pitched, players on base, etc.) and signed by all three parties.
- d) A written protest stating the facts of the protested decision, and agreed to by the umpire in charge, must be notified by the protesting head coach to the respective League Commissioner following the contest.

17. Teams are allowed to bring in substitute players (as many as needed to reach the maximum number of 9 players) to avoid forfeits under the following conditions:

- a) The substitute is currently playing Bear Cub Baseball in the Coach Pitch 2 Division.
- b) The substitute player(s) must wear their CP2 jersey, can only play the outfield and must be at the end of the batting order. The fielding requirements in Rule 9 do not apply to substitute players.
- c) The team has 8 or fewer registered players available for that game.

18. **RULES OF PLAY** are those governed by [Little League Baseball](#), with the exceptions listed herein:

- a) Warm-up pitches: New pitchers get 7. Returning pitcher gets 5. In order to minimize the amount of time between innings, an assistant coach is expected to warm-up the pitcher while the catcher is putting on gear.
- b) Curveballs or Breaking Balls are prohibited. Violation of this rule by a pitcher after he has been warned will constitute an illegal pitch. Changeups are permitted.
- c) Pitch counts will be enforced (See Rule in Appendix 1).
- d) If a pitcher delivers 41 or more pitches in a game, they cannot play the position of catcher for the remainder of that day. If a catcher catches in four innings, they cannot pitch that day. If a player catches first, they are limited to a maximum of 40 pitches.
- e) The batter is out on a third strike regardless if it is caught by the catcher.
- f) The balk rule **will not** be enforced.
- g) For an intentional walk to occur, the defense must announce such decision to the plate umpire. The defensive manager must request "time" and then inform the umpire of defense's intent to walk the batter. 4 pitches are added to the pitcher's pitch count.
- h) The infield fly rule does not apply.
- i) A first baseman's mitt is a legal glove only for first base.
- j) No leadoffs are allowed. Runners may not leave the base until the ball crosses the front of the plate. One warning per team will be issued. A second violation of this rule will cause the runner who left the base early to be called out.

- k) If a team is ahead by 10 or more runs, stealing is prohibited, including on passed balls or wild pitches.
- l) If a team has only 8 players, an out is **not** called for the 9th position in the line-up
- m) Teams are NOT allowed to steal home. Teams may not advance home on a passed ball or wild pitch. A player starting a play at 3rd base can only advance to home on a ball put in play or a walk with bases loaded. Players may advance to home on an overthrow to any base when attempting to steal.
 - i. With runners on 1st and 3rd if the catcher attempts to throw out a runner stealing 2nd base, the runner on 3rd may advance home.
 - ii. Runners on 3rd are allowed to tag on any caught fly ball.
- n) Balls thrown back from the catcher to the pitcher is not a live ball and runners may not advance.
- o) If a team tries to throw a runner out at a base, the ball is live and runners on any base (including third) can advance bases until the umpire calls time.
- p) OBSTRUCTION is the act of a fielder who, while not in possession of the ball, impedes the progress of any runner. Obstruction shall be called on a defensive player who blocks off a base, base line or home plate from a base runner while not in possession of the ball. A fake tag is also considered obstruction. If there is obstruction made by a defensive player, the runner is awarded the base. A runner seeing a fielder with the ball should attempt to avoid a collision. If the base runner causes a collision that could have been avoided by sliding or legally going around the defensive player, the runner is out.
- q) No bunting is allowed.
- r) Throwing the bat is prohibited. One warning per team will be given. A second violation will result in an immediate out. The ball is dead and the base runners cannot advance.
- s) All bats must be approved under the Little League of America USA Bat Standard and include the USA bat logo. No tee-ball bats will be allowed. On the first offense the batter is out, and on the second offense the batter and coach are ejected. If a coach is ejected from two games, additional penalties are possible based on Board discretion.
- t) Once the contest begins, the use of training equipment (hit sticks, batting tees, etc.) are prohibited. The current batter is the only player allowed to have a bat in their hands during play. There is no on deck circle. If the umpire witnesses a team violating this rule, both teams will be issued a warning. Subsequent violations of this rule by either team will result in the offending team (if they are the offensive team) immediately being assessed one out. The batter remains up unless the out was the third out of the inning, in which case the same batter begins the next inning with a new count. No player on the defensive team may be holding a bat at any time.

- u) Each half inning will consist of 3 outs or 7 runs scored, whichever occurs first. The exception is in the sixth inning (and the sixth inning only), where the run limit is waived.
19. "Taunting" the opposing team in any manner is forbidden. Encouragement or cheering for a player's own team is to be expected and helps to instill a team attitude.
 20. UABCB rules prohibit the use of alcoholic beverages and tobacco in any form at Bear Cub games.

Sportsmanship is the essence of Upper Arlington Bear Cub Baseball. Please lead by example.

APPENDIX I

Pitch Counts, Required Rest, Pitching Rules

1. Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
2. If a pitcher is replaced in the middle of an inning by a field player, the exiting pitcher assumes the entering pitcher's field position, i.e. they swap spots. If the pitcher is being replaced by a bench player, the exiting pitcher must go to the bench for the remainder of the inning but may play in the field again in any future inning. A pitcher once removed from the mound cannot return as a pitcher. Double switches are not allowed.
3. The manager must remove the pitcher when said pitcher reaches the limit for their age group as noted below:

- 9-10 years of age: 75 pitches
- 7-8 years of age: 50 pitches

Exception: If a pitcher reaches the limit imposed above for their league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

- That batter reaches base
- That batter is put out
- The third out is made to complete the half-inning
- The pitcher is removed from the mound prior to the batter completing their at bat

4. Pitchers league age 14 and under must adhere to the following rest requirements:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
 - If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.

5. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required. Each TEAM must designate the scorekeeper or another game official as the official pitch count recorder. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when their pitcher must be removed.
6. If a pitcher delivers 41 or more pitches in a game, they cannot play the position of catcher for the remainder of that day. If a catcher catches in four innings, they cannot pitch that day. If a player catches first, they are limited to a maximum of 40 pitches.
7. At the conclusion of a game, a coach from each team must email to the league commissioner the number of pitches thrown by players on their respective team. Pitch counts must also be reported to the league commissioner for any game started but postponed prior to conclusion.
8. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered their maximum limit of pitches for the game. The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed. However, the failure by the pitch count recorder to notify the umpire-in- chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of their responsibility to remove a pitcher when that pitcher is no longer eligible.
9. Violation of any section of this regulation can result in protest of the game in which it occurs.
10. A player may not pitch in more than one game in a day.