

# *Madisonville*

## Spring Baseball Rules

### 10 Year Old – 2020

#### A. Field

- a. Bases – Bases will be 60 feet apart
- b. Pitcher – The pitching rubber will be a distance of 46 feet from home plate

#### B. Equipment

- a. Bat – Barrel Maximum – 2 3/4”.

All bats must be kept right inside the dugout entrance under control of the dugout coach. No bats are allowed within the full dugout area where the kids could swing them. A list of banned bats can be located here: <https://www.usssa.com/baseball/baseball-withdrawn-andor-non-compliant-baseball-bat-models>

Any illegal bat used will result an automatic out.

- b. Ball – Regulation size hard baseball will be used
- c. Helmet – Batting helmet face mask are recommended, but not required and chin strap is recommended as well. The batting helmet will be worn when the batter is on the field of play, whether as an on deck hitter, a batter or a base runner.

#### C. General

- a. Scoring – Official Scoreboards will be used; any discrepancies in scoring will be resolved via matching scorebooks from both teams. If one team chooses not to keep score then the one complete scorebook will be considered official and any right to protest is forfeited by the team not keeping a matching scorebook.
- b. Length of game – Maximum 5 innings with a 65 minute time limit. No new inning will be started after the 60 minutes has elapsed. **DUE TO COVID-19 and to allow time for spectators to leave and enter and to allow time for cleaning, the drop bat rule will be enforced at the end of regulation time (65 mins). Therefore once the clock reaches zero, the game is over immediately.**
- c. Players – A minimum of 7 players are required to start the game. If a player becomes disabled a team may play with 6 but an automatic out will be recorded when the player’s spot comes to bat. No automatic outs are recorded if a player becomes disabled and a team still has at least 7 players available to play.

- d. Batting Order - All teams will bat round-robin. If a batter becomes disabled during a game and cannot bat, it is **not** an out.
- e. Inning – Each half inning is completed after either: 3 outs, 6 runs have scored or a team has batted completely through their line-up **once**. NOTE – If the 6<sup>th</sup> run occurs during any force out less than 3 outs then the run will count. Also a team may bat through their entire line-up and not score 6 runs, if this happens they will score whatever runs occurred during their half of the inning. Every inning has a 6 run limit. HOWEVER, the only exception to this rule is the inning may not end on a walk or a hit batter, unless this results in the 6<sup>th</sup> run being scored.
- f. Run Rule – If a team is ahead by 13 runs after 3 complete innings the game will be called or 7 runs ahead after 4 complete innings, the game will be called. If time is left on the clock the score will be zeroed and the game will continue till time expires.
- g. Infield Positions – 6 infield positions: 1B, 2B, SS, 3B, P and C. Catcher must be in full gear. Any interference will be determined at the umpire’s discretion per the rules of baseball..
- h. Outfield Positions – 4 outfield positions: RF, RC, LC and LF.
- i. Each team must provide their own line-up cards. A copy should be given to the opposing team each game.
- j. For safety reasons, players are not allowed to wear jewelry during the games. The only exception will be made for jewelry worn for medical reasons. In those cases, the item must be taped to the body before the player will be allowed to play. The team will receive a warning if a player wears jewelry during the game and any players found wearing jewelry after the warning will be ejected. Rubberized athletic gear is approved.

#### D. Play

- a. Batter – 3 Strikes and batter is out. If a batter slings his bat, a warning will be given to the team at bat. After one warning, any player on the warned team who slings his bat will be called out immediately. No runners will advance. The umpire will be the sole judge of whether the bat was slung or dropped. This is NOT an appeal play.
- b. Bunting – Bunting will be allowed.
- c. Slash Bunt – a slash bunt is not allowed. Once a player show signs of bunting he may bunt or pull back, he can no longer swing away once a bunt is shown. If a player swings he will be called out.
- d. Walks – A batter may walk after a pitcher has thrown 4 balls. There will be NO Declared walks and the pitcher must throw 4 pitches called balls by the umpire for all walks.
- e. Strike Zone – The strike zone will be defined as a batters **Nipple to Knee line**.

- f. There will be NO LEADS.
- g. Stealing – A baserunner may attempt to steal only after the ball has crossed home plate on a pitch. Baserunners cannot steal past third base. There will be NO STRAIGHT STEAL OF HOME. On Passed balls, baserunners can advance, including home. If the batter does not remove himself from the batters box on a steal home, the baserunner is out. No swinging of a bat with a suicide squeeze going home. The batter will be called out and runners do not advance. A warning will be given to the coach. Two warning, and the coach is ejected.
- h. Any head first sliding while advancing to a base, the base runner is automatically out.
- i. Dropped 3<sup>rd</sup> strikes can advance to first under the normal rules of baseball
- j. Balks – There will be NO balks called.
- k. Overthrows – All overthrown balls are live unless the ball leaves the field of play, in which case, a (1) base limit will be given to the runners. Any batted ball that bounces over, rolls through, or under a fence in fair territory will be a ground rule double. The EXCEPTION to this rule is an overthrown ball on an attempted steal will not be a live ball and the advancing runner may only achieve the initial base stolen.
- l. Infield Fly rule **will be** in effect
- m. **Avoiding Contact** - Players must attempt to avoid contact with other players in tag-out situations. If, in an umpire’s judgment, there is intentional contact, that umpire may call the runner out on that play. If the contact is judged as intentional and malicious, that umpire may also eject the player from the game. If a player is ejected for this reason, they will automatically be suspended for their team’s next game with the possibility of further sanctions as well. However, the suspension may be appealed to the baseball board for further review.
- n. All on-deck batters must stay near the fence line on the same side of the field as the batter before them with a helmet on. Only 1 on-deck hitter at a time.
- o. Runners – Runners must “bag up” have their foot on the base when the pitcher toes the pitching rubber. A runner may be picked off prior to having to bag up and may advance one base on an attempt to be picked off, regardless of what base is next, including home.
- p. Catcher Substitution – With 2 outs the last batted out may take the catchers place on the bases as a substitute runner.
- q. Catcher Restrictions – A catcher cannot go into pitch after catching for three innings and a pitcher cannot play catcher after throwing over 40 pitches in a game.

- r. Pitchers – A pitcher may not throw more than 6 consecutive outs or 46 pitches in a game and no more than 75 pitches in a week. If a pitcher throws more than 40 pitches, he must have one full day of rest. If a pitcher throws more than 66 pitches, he must have two full days of rest. For purposes of this league, a week is considered starting on a Monday ending Sunday night. A second trip to the mound or baseline conference in the same inning to the same pitcher shall automatically result in the removal of that pitcher from the game only as a pitcher. Once a pitcher is removed from the mound, he can not return on the mound for the game.

Pitchers and Pitch counts will be reported to the umpire at the end of the game to be included in the final score card. It is the responsibility of each coach to keep track of outs and pitch counts. It is advised that between innings this is verified with the Home Team bookkeeper. Any discrepancy between outs pitched and/or total pitch counts will be determined by the Home Team bookkeeper.

#### E. Participation Requirements

- a. Each player must be placed in their teams batting order. If a team has 11 players any player can only sit out 1 inning during a game, if a team has 12 players any player can only sit out 2 innings per game.
- b. Batting Order - All teams will bat the entire line-up round-robin. If a batter becomes disabled during a game and cannot bat, it is **not** an out. Unless a team goes below 7 players then it is an out during that players batting position.

#### F. Coaches

- a. There will be **3 coaches** allowed during a game in all field areas, including the dugout area.
- b. Offense – One coach will be at first, another at third and the last coach assigned to the dugout and bench area. **NO** Coaches will be allowed in the field of play at any time.
- c. Defense – One Defensive coach will be allowed behind the offensive coaching box down the outfield foul line on the same base line as the team’s dugout. This means if a team occupies the first base dugout the defensive coach will be down the RF foul line, etc. **NO** Coaches will be allowed in the field of play at any time.
- d. Live Play – Coaches shall not touch the ball nor any player while the ball is in play. If a coach touches a runner the runner is out and if he touches a fair ball the batter is out and the runners return to the last base achieved.
- e. Behavior – No inappropriate behavior will be tolerated. The head coach is responsible for all assistant coaches and his parents. Please remember the parents feed off the coaches. An umpire will issue **one warning** to a coach. A second occurrence will result in ejection from the game and a suspension of the next game, as well. If a coach is ejected from a game he will serve an automatic one game suspension, if it occurs a second time it will be a three game suspension and if it occurs a third time he will be removed of his coaching duties.

i. Intentionally delaying a game is considered unsportsmanlike conduct and will not be tolerated. An umpire will issue *one warning* to a coach. A second occurrence will result in ejection from the game and a suspension of the next game, as well. If a coach is ejected from a game he will serve an automatic one game suspension, if it occurs a second time it will be a three game suspension and if it occurs a third time he will be removed of his coaching duties. A umpire may also add time to the clock if a coach is intentionally delaying a game.

ii. Any suspension may be appealed to the MYB baseball board for further review.

f. Disagreements during play – If there is a question or disagreement with the umpire during a play, wait for the conclusion of the play, ask the umpire for time and discuss the issue with the umpire from a conversational distance. Please do not yell at the umpire as this sets a bad example for the kids and their parents.

G. Anything not covered in this rules sheet will be governed by the official rules of baseball.

These rules have been updated as of June 25th, 2020. MYB and Baseball board reserves the right to adjust rules at anytime if a coach is taking advantage of a loophole or for safety reasons.