

## 9-10 Local League Playing Rules

### **Offense:**

All players will be in the batting order, this will not change during the game.

5 Run Limit per inning

After three outs or 5 runs are recorded, the order will resume with the next batter in order.

Each batter must wear a protective helmet when batting and while on base.

Slinging the bat is very dangerous, Please take time to correct batter that this is not acceptable. Batter may be called out after one warning.

If a runner leaves the base before the ball is hit OR crosses the plate, he will be declared out.

Only 2 coaches allowed on the field. 1st and 3<sup>rd</sup> in the coaches box.

Courtesy runner is allowed for catcher only. Must be the player that made the last out.

Please NO "CAT & MOUSE" AT THIRD. If the catcher "catches" the pitch and is throwing back to the pitcher, runner MUST return to 3rd. Runner may advance on a "pass" ball or if the pitcher misses the throw back from catcher.

### **Defense:**

9 players will play on defense but only 1 player per position on the infield. **Teams can play with 8 players but MUST take an out in the line-up.** Teams may agree to play 10. All remaining players must be positioned in outfield positions. All players must play at least 3 outs on defense. Free substitution is allowed on defense. The catcher must wear complete catchers gear including a cup.

### **Pitching:**

Required rest is determined by pitch count. See attached pitch count chart for league play only.  
Cannot return to the mound in the same game once removed as pitcher.  
More than 2 defensive timeouts in one inning requires the pitcher be removed.

### **General Rules:**

Six innings or 2 full hours time limit for single games.

The Home Team must provide a book keeper during the game.

The Visiting Team must provide a score keeper during the game.

Late players must added to bottom of line up.