



## **Rules for Boys 9-10**

Teams will have 2 minutes in between innings to be ready defensively and offensively.

At the 1 hour and 20 minute mark, the umpire will determine the last inning. For example, you are currently in the 4<sup>th</sup> inning, the 5<sup>th</sup> inning would be the last inning and thus unlimited runs.

On school nights games should last 1 hour and 45 minutes maximum, however an additional 10 minutes will be added if currently in the unlimited runs inning to encourage finishing the game. Therefore, the drop dead would then be at 1 hour and 55 minutes. No time limit will be imposed after the school season is complete.

Teams may use a courtesy runner for the catcher with 2 outs. The runner should either be a player currently not in the field or the last out if no other available player.

Three coaches in the dugout during games. Coaches will be rostered like players and must pass a background screening. One score keeper and they must remain outside the fence at all time.

Only the manager may contest any calls with the head umpire during the games. Any person that has any contact with the umpire will immediately be removed from the park and serve a three-game suspension.

Manager is responsible for the conduct of the parents and spectators on their side of the field.

Any parent that enters the field of play (inside the fence) will be immediately removed from the park and banned for the rest of the season. The team that the parent is from will for-fit the game.

All Pitch counts for rec/travel must be reported by 10pm Sunday Night. If counts are not reported it is assumed the player has maxed out their pitch count for the following week.

The batter is out on third dropped strike

There are no fake bunts. Batter will be called out

No infield fly rule

There is no head first sliding. One warning and then the runner will be called out

All teams will roster bat the batting order

10 players on the field in the field

Home team will occupy the First Base Dug Out.... Visiting team will occupy the third base dugout

5 run limit per inning, unlimited runs in the last inning

1 Base on a pass ball

Once the ball is in control in the infield the play is over.

10 run rule after 4 innings

If a team is short players they may be borrowed from another team. Guest players cannot pitch or play infield and must bat last.

1 Attempt per inning to take home on a pass ball.

No delayed steals

### **Little League pitching rules**

Pitcher must be removed if they hit 3 batters in an inning, 4 batters in a game.

1 – 20 Pitches 0 calendar days (may pitch following day)

21 – 35 Pitches 1 calendar day of rest (cannot pitch next day)

36 – 50 Pitches 2 calendar days of rest (cannot pitch next two days following game)

51 – 65 Pitches 3 calendar days of rest (cannot pitch next three days following game)

66 or More Pitches 4 calendar days of rest (cannot pitch next four days following game)

If a pitcher reaches a day's of rest threshold while facing a batter, the pitcher may continue to pitch until the batter reaches base, is retired, or the third out is made. The pitcher will only be required to observe the calendar days of rest for the threshold that was reached during that at-bat if removed from the mound prior to facing the next batter.

Max pitches per day, 6-8 years old 50 pitches, 9-10 years old 75 pitches, 11-12 years old 85 pitches

**NEW FOR 2025 – If a player pitches Saturday, they can pitch Wednesday up to 35 pitches. If player pitches Sunday, they can pitch Thursday up to 35 pitches**

If a player catches in 4 or more innings they are not eligible to pitch on that calendar day.

If a player delivers 41 or more pitches in a game they cannot play the position of catcher for the remainder of that day.

A pitcher can finish a batter if their pitch count is reached.

Under no circumstance shall a player pitch in three (3) consecutive days.

### **Showcase games: Mondays (Up to Managers)**

Batters start with a 1-1 count

When playing outside communities there will be a zero tolerance of player and or manager misbehaviors. Any infractions/altercations/tizzies will be delt with by the board swift manner.

**BOTH TEAMS NEED TO MAKE SURE THE DUGOUT, FIELD AND SPECTATOR AREA IS CLEANED UP AFTER EACH GAME**