

# CLINTONVILLE YOUTH LEAGUE

## RULES – 9 & 10 Yr. Olds

Revised April 1, 2010

### Conduct

1. Official little league baseball rules shall prevail, except as changed by the Clintonville Youth League.
2. Coaches and players are to remain in the dugout during the game, except for the batter, the on-deck batter, any pitchers and catchers warming up, and the use of bathroom.
2. No other people except the coaches, players, batboy and scorekeeper are to be in the dugout during the game.
3. No coach will be allowed at any time behind the backstop during a game in which they are participating is in progress.
4. All equipment (helmets, bats, gloves, ball bags, etc.) must be in the dugout or safely out of play BEFORE play can start or be re-started.
5. No jewelry will be worn by any player during any game or practice. This includes necklaces, rings, ear rings, and any other piercings.
6. There will be no bikes allowed on the field of play while the games are in progress. Bikes are to be parked behind the bleachers, spectators or where the cars are parked.
7. Coaches and players are not allowed to yell or heckle opposing players, coaches or umpires. No coach, player or umpire shall, at any time, whether from the bench, the playing field or anywhere else:
  - a) Incite or try to incite, by word or by sign, a demonstration by spectators.
  - b) Use language which would in any way or manner refer to or reflect upon opposing managers, coaches, players' umpires or spectators.
8. If a coach or player is ejected from a game, they shall leave the playing field and park area and take no further part in that game. They must leave the park area, not sit in the bleachers and they may not be recalled.
9. When a coach or player or any other occupant on the players' bench show disapproval of an umpire's decision, the umpire shall first give a verbal warning that such disapproval shall stop. If such action continues, the umpire shall order the offender out of the game and to leave the park and spectator area. If the umpire is unable to detect the offender(s), the bench may be cleared of all substitute players. The coach of the offending team shall have the privilege of recalling to the playing field only those players needed for substitution in that game.
10. When a coach claims that an umpire's decision is in violation of league playing rules, he/she may make a formal protest to the home plate umpire. The home plate umpire shall immediately call a conference of umpires calling the game and a decision will be rendered at once. This decision is final with no appeal process. Protest not made immediately will not be heard.
11. The umpire shall report to the Clintonville Youth League President, within twenty-four (24) hours after the end of any game, all violations of rules and/or any other incidents worthy of comment, including the disqualification of any manager, coach or player and the reason therefore.

12. When the coach or player is disqualified for a flagrant offense, such as obscene or indecent gesture, language or assault upon an umpire, coach or other player or any conduct unbecoming of a player, the umpire shall forward the particulars to the Clintonville Youth League President within twenty-four (24) hours after the end of any game for review.
13. After receiving the umpire's report, that coach or player who has been disqualified will be required to appear before the Board of Directors (which consists of all elected members and team coaches) and explain their conduct. In the case of a player, that team coach is also required to appear in the capacity of that player's advisor. Parent or guardian is also required to be present. The members of the board present at the meeting shall review the particulars and impose such penalty as they feel is justified.

## **Game**

14. The home team will use the scoreboard side dugout and will be responsible for keeping score on the scoreboard.
15. The home team is responsible for preparing the field for the game, which includes liming the foul lines and batter boxes, moving the bases to the correct distance if needed, and having the scoreboard numbers out and ready for use.
16. The visitor team is responsible for filling out the Game Sheet and placing it in the correct folder in the shed.
17. The Clintonville Youth League will provide one new baseball for the game and one good used ball. A regulation Little League baseball will be used. Game balls and the good used balls are found in the Equipment shed. At the end of each game, the used game balls should be put in the Equipment shed in the labeled spot.
18. All games must be played on the scheduled dates and times. Exceptions will be made if prior arrangements have been discussed and both coaches have agreed on those dates and times. Failure to comply with this rule may result in a forfeiture of the game.
19. Both the home and visiting team may warm-up prior to the start of league games. It is the discretion of the coaches scheduled to play as to which team will have use of the diamond or batting cage first.
20. Make-up games shall be played within three (3) weeks. This will make it easier to schedule games later in the season. If no make-up date is scheduled, league officers will schedule a date and the team that cannot make it shall forfeit the game.
21. No player may play in any game, unless all league player fees are paid. Games in which an ineligible player has played will result in the violating team forfeiting the game.
22. All players must play at least two (2) innings in the field. If a manager or coach has a justifiable reason (personal conduct, illness or injury) they may withhold a player(s) from playing the minimum of two (2) innings in the field. In that case, manager or coach must advise the other team and the umpires of this decision as soon as possible. If a manager or coach withholds a player(s) from playing in the field or batting for more than one (1) game, reasons shall be reported to the league president. Violation of the minimum two (2) innings rule or failure to bat all players present will result in forfeitures of the game(s) in which it is determined that the rule has been violated.
23. The coach shall list all players present at the game in the order that he wishes them to bat. This batting order will remain the same for the entire game. If a player becomes injured or ill and cannot bat, his/her spot in the batting order shall be eliminated.

24. At Olen Park, out of bounds on the 1<sup>st</sup> base side is an imaginary line from the fence in front of the home team's dugout straight south to the cement/stone wall, continuing straight east along the wall to the right field fence.
25. At Olen Park, out of bounds on the 3<sup>rd</sup> base side is the imaginary line from the fence of the away team's dugout to the outermost leg of the light tower.
26. In the event of an overthrow at 1<sup>st</sup> or 3<sup>rd</sup> base, the runners and batter get all the bases they can get. If the ball goes out of the confines of the defined playing area or any equipment interferes with the ball, the runner will be awarded one base.
27. At Olen Park, an overthrow on the 1<sup>st</sup> base side that hits the wall and stays in play is considered a live ball. Base runners must get their bases on their own.
28. At Olen Park, no one is allowed to sit on the wall on the first base line while a game is in progress. If they do, it is the coaches and umpires responsibility to ask them to move. This is to avoid any interference and/or personal injury.
29. No games will be postponed except for weather related conditions. If a game is in progress and must be called due to weather, it will be considered a complete game if four (4) or more innings have been played. If the home team is leading and at bat in the bottom of the 4<sup>th</sup> inning this will be considered a complete game, regardless of how many outs have been recorded. If less than four (4) innings have been played the game will be rescheduled and will restart at the point of postponement.
30. If a team is leading by ten (10) or more runs after five (5) innings, it is considered a complete game.
31. All batters must wear a helmet from the time they leave the dugout until the time they return to the dugout, including time spent on deck, batting, and running the bases.
32. Teams will bat all players available on their roster in a continuous order. If a player is not able to complete an at-bat due to illness, injury or disciplinary action an out will not be charged and the batting order will continue.
33. Two umpires will be provided for each game. One will be the home plate umpire and the other one is the field umpire. If an umpire does not show up for a game, the Umpire Coordinator should be contacted immediately. A list of umpire names and phone numbers will be kept in the shed.
34. A complete game consists of six (6) innings, or two (2) hour time limit. No new inning can be started once the time limit has expired.
35. If a Double Header is on the league schedule or played to make up a postponed game, the game shall consist of two four inning games for the 9/10 year olds.
36. No more than eight (8) runs can be scored per team, per inning. If eight (8) runs are scored, teams will automatically change positions regardless of the number of outs recorded. For the 9/10 year olds this rule will apply to innings 1-5. In innings six (6) to the end of the game, each team will have three (3) outs and no limit on runs scored.

## **Pitching**

37. In league play a pitcher will not be allowed to pitch more than three (3) innings per game, per day. Games in which an ineligible pitcher has been used will be forfeited. One pitch constitutes an inning.
38. In the spirit of developing good baseball players at all age levels, a 9 yr. old pitcher must pitch at least one inning of the game.

39. Five (5) warm-up pitches will be allowed between innings. Ten (10) pitches will be given for a new pitcher entering the game.
40. No intentional walks of any batter are allowed. Pitches must be made.
41. Trips to the mound by a manager or coach may not exceed one (1) trip per pitcher in any one (1) inning. The second trip shall automatically result in the removal of that pitcher from the game as a pitcher. No more than two (2) minutes will be allowed for a trip to the mound to confer and or change pitchers.
42. Once a pitcher is removed from the mound, he/she may not re-enter that game as a pitcher, but may re-enter the game and play at any other position. All other positions are free substitution.

## **Fielding, Hitting & Base Running**

43. Runners will be called out if they: a) do not slide or attempt to get around a fielder who has the ball and is waiting to make the tag, b) slide head first advancing to a base, (sliding head first is allowed if returning to a base), c) intentionally or deliberately runs into a fielder to interfere with play.
44. If a base runner, in the opinion of the umpire, is delaying the game by standing off of a base, the umpire will issue one (1) warning per team per game. A 2<sup>nd</sup> violation will result in the runner being called out.
45. The infield fly rule will not be used.
46. Strike three (3) on a batter means the batter is out, even if the catcher drops the ball.
47. The strike zone will: a) be from the batter's knees to mid-chest line, just below the arm pit, and b) the ball must cross some part of home plate.
48. No illegal bats will be used in a game. All bats must be "official Little League" bats.
49. A pinch runner may be used in a game for injury purposes only. The pinch runner must be the player that made the last out.
50. The team in the field should have 10 players in defensive positions, including a catcher and a pitcher.
51. No designated batter.
52. Teams may play with eight (8) players and the 9<sup>th</sup> spot in the batting order is an automatic out. A team with less than eight (8) players **must forfeit that game**. It is suggested that a (scrimmage) game be played if possible. The team with ten (10) or more players should "loan" players to the team that is short.
53. Any fair ball that goes under, through, bounces over or becomes lodged in a fence is considered a ground rule double.
54. For the 9/10 year olds stealing is not allowed for the first half of the season. Runners may not advance on a wild pitch, passed ball or return throw to the pitcher. For the second half of the season, base runners are allowed to steal. Runners may advance on a wild pitch, passed ball, or on a return throw from the catcher. However, the base runners may NOT steal home for any reason, which could include a wild pitch, a passed ball, a throw down to second base, or on a return throw from the catcher. If the runner at third base is played upon, he may attempt to go home.
55. When stealing is allowed, there is no leading off. The ball must reach home plate before runners can leave the base. If a runner does lead off early, each team will be awarded one (1) warning per game. The second violation results in the runner being called out.