



10 YEAR OLD BASEBALL RULES

Revised 3/14/06

LEAGUE RULES:

TEAMS

Teams will be selected according to the 10 year old draft guidelines. There should be eleven to twelve players per team but not more than thirteen.

GAMES

Each team will play 16 games. No games will be scheduled on Sunday but it will be used for make-ups. Weekday games will be scheduled at 6:00 PM. Saturday games will be scheduled at 9:00 AM, 11:30 AM, 2:00 PM, or 4:30 PM. No team will have more than two games scheduled in one week.

The season format depends on the number of teams in the league:

- a. 5 teams – 4 preseason games followed by a triple round robin
- b. 6 teams – 1 preseason game followed by a triple round robin
- c. 7 teams – 4 preseason games followed by a double round robin
- d. 8 teams – 2 preseason games followed by a double round robin
- e. 9 teams – double round robin

Won-loss records in regular season games will determine seeding for league champion tournament. Winner of tournament will determine the league champion. Ties will be broken by the following rules:

- Head-to-head record in the regular season
- Run differential in the regular season head-to-head
- Coin flip

RAIN OUTS

The opposing managers should make the determination of whether the field is playable. If the game is a rain out, the home team needs to contact the league representative immediately to reschedule the game. Games played on Saturday will be rained out on a game by game basis. NO game will be delayed more than 45 minutes (IE: If the 9:00 AM game cannot be started by 9:45 AM, it is a rain out). Other Saturday games may still be played if the field is playable. If rainouts are not rescheduled promptly the league representative may do so at their sole discretion in order to end the season prior to the tournament of champions.

GAME DUTIES:

Home Team

- Prepare field before the game
- Assign home plate umpire
- Assign scoreboard operator
- Rake home plate area and pitchers mound after the game.

- Provide two game balls

Visiting Team

- Assign base umpire
- Clean up all trash around dugouts and bleachers.

GAME RULES:

All games will be played in accordance with Minor Little League rulebook except as follows:

1. A team must have a least 7 players to play a game. Failure to do so will result in a forfeit. A game may not be delayed for more than ten minutes to wait for the minimum number of players. Rescheduling is not allowed unless it is necessary because of weather or school events that affect both teams. Contact the league representative immediately on all scheduling situations.
2. A game will last six innings or no new inning will start after 1 hour and 45 minutes. An official game is four innings (3 ½ if the home team is ahead) in the case when weather clauses the game to be called. The two hour rule is in effect regardless. This includes Saturday. Extra innings will only be played if there is time remaining. If time has expired the game will end in a tie. Ties count as half win, half loss in the league standings.
3. Each player must play six outs in each game. There are no substitution rules. When games appear to be taking longer than usual or bad weather is imminent, please substitute early so all players play the minimum time.
4. All players will be in the batting rotation regardless of whether they are in the game defensively.
5. If a team has fewer than nine batters, the team must take an out in the lineup for each player less than nine.
6. PITCHING: (see Little League Pitch Count Regulations)
7. There are no balks
8. There will be no infield fly rule
9. STEALING: After the ball crosses the plate, stealing is allowed with the following exceptions:
 - a. No stealing of home. The runner on 3rd may score if an attempt is made to pick off.
 - b. Only one base may be advanced per pitch.
 - c. After a walk, the runner may not steal until the next pitch.
10. A runner must slide or avoid contact at all bases including home plate when a play is made on him. Failure to do so will result in the runner being out

THINGS TO REMEMBER:

1. Steel cleats are not allowed.
2. Catchers need to wear all equipment described in the rulebook. Helmets should be worn when warming up pitchers and taking infield. If there is a problem with equipment, bring this to the attention of the league representative.
3. A runner may not cause contact with a defensive player making a play. Contact may result in the runner being automatically out. (See rule 7.08)
4. A defensive player not making a play may not impede the progress of a runner. If progress is impeded, the runner may advance a minimum of one base past the last base touched safely. (See rule 7.06)
5. A runner advancing to a base may not slide headfirst. The runner will be out. A runner returning to a base may slide headfirst.
6. There is no on-deck position.
7. Read the rulebook
8. Poor sportsmanship will not be tolerated. Umpires may remove players, coaches, and / or fans from the game on field.
9. Please educate your parents. Many complaints can be handled in advance if you make parents aware of the rules and exceptions.
10. Umpires need to be educated. Please take the time to review the rules with your umpire before the game starts. Remind them of things you have seen as issues in previous games. Make sure they understand the strike zone, stealing rules, etc. If an umpire makes a mistake during a game, both teams should be understanding and helpful when trying to correct the situation. **THE UMPIRES ARE VOLUNTEERS!**
11. Teach your players all of the rules including base running. Make sure they understand the slide at home rule, no leaving base until the ball has crossed the plate, and a base runner may be out if hit by a ball (see rule 7.09)
12. **MOST OF ALL, MAKE THIS FUN FOR EVERYONE.**

A copy of the rules must be given to each manager.

No changes may be made to these rules without the approval of the Johnston Little League board.