



Rules – 9 & 10-Year Olds

□ Team & Fields

- Both teams are responsible for post-game field maintenance and clean up around the bleacher and bench areas.
- Tournament sponsors/host responsible umpire and will provide two (2) new game balls.
- Make-up games are required – time and weather permitting. Rainouts will be rescheduled asap and both teams will be notified for new time and possible relocation of game. (possibly Glenwood, Bloom Trail High School)
 - Tie at end of six innings will play California rules. Starting final inning with 1 out, batting team starts with their last batter that was out on 2nd base.
 - COIN TOSS at home plate will determine home team.
- The scorebook is the official record of pitching and will be initialed by the opposing manager, GameChanger.
- Play is governed by “Official Rules of Major League Baseball” and “PONY Baseball Rules and Regulations” with the following exceptions, which are necessary in a youth program.
- Pitching Rules Pitchers shall not pitch more than three (3) innings on the same calendar day.
 - If a pitcher pitches 2 innings he can pitch on the next day.
 - If player pitches 3 innings or reaches 75 pitch count in a game he must rest 24hrs.
 - Pitch count is 75.
- A pitch constitutes an inning.
- Once removed from the mound, a pitcher may not pitch again in that game.
- A pitcher shall be removed from the mound after hitting two (2) batters in an inning or three (3) in a game.
- Violation of pitching rules will result in forfeiture of the game and a one (1) game suspension for the manager.
- There is no dropped third strike or balks.

The pitching log will need to be signed by the umpire of the game.

Base runners may not lead off but are allowed to steal second and third base. The base runner shall not attempt to steal a base until the ball has reached or passed the catcher.

A base runner may steal home.

If a runner steals third and the throw is wild or gets away from the fielder, the runner may advance home.

If a runner steals second with third base occupied and the throw to second is wild or gets away from the fielder, the base runner on third score.

If there is a runner at first (with no other runners on base) and he steals second and the throw to second is wild or gets away from the fielder, the runner may advance to third. If there is then a play on this runner advancing to third and the throw to third is wild or gets away from the fielder, the runner may score.

Base Stealing

Any Dead ball out of field of play line designated by umpire at start of game all baserunners advance only 1 base.

Runners may steal home at his or her own risk, however, runners may not advance home on overthrows back to the pitcher or when the pitcher has the ball and is in the process of returning to the mound. In this instance, the play is ruled “dead” and the runner who has advanced to 3rd base must return to the base.

□ Contact Rules **Batters are permitted to bunt.** To explain the rule, we reference the Definitions Section (2.00) of the Little League Baseball® Rulebook. Under the definition of “bunt” a bunt is a batted ball not swung at, but intentionally met with the bat and tapped slowly. The mere holding of the bat in the strike zone is not an attempted bunt.

□ If no attempt is made to make contact with the ball outside the strike zone while in the bunting stance, it shall be called a ball. The batter must offer at the pitch for it to be a strike. □

□ Participation Registration game is six (6) innings. If a game is tied at the end of regulation length, it shall go into extra innings until a decision is reached or the game is called by the umpire/ In the event a game ends in a tie, it will count as ½ win and ½ loss for each team. **(Continued games will be two (2) innings only.)**

NO inning new inning will start after one hour forty five minutes.

Umpire to give notice at start of inning that it will be the final inning of play.

No team shall score more than six (6) runs in one inning.

This rule does not apply in the sixth and any extra innings.

Final inning of gameplay is Infinite runs.

Ten (10) run lead after five (5) victory and the game is over.

A rostered player may not sit out two (2) innings in a row. Teams are to notify opposing managers at each half inning or their player(s) who is sitting out from playing the field. Penalty forfeit of games & manager sits out next game.

If you have less than 9 players you must take an out for those 2 empty batting positions.

Catcher Speed Up Rule – After 2 outs, if the catcher is on base, the catcher must be removed and replaced by the player who made the second out.

ONLY 15 MIN grace period will be given after the scheduled start of game will result in forfeit if team is not ready to start game for any reason

If a game is called for any reason, it shall be a complete game if four innings have been completed, or if the home team has scored more runs in three innings or three and a fraction innings, than the visiting team has scored in four completed innings.

Bat Guidelines: Only official Team USA Bats are allowed.

- No longer than 32 inches
- No specific weight/length ratio limit
- Wood, metal or composite is allowed
- Non-wood and multi-piece wood bats must be USABat certified
- Barrel diameter for any bat may be no larger than 2 5/8"

Rubber spikes are allowed, but not mandatory. Metal cleats may not be worn. There are no balks, drop 3rd strike, infield fly, and no player may coach the bases.

No razzing or clapping of hands to distract the pitcher, by the base runners or banging on the dugout fences. If a player continues after warning from Umpire, the Umpire may declare the lead runner out and the player must vacate base. This is not to preclude defensive chatter of a positive nature.

Sportsmanship is the Key.

Please let your parents know to leave the umpires alone they are asked to leave the park if they will be escorted off field.

Play will be stopped at the first sight of lightning (waiting time: 30 minutes).

Suspended games shall resume from the point of curtailment.

