

MINOR LEAGUE LIVE PITCH BASEBALL

10U

1. **Time Limit/Innings:** Games will be 6 innings in duration with 3 ½ or 4 innings constituting a game in the event of rain, light failure, etc. There will be a 1 hour and 45 minute limit on each game. The scorekeeper will announce the starting time of each game; this will be recorded in the scorebook. The scorekeeper's watch is the official time. No new innings will begin with 10 minutes or less remaining of the time limit unless a tie exists. The inning in progress will be finished if the losing team has not batted.

2.) **Tie-breaker:** A GAME CANNOT END IN A TIE

3.) **Run Rule:** This league will follow 10 runs ahead after 4 innings.

4.) **Mandatory Playing Time:** Each player must play 2 innings (6 outs) and have one bat each game. All players must enter the game defensively by the top of the fourth (4th) inning. Top of the fourth (4th) inning shall be defined as "Prior to the first pitch being thrown to first batter of the fourth (4th) inning.


 **All players must play 4 complete games per season.**

5.) **A minimum of 9 players will be required to start and/or finish a game.**

6.) **Defensive Players:** Nine (9) players will play defense.

7.) **Foul Balls:** Foul balls must be chased by the batting team. Coaches are responsible for returning balls to the umpire .

8.) **Base Running:** Stealing will be allowed. Base runners cannot leave the base until the delivered ball reaches the batter. A runner is called out for leaving the base too soon.

 If a player misses a base, it will be called in the following manner: After all play has ceased and time out has been called, the umpire will call the

player out for missing the base. This action is not an appeal play. If the umpire sees a player missing a base he will call it.

- A runner who slides head first going into a base will be called out. A runner who does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag will be called out.

9.) **Intentional Walk:** The intentional walk rule will apply.

10.) **Infield Fly:** The infield fly rule will apply.

11.) **Cleats:** Steel cleats are not allowed

12.) **Continuous Batting Order:** The offense will use a continuous batting order.

13.) **Timeouts:** Each team is allowed 3 time outs per game; only the head coach may call time outs. It is permissible for the defensive coach to meet with his players on the infield during a timeout.

- Play ceases when ball is under control in the infield, and all action has ceased, time will be called (umpires judgement call).

14.) **Equipment:** Batting helmets shall be worn by all batters and base runners.

- It is mandatory that all catchers wear cups and catchers helmet while catching. If a player on team doesn't have one then catcher will have to stand to side and opposing team will start game with 2 runs. The catcher must use a catcher's mitt.

15.) **Line-Up Sheets:** The coach must turn the official list of players into the scorekeeper 10 minutes prior to the starting time. This list must include the batting order, the first and last name of each player and his jersey number. It must also be noted if a player is absent. Late players can be added with the approval of the official scorekeeper.

16.) **Player's Absence Notification:** Managers are obligated to notify the Warner Robins Parks & Recreation Department in the case of repeated absences of a player. Failure to notify the Recreation Department of a player's repeated absence is cause for disciplinary action against the manager. If a player is injured, the manager must notify the department promptly.

17.) **Dugout Procedures/Batters on Deck:** There can be only three adults 18 years and older (manager and two coaches) and ball players in the dugout at any one time. **No bat boy/girl allowed.** When team is batting, everyone must be in the dugout except batter and two base coaches. When the team is in the field, substitutes and all three coaches must be in the dugout.

18.) **Coaches Assisting Runners:** Coaches must stay in coach's box and may not assist runner in any way. Violation of this rule will result in runner being called out.

19.) **Third Strike:** On the third strike, the batter is out even if the catcher drops the ball. Therefore, the batter cannot advance to first base if this occurs.

20.) **Infielders:** Infielders may play back as far as they wish but may not play closer to the batter than one step behind the base line unless fielding the ball or the batter has gone into a bunting position.

21.) **Completion of ½ innings:** The side is retired when 3 offensive players are put out, called out by umpire or when all players on the roster batted one time in the half-inning, or **when the offensive team scores 5 runs in the ½ inning except in the last inning. The last inning will be considered either the 6th inning or if time runs out in the top of a previous inning.**

22.) **Approved Bats:** approved bats must have the USA baseball logo embossed on the bat. See the 2020 Little League Rule Book or go to LittleLeague.org

23.) **Courtesy Runner:** A courtesy runner may be used for the **catcher only.** The courtesy runner can be any player listed on your roster. However, if a courtesy runner is on base when it becomes his/her at bat, he/she will be called out. They will remain on the base if it's not the third out. The out is for their turn at bat.

24.) **Double Bag 1st Base:** A double bag shall be used at 1st base, the double portion (orange) of the bag being in foul territory abutting 1st base. If there is a play on a batter going to 1st base, the batter **MUST** touch the portion of the Double Bag (orange) extending into foul territory. The batter shall be called out for failing to do so.

25.) **Bunting:** Bunting is allowed but a player cannot square up to bunt then pull bat back and hit ball. This will be called an out if occurs.

26.) **Pitcher removal:** Once a pitcher is removed from the mound, he cannot return as a pitcher for that game.

27.) **Catcher to Pitcher Rule:** Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.

28.) **Slung bat:** For the first (1st) offense, batter and coach will be warned, (umpire will have it noted in the scorebook). On the second (2nd) violation and any subsequent violation the batter will be called out.

Pitching Rules:

1. Any player on team roster may pitch.
2. The maximum number of pitches that can be thrown in a game is 75 pitches per day. EXCEPTION: If a pitch limit is reached during an at bat, the pitcher may continue to pitch until the batter has reached base, or has been declared out or the third out is made to complete the half inning or the game.

A pitcher who throws 20 or less pitches in a day requires NO rest period.

A pitcher who throws 21-35 pitched in a day will require one (1) calendar day of rest.

A pitcher who throws 36 – 50 pitches in a day requires two (2) calendar days of rest.

A pitcher who throws 51 – 65 pitches in a day requires three (3) calendar days of rest.

A pitcher who pitches 66 pitches or more will require four (4) days of rest.