

F-Minors/10U Baseball

2011

General Rules

Base Rules

All baseball games shall be played under National Federation of State High School Association rules, except where noted.

Player's Age

The player's age shall be determined as the player's age on June 1 of the current season.

Bat and Ball Usage

Only Little League approved bats with **2 1/4 inch** diameter shall be used. This bat shall be marked "OFFICIAL LITTLE LEAGUE" by the manufacturer. If the words "OFFICIAL LITTLE LEAGUE" cannot be read due to wear and tear on the bat, the bat should be declared legal if it is legal in all other aspects. **NO BIG BARREL BATS. Violation** of the big barrel bat rule will result in the immediate ejection from the game of the manager of the team in violation. The ejected manager may not participate in any future games until he/she meets with a board of league commissioners. All baseballs used by the league must be Official Little League balls.

School Conflicts

No player shall be penalized for participating in any school function that may conflict with baseball activities.

Logos, Names and Advertisements on Uniforms

Alcoholic beverage names or symbols, and/or advertising deemed immoral, improper or portrays a bad example for children, shall not appear on their uniforms.

Disciplinary Notification

A team manager must notify the umpire and opposing team manager when a player, who is present, will not be playing due to disciplinary reasons.

Profane Language and Intoxication

The umpire is instructed to remove any player, manager, coach, or spectator using profane language or for showing signs of intoxication.

Tobacco

The use of tobacco on the bench, in the coach's box, or on the playing field is strictly prohibited. A second offense can result in removal from the team or from a managerial or coaching position.

Manager and Player Responsibility

- a. The home team will supply the game ball and official score book.
- b. The home shall return the bases to the equipment room at the completion of the game.
- c. The players of each team shall clean up the area around the ball diamond after each game. This rule is to be enforced by the manager. Managers are responsible for coaches, players, and fans for their respective team.

Uniforms

- a. All players issued a uniform by their league are expected to wear the uniform during their scheduled games. A player not wearing a full team uniform, will still be allowed to play.(Eligible draftees picked up at the last minute to prevent a game forfeiture shall be exempt from the uniform rule).
- b. If cleats are worn, the spikes must be rubber. No open toed shoes will be permitted.
- c. Objects in pockets that may cause injury shall be removed. Hair must be secured away from the face. Jewelry (including earring posts) shall be removed. Medical jewelry must be taped to the player's body. Newly pierced ears must be taped.

Elevated Players

Must be a roster player within the BBC / NABL / NR / TCN organization.

Transfer of players to a higher league is permitted within the following regulations:

- a. A player or players may be brought up from a lower division only to enable a team to fill all defensive positions. Elevated players are ineligible as pitchers or catchers.
- b. A player brought up must be free from their own league games.
- c. A player may only be brought up to an individual higher division team twice in a single season and no more than four total times in a season.
- d. No player(s) brought up may be played over a roster player unless said roster player is being disciplined (see Disciplinary Notification).
- e. Any player(s) brought up shall be placed last in the batting order.

Batting Order

Batting order is to be continuous. Players arriving late must be placed at the end of the batting order. All players must play at least three (3) defensive innings, and have at least one (1) time at bat, unless called for darkness, rain, or for disciplinary action. Any player being removed for disciplinary action will not constitute an out at his turn at bat, unless the umpires discretion deems necessary.

Ties

Games during the regular season may end in a tie. Games during the tournament must be completed with exception to the following rules:

All games are considered complete games after 4-1/2 innings if the home team is ahead, and the game is called because of rain, darkness, etc. Regular season games that are incomplete shall be rescheduled if time permits. Tournament games must be rescheduled to make a complete game. Games being rescheduled shall be done so by the respective league presidents and reconvened where the game was stopped, under the following conditions:

The batting order shall remain the same. Any player not present at the original game, but present for the rescheduled game, may be used as a substitute for any player. If a player was at the original game, but not at the rescheduled game and there is no substitute available to take the players place in the batting order, the players batting place shall be skipped and no out declared.

Protective Equipment

- a. All catchers shall wear the full equipment, including helmet, face mask, chest protector, shin guards, a protective cup must be worn by a male player at all times while catching. Failure to supply a catcher without full protective equipment may result in forfeiture of the game.
- b. The batting helmet must be worn by all offensive players while on the playing field, and when the ball is in play. Removal of the batting helmet while the ball is in play may result in an out.

Thrown Bats/Equipment

Umpires shall give one (1) team warning for any misconduct per game. The batter will be declared OUT on any misconduct after the first warning is issued. Each team shall be given one warning before this rule shall be enforced.

Helmets shall be worn by all batters and base runners. Intentional discarding of a helmet by a runner or batter while on the field of play or in the dugout area, will constitute an out and possible ejection from the game.

Date Change of Games

A request for approval of a change in the date of a game may be made with the consent of both managers and the respective league presidents and must be done before 24 hours of the scheduled game time. If the proper approvals are acquired, this change request must be given to the scheduler for action.

Start Time

All games are scheduled to start at 6:30 PM

Practice Time

Both teams must be allowed fifteen (15) minutes of practice time on a diamond, with the home team to have the diamond from 6:00 PM to 6:15 PM and the visiting team from 6:15 PM to 6:30 PM.

Minimum Players

There is a minimum of eight (8) players per team. Less than eight players shall result in a forfeit. If neither team can field eight or more players, then a double forfeit will be called.

Protest

If a protest is made, it must be made to the home plate umpire before the next pitch is thrown and recorded in the official score book.

Protest Submission

A protest must be stated clearly in writing and be submitted to the League President whose manager is protesting the game. The protest must be submitted on the next weekday (Monday-Friday) and must be accompanied by a protest fee of \$100.00 cash to be given to the President. The protest fee will be repaid if the protest is upheld and forfeited if the protest is overruled.

Protest Meeting

A protest meeting will be held on the 2nd and 4th Wednesdays of the month at the designated area of each respective league. All protests will be decided by the Presidents (or their designers) of each League. All parties wishing to be heard on the protest shall be at the protest meeting or they forfeit their right to be heard.

Division Standings

Division standing will be determined by the league tournament results.

Umpire No-Show

In the case of the umpire not showing up for the game, the game is not forfeited by the home team. If both team managers agree upon a substitute umpire, the game will be played as normal. If one or both team managers do not agree upon a substitute umpire, the game will be rescheduled as if it were a rain out. Volunteer umpires will not be paid by the league.

Rain Outs

Call the respective home team manager.

Home team managers should make every effort to contact the visiting manager by 5:30 PM to advise if there is a rain out.

Tournament

The 2011 tournament will be held in Tri County North, June 23^h thru 26th. Team rosters will be turned into the Tournament Director by June 9nd 2011. Only rostered players may participate in the tournament.

F-Minors Division Rules

Age

F-Minors Division is for all boys and girls who are nine (9) and ten (10) years old on June 1 of the current season.

Playing Field

- a. The distance between the bases will be sixty-five (65) feet.
- b. The leading edge of the pitching rubber will be forty-six (46) feet from the point (rear) of home plate.
- c. The dimensions of the pitching rubber will be 4 x 18 inches.

Equipment

All wooden bats must be taped.

Pitching Limits

- a. A pitcher may not pitch more than **75 pitches** in a calendar day. If the limit is reached while facing a batter, the pitcher may complete pitching to that batter.
- b. Days of Rest

1 to 20	No Rest
21 to 40	1 Day Rest
41 to 60	2 Days Rest.
61 or more	3 Days Rest
- c. During the End of the Season Tournament a pitcher may pitch 60 pitches per game maximum. No rest requirements.
- d. See attached pitch count rules for more in-depth review of the pitch count rules.

Player Participation

Four (4) outfielders are permitted. No **short outfielders**. It is up to the Plate Umpire's discretion on short outfielder's position. A outfielder may backup a infielder while ball is in play, but is not allowed to make a play in the infield.

Game Time Limits

- a. Six innings constitute a full game. Exception: see the section on Ties in the General Rules.
- b. At the start of each game, the games start time (e.g. 6:31 pm) will be marked on the home team's score book.
- c. Each game will have a time limit of two (2) hours, not to start another inning after the two hour limit expires. No **Run Rule for Season Play**.
- d. Umpire will call last inning when 1hr 45mins have expired, at the top of a inning.
- e. If there is a tied score at the end of a game, a maximum of two (2) tie-breaker innings will be played, if conditions permit.

Game Play

- a. No balks will be called.
- b. A manager or coach may make two (2) trips on to the playing field per inning, per pitcher. (Exception: injury). A third trip requires removing the pitcher.
- c. The infield fly rule is in effect.
- d. A batter may not reach base safely on a missed third strike by the catcher under any circumstances.
- e. Only six (6) runs can be scored per inning, except last inning.

Base Runners

- a. A base runner may not extend a lead from any base, until the pitched ball crosses home plate.
- b. Any runner leaving the base early will result in an out, but only if witnessed by the umpire.
- c. A base runner can only steal (1) one base.
- d. When the progression of the lead runner has been stopped, it shall be considered a dead ball when the ball is thrown past the pitcher by the catcher or an infielder in an attempt to return the ball to the pitcher.
- e. No runners may advance on a dead ball. The ball is not live again until the next pitch is thrown.
- f. On a overthrow (the base they were running to and the next base), at their own risk of being tagged out. A second overthrow is a dead ball and players will not advance. When a ball has been hit,(in fair territory), by the batter the runners may take one additional base
- g. A base runner on (3rd) third base is not allowed to steal home. A base runner on (3rd) third base can only score by a ball being hit or a walk.
- h. A batter that has been walked, may only take (1st) first base only. Base runner may not steal (2nd) second base until the pitcher throws one ball to the next batter.

Revised 4/18/11

