

# Taney Baseball 2018 Minor League (9-10) Baseball Rules

## Game Preliminaries

### 1.1 Age

Players must be at least nine (9) years of age but no older than ten (10) by August 31, 2018, unless otherwise stipulated by the evaluation committee.

### 1.2 Team

A team must have at least seven (7) players in order to play a game. A team with seven (7) players must take an "out" for the 8<sup>th</sup> and 9<sup>th</sup> positions in the batting order each time those positions come up to bat, provided there are no late arrivals (see Rule 1.5). A team with eight (8) players must take an "out" for the 9<sup>th</sup> position in the batting order each time that position would come up to bat, provided there are no late arrivals.

### 1.3 Player Equipment

All players must be in **full uniform** during the game (TYBA-issued shirt, pants, cap, and socks), or they will **NOT** be allowed to play. There will be no exceptions to this rule! All players must wear proper footwear, either sneakers or nonmetal cleats. All batters and base runners must wear protective head gear. Male catchers must wear protective cups.

### 1.4 Forfeits

A team forfeits a game if seven (7) players are not available within 15 minutes of the scheduled game time. The teams are welcome to scrimmage, but the game is officially a forfeit

### 1.5 Late arrivals

If a player is not at the field when the first pitch is thrown, the player goes immediately to the bottom of the batting order when he or she arrives.

### 1.6 Missed At-Bats (sick, injured, early departure)

If a player misses an at-bat, the team takes an "out" for the first missed at-bat. If a player misses a second at-bat, that player is ineligible for the remainder of the game, but no further "outs" are taken, subject to the minimum player rule above (i.e., if there are less than 9 batters, an "out" is taken for the missing batters).

### 1.7 Medical Release Forms

A completed medical release form for each player must be available at every practice and at every game. Without a completed medical release form or a parent present, a player is not eligible to participate.

### 1.8 Field dimensions

Standard Little League (60 feet pads) with pitching rubber 46 feet away from the back corner of home plate. Any error related to field dimensions shall be corrected immediately upon discovery of the same.

### 1.9 Applicability of rules

To the extent not covered in these rules, standard rules of baseball apply. These rules and the standard rules of baseball may not be amended or disregarded by any manager(s) or coach(es) for any reason, even if both teams agree.

## 2.0 The Game

2.1 Games are six (6) innings in duration unless halted for bad weather or lack of light. A game is not official until three (3) full innings have been completed, or the home team is leading at the bottom of the 3rd inning, unless called due to the 1 hour, 45 minute rule (see Rules 2.2, 2.3, and 2.4).

2.2 **The scheduled start time changes ONLY if games are delayed due to bad weather, field conditions, late umpire, or the prior game running late.** (The scheduled start time does NOT change if a team is waiting for a minimum number of players, for example.)

2.3 If at one (1) hour and 45 minutes from the **SCHEDULED** start time (see Rule 2.2) the game is still on, whatever inning the game is in at that point is the last inning that will be played. If the third out of the

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bottom of an inning is made within one hour and 45 minutes from the start time, the next inning will proceed and will be the last inning that will be played. (Note that the time rule applies to the third out of the bottom of the inning, *not* the first pitch of the next inning.)

2.4 If a game is called due to time as set forth in Rules 2.1 to 2.3, then the score of the game stands. If the game is stopped due to bad weather or lack of light, then three (3) full innings must have been played in order for the game to be official. If such stoppage occurs during any inning after the third inning, the score reverts back to the score of the previous full inning.

2.5 A game that ends in a tie is scored a tie (unless it is a playoff game, where extra innings will be played).

2.6 During games, coaches shall not permit batters to practice using a "Hit Stick" or any similar apparatus with an attached or tethered ball. Violations of this rule may result in sanctions against the coach, assistant coach, or team.

### 3.0 Pitchers and Pitching

3.1 [Reserved]

3.2 [Reserved]

3.3 [Reserved]

3.4 A player may pitch no more than two (2) innings per game, and those innings must be consecutive. One ball thrown constitutes one (1) inning pitched. In addition, a player will be limited to throwing no more than 55 pitches in one game, although the player is allowed to complete a batter currently being faced when 55 is reached. Every pitch thrown to a batter while time is in during a game shall be counted by the scorekeepers, who must alert the umpire when a player reaches the 55 pitch limit.

3.5 In an inning, after a team's pitcher walks five (5) batters, a batter may only be walked if hit by a pitch or on the sixth called ball. Any batter hit before the five (5) walks are achieved **IS** considered to be one of the five (5) walks. The umpire and scorekeepers should announce when the five (5) walks have been achieved. Once the Six Ball rule comes into effect, it shall last for the remainder of that half inning only (i.e., substitute pitchers in that half inning will need to throw six balls to constitute a walk).

3.6 A coach is allowed one (1) conference with a pitcher per inning. A second trip to the mound in the same inning must result in the substitution of the pitcher.

3.7 Any pitcher hitting three (3) batters total per game **MUST** be removed, resulting in the substitution of a different pitcher. The new pitcher is subject to the same count rules already applied in that inning pursuant to Rule 3.5 (e.g., 6 balls for a base on balls).

3.8 There are no balks.

3.9 Once a pitcher is removed, he or she is not allowed to return as pitcher in the same game.

3.10 All pitchers, innings pitched, and pitch counts must be recorded in the game log with the coach's and umpire's signature.

3.11 Any team violating the pitching eligibility rules set for in Rule 3.4 shall be penalized as follows: (i) if the subject team wins the game in which the violation occurs, that team shall forfeit the game; (ii) if the subject team loses the game in which the violation occurs, the manager of the subject team shall be suspended from coaching the next game played by his/her team; and (iii) if in the sole discretion of the Commissioner, it is determined that a violation of Rule 3.4 was intentional, then the subject manager shall be suspended for the next two games played by his/her team and the ineligible pitcher will be prohibited from pitching in the next two games played by his/her team.

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**4.0 Defense**

4.1 There can be no more than nine (9) players on the field at any time and no fewer than seven (7) players. Only six (6) players are allowed in the infield prior to the pitch.

4.2 [Reserved]

4.3 No player may sit on the bench for two consecutive innings (unless subjected to disciplinary action previously approved by the Commissioner).

4.4 [Reserved]

4.5 [Reserved]

4.6 There is no infield fly rule.

**5.0 Offense**

5.1 Offense bats until three (3) outs are acquired. All players bat regardless of whether or not they are playing the field.

5.2 There **IS** bunting. A player who squares to bunt has to either bunt or refrain from swinging. Any batter who indicates he or she is bunting, then swings, is out whether or not there is contact with the ball.

5.3 [Reserved].

5.4 A runner may not leave the base until the ball crosses the plate or makes contact with the bat. The first offense results in a warning to that player's team, with an out being awarded to the next offender on that team. A base runner occupying a base is considered on the base if his or her foot is touching any part of the base. The foot must maintain contact with the base until the ball crosses the plate. It is not required that a player on base have a foot on the top surface of the base as long as a foot is touching, or next to, the side of the base.

5.5 On a batted ball, runners may attempt to advance to any base at their own risk. The umpire may rule that a ball in play is "dead" in the umpire's discretion.

5.6 There is no "dropped third strike" in effect.

5.7 If an overthrow occurs into a dead ball area, the base runner(s) will be awarded one (1) additional base from the base last possessed, A batter-runner is awarded one (1) base if the throw is made prior to the runner advancing to first base, subject to the interpretation of the umpire. The dead ball areas are defined by the managers and the umpire before the start of the game. In the case of a dispute, the umpire's decision is final.

5.8 A base runner on first or second base may attempt to steal the next base on any pitched or thrown ball during play, including wild pitches, passed balls, the catcher's throws back to the pitcher, etc. Each offensive team may steal second or third base unlimited times. If a runner steals second or third base successfully, the runner may not advance any further on that play. There is no stealing of home.

5.9 [Reserved]

5.10 Slide or veer to avoid contact rule is in effect when the fielder is in possession of the ball while in proper defensive position. Under these circumstances, the runner must slide or veer to avoid contact, or the runner is out. There are no head-first slides (except when returning to a base), or the runner is out.

5.11 With two outs, in every inning but the last, a catcher on the base path must be replaced with the player making the second out in that inning. The catcher must catch the next full inning.

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5.12 USA Bat Standard bats must be used in all games; all bats must bear the USA Baseball logo. Any bats not conforming to these regulations shall be considered illegal bats and shall be promptly removed from the game. Any player who reaches base safely while using an illegal bat shall be declared out and all runners shall return to the bases each occupied when the batter first took his or her position in the batter's box, upon appeal of the manager or coach of the defensive team. The appeal by the defensive team must be made prior to the first pitch to the next batter.

5.13 When a pitcher has control of the ball within the 6' (radius) circle around the pitcher's mound, and the runner is not making a clear attempt to steal a base, the runner must return to the base. (The pitching circle is a 12' diameter, with the pitcher's rubber at the center.)

### **6.0 Coaches**

6.1 All coaches and the manager, unless coaching in the field of play (first base or third base), MUST be in the dugout behind the fence.

6.2 Only an adult, or child aged 13 or older, may be a base coach. A base coach under the age of 16 must wear protective head gear.

6.3. If a base coach, manager, or any person from the stands **physically assists** a player with advancement or helping to retreat to the previous base, that player is out. This is subject to the interpretation of the Umpire.

### **7.0 Umpires and Officiating**

7.1 An umpire has the power to eject any player, manager, coach, spectator, or any other person associated with a team who does not conduct him/her/self in accordance with the Taney Rules of Conduct. The offending party must vacate visual proximity of the playing field. If the offending party does not vacate visual proximity of the playing field, the team with whom the offending party is associated will forfeit the game.

7.2 Only a manager may question the call of an umpire. No judgment calls may be protested. A game may be protested only if there is a violation or misapplication of a written Taney Youth Baseball Association rule or standard rule of Baseball. Protests must be in writing to the Division Commissioner no later than 48 hours from the time of the incident.

7.3 Any player inadvertently throwing equipment will result in a warning to that player's team, with an out being awarded to the next offender on that team.

7.4 Any player deliberately throwing equipment may be immediately ejected by the umpire.

7.5 Score should be checked every inning with team scorekeepers. If there is a dispute, the score is to be checked with the umpire. The umpire's decision is final.

7.6 Only a single manager or coach from each team may review ground rules with an umpire before the start of a game. Regardless of who a team's manager is, only that team's coach who reviewed ground rules with the umpire before the start of the game is permitted to question the call of an umpire or discuss any other game issue with the umpire on behalf of that team. Managers are advised to make sure they participate in the pre-game review of ground rules with the umpire.

### **8.0 Eligibility for Playoffs and Tournament Teams**

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8.1 To be eligible for TYBA intramural playoffs, a player must have played in at least the minimum number of intramural regular season games indicated below (depending on the total number of regular season games the player's team plays):

10 game season -- at least 6 games

11 game season -- at least 7 games

12 game season -- at least 7 games

13 game season -- at least 8 games

14 game season -- at least 8 games

For purposes of Rule 8.1, to play in a game means to be at the game, ready to play, and on the team's bench or playing in the field for the full duration of the game.

The Commissioner of a league may grant a waiver from this rule in cases where a player missed games because of injury or medical condition. In considering a waiver request, a Commissioner may require information from the player's coach, parent or guardian of the injury or condition.

8.2 A player who is not eligible for TYBA intramural playoffs because of not having played at least the minimum number of games required by Rule 8.1 above, also is not eligible to play for a TYBA tournament team.

**ALWAYS HAVE A COPY OF THE RULES HANDY AT ALL GAMES!**

**\*Please use your common sense in applying these rules. Don't be too literal and think of the spirit in which they were written\***