

# **Richfield-Jackson League Specific Rules**

## **Boys A Baseball League**

### **Age 9-10 / Player Pitch Rules**

#### **2008 Season**

These rules apply only to the Boys A Baseball League. They are intended to supplement the Universal Rules for this level of play.

#### **General Rules:**

1. Maximum Player Age: 10 years
2. Ball: Standard Baseball
3. Playing Time: All players present at the game must play a minimum of 3 innings in the field.
4. Base Paths: 60 feet
5. Pitching Rubber: 46 feet from the back tip of Home Plate

#### **Equipment:**

1. Uniform: Single A boy players will be furnished a team jersey, and a pair of baseball style pants, socks and cap which will be worn to all games. Boys must wear this uniform for the games. The jersey should be tucked in. The pants must remain long, and not converted to shorts.
2. Bats: Bats must be official baseball bats approved by the Little League. The maximum bat diameter is 2 ¼'.
3. Catchers Gear: Catchers must wear a protective helmet, catching mask, chest protector and shin guards. The league will supply a set of catcher's gear to each team.

## Games:

1. **Innings per Game: Standard games consist of 6 innings.** Four and one-half innings is considered a full game if the home team is ahead, five innings if the visiting team is ahead. Score reverts back to the last completed inning for a game called in the middle of the inning.
2. The umpire will announce the official game start time when the first pitch is made.
3. **The intent is for all games to complete the number of innings listed in the appropriate league specific rules.**
  - a. **Coaches are expected to take steps to ensure that the games move quickly (i.e. assist catchers in putting on equipment, limit the amount of gear the catchers removes, and using a pinch runner for the catcher after two outs.**
  - b. **Allow five warm-up pitches between innings:**
  - c. **Organized position changes, etc.**
4. **Once an inning is started, it must be completed. Reasons for not completing the prescribed number of innings are limited to:**
  - a. **Weather – rain, lightning**
  - b. **Continuation of the game cannot change the outcome (run rule prevents team losing from taking the lead).**
  - c. **Injuries result in either team not having enough players.**
5. **Games finishing standard innings at a tie score may play up to a maximum of two extra innings to determine a winner, provided visibility is safe for the players. If after the two extra innings the game is still tied, the game is then considered a tie and it is added to the standings as such. Ties are considered a half a win and a half a loss.**
6. **Injury Substitutions:** A player who is injured during the game may be taken out and a substitute put in his place. If, after resting, he is able to play again, he may rejoin the game. He must, however, have sat out a minimum of one complete inning. For example, a player removed because of injury in the top of the 2nd inning may rejoin the game no sooner than the top of the 3rd inning. A player may not start a game or rejoin a game if he needs a pinch runner or fielder in order to resume play.
7. Each team will have 10 players in the game at all times. In case of an injury, a team will be allowed to continue with 9 players. A team will also be allowed to play with less than 9 players if both coaches agree. Teams are allowed to substitute Rookie players to field a full team.
8. A responsible representative may stand behind the umpire to shag pitched balls. The representative may also remove bats from the playing area. The representative must remain silent while the ball is being pitched.

### **Batting:**

1. Batting Order: Each team shall use a progressive batting order to include all players present. If a player arrives after the game has started, they shall bat at the end of the batting order.
2. Inning Limitations: Three (3) outs or six (6) runs.
3. **Bunting: Allowed**
4. A batter is out if catcher drops a third strike pitch.
5. A batter is out if, at the moment of bat-ball contact, they make contact with the pitch with any part of their foot touching home plate, even though they may be touching the lines of the batter's box. In addition, the batter may not contact the pitch when their entire foot is touching the ground completely outside of the batter's box.
6. Helmets: Batters and Runners are required to wear helmets while in the field of play. Intentional removal of the helmet while base running when the ball is live shall result in the runner being given a warning for the first incident and declared out for any further incidents.

### **Base Running:**

1. Leading Off: A two (2) step lead off is allowed after the pitch crosses home plate.
2. Base runners must be touching the base when the ball is pitched. If not, he will be called out. This includes quick pitches that are made before the base runner returns to the base after legally leading off.
3. Base runners are allowed to steal if, and only if, the catcher attempts to pick off a runner. Attempting to pick off a runner includes pumping or faking a throw in the direction of a runner. Once an attempt is made, all runners on base may attempt to steal the next base.
4. Base runners will be held to the nearest base once the ball is returned to the infield (inside the base paths) ***in control of a player.***
5. Overthrows: Players are allowed to advance one base. **This does not include the catcher returning the ball to the pitcher after a pitch.**

#### Scenario:

- A runner is on first base;
- The ball is hit by the batter and fielded – not caught on a fly;
- The runner begins his advance to second base;
- The fielder throws the ball to second base in an attempt to retire the runner advancing to second base;
- The fielder covering second base can not field the ball and the ball moves past the fielder;
- The runner approaching second base can tag the base can make an attempt, at his own risk, for third base. The runner does not automatically advance to third – he is a live runner during any attempt for base advancement on an overthrow.

- The play is subsequently ended when the ball is returned to the infield (inside the base paths).
6. When the catcher is on base with 2 outs, a courtesy runner may replace him. The courtesy runner shall be the player that made the 2<sup>nd</sup> out. The catcher is expected to put on his gear.

### **Pitching:**

1. Strike Zone: The strike zone will be from the armpits to the knees and one ball width on either side of the plate.
2. One pitcher may pitch up to three consecutive innings per game. Every other pitcher can only pitch a maximum of two consecutive innings per game. Pitching any part of an inning counts as a full inning.
3. No player may pitch more than 9 innings per week (Monday through Sunday). End of season tournaments and All-Star games are not included in this rule.
4. No player may re-enter a game as a pitcher once he is removed as a pitcher.
5. Intentional Walks: Not Allowed.

### **Fielding:**

1. Infield Fly Rule: Not Used