

## **MINORS 9-10 DIVISION**

1- No contact Rule in Effect

2- Teams Must have 8 Players to Start

3- Teams Must Keep A Pitching Record, failure will result in warning 1st time, game being played but team without record loses 7-0, 2nd time team that has no record loses 7-0 but play the game 3rd time coach is suspended, and team is not eligible for playoffs

4-There is a 15 minute grace period if a team doesn't have enough players if 8 players game must start

5-Roster batting so if a team has 10 players the line is 1-10 and if the other team has 12 that team will bat 1-12. Any team with 13 or more may sub players 13, 14 and so on. Sub players must get 1 at bat and 3 consecutive outs in the field. Failure will result in a 7-0 forfeit. Any player who arrives after 1st inning is completed is not required to play, coaches decision.

6- Any player who throws the bat is OUT- No warning is required. Any ball put in play will be called dead and all runners return to the previous spot on the bases.

7-Speed up rule for the catcher. 2 outs and the catcher is on base he is replaced with the last out and comes in to get dressed.

8- Catcher Must Wear a Protective Cup -NO EXCEPTIONS

9- No Head first slides allowed

10- 10run rule in effect after 4 innings Each team must bat the same amount of times. IF home team is up by 10 runs in bottom of 4th game is over.

11- Any pitcher who is warming up with a catcher, the catcher must have a mask on

12- Each team will keep a pitching record, Date of game, number of pitches,

13- A pitcher will get 7 pitches to start the game and 3 warm up pitches for every inning they start after the 1st inning. A relief pitcher will get 7 also.

14- Any catcher who catches 4 innings or more may not pitch in that game, any pitcher who pitches 4 or more inning may not catch.

15- NO DROPPED 3rd Strikes are in play.

16- Wood bats are allowed

**A- 4 OUTFIELDERS ALLOWED**

**B- 6 RUN RULE PER INNING**

**C- 10 RUN MERCY RULE AFTER 4 INNINGS TEAMS MUST BAT EQUAL AMOUNT OF TIMES-BOTH DIVISIONS**

D-STEALING 1 BASE PER BATTER

E- CAN NOT STEAL HOME

F- BUNTING ALLOWED

G- LEADING AND STEALING AFTER BALL CROSSES PLATE.

H- NO DOUBLE BARREL BATS ALLOWED

#### PITCHING RULES

1-20. NO DAYS REST

21-40. 1 DAYS REST

41-60. 2 DAYS REST

61-75. 3 DAYS REST

ANY VIOLATION OF THE PITCHING RULES WILL RESULT IN A FORFEIT

ANY PITCHER WHO TOSSES 41 PITCHES OR MORE CAN NOT CATCH IN THAT GAME

TIME LIMITS ARE AS FOLLOWS

MONDAY -FRIDAY 6PM OR UNTIL DARK (UMPIRE'S DECISION)

SATURDAY- 2 HR TIME LIMIT WITH NO INNING STARTING 15 MINUTES TO 2ND HOUR OF THE GAME & AN INNING WILL START 20 MINS PRIOR TO THE SECOND HOUR