

## 9-10 Minors

Games are 6 innings

Forfeit time is 15 minutes

2 hour time limit

Each team will supply two baseballs

### **Bats and Batting:**

-Only little league approved bats will be permitted.

-No double barrel bats allowed

-Roster Batting - Teams must roster bat the lineup. Any player who arrives after the start of the 2<sup>nd</sup> inning is not required to be in the lineup (Coaches Decision)

-Any player who tosses the bat is out -NO WARNING is required. Any ball that was put in play becomes dead ball and all runners go back to the bases prior to that pitch.

-Any player tossed out of the game is an out when his turn comes around in the lineup.

-Bunting is allowed

### **Leading and Stealing**

- After the ball crosses the plate

- Stealing is 1 base per pitch

- Runners may advance 1 BASE on A overthrow

- Stealing of home is not allowed

## **Fielding:**

-4 outfielders

-Infield fly rule not in effect

## Contact rule:

All players must slide into all bases including home plate. If a player chooses not to slide he must make every Effort to avoid contact with the fielder or he will be called out.

## **Pitching:**

75 pitch count max

1-20 pitches 0 day rest

21-40 pitches 1-day rest

41-60 pitches 2-days rest

61- 75 pitches 3-days rest

**ALL COACHES MUST SIGN THE PITCHING RECORD AFTER EVERY GAME.**

Any player who catches 4 innings or more cannot pitch in the game, no pitcher who pitches 4 or more innings can catch in a game. (Protection of players' arms)

15 Run Mercy Rule after 4 innings - all teams must bat an equal amount unless home team is up by 10 runs

6 run max in all innings except the last

**Zero Tolerance rule: As voted by League officials, any player, coach, parent or fan who is using foul language, gets tossed or is causing a scene will be ejected or asked to leave the field location. Failure to do so could result in a forfeit. It is up to the Umpire and Coaches to make sure we have a safe and enjoyable environment for the kids to play in.**