



## 9-10 BASEBALL RULES 2016

1. All players on the roster will be in the batting order. Players who arrive late must be placed at the end of the order.
2. Ten players will play in the field – six in the infield and four in the outfield. Players must play at least every other inning in the field. Outfielders must be on the outfield grass when the ball is pitched
3. Games will be 6 innings.
4. A pitching machine is used for all games. Pitching machine speeds will be set as follows:

ALL TIME — 68 RPM 47 MPH

  - Machine must be at 45 feet measured from back of home plate to front leg of machine.
5. The batter is allowed three strikes. Pitches outside the strike zone that the batter does not swing at are called “balls” but there are no walks.
6. After each play the ball is to be immediately returned to the pitcher who shall hand the ball to the umpire. The ball is in play until that time.
7. **Pitcher must wear a helmet with a protective face guard.**
8. **If a ball is overthrown trying to make a play on a runner or a batter/runner all runners may advance (at their own risk) only one (1) base. This does not include a miss-thrown ball from the catcher to the pitcher when returning the ball to the umpire.**
9. **Runners are only allowed to steal second base. The runner cannot leave first base until the pitched ball crosses home plate. Delayed steals are not allowed. If a runner leaves before the pitch is thrown the ball will be called dead immediately, and is ruled a no pitch—runners may not advance, and must return to the base occupied before the pitch. The runner that left early will be called “out”. This rule also applies for runners that leave any other base early.**
10. **If a player throws his bat the ball will be dead immediately. A strike will be called, and all runners must return to their base before the pitch. If this is the 3rd strike the batter is out. The first occurrence of throwing a bat will also serve as a team warning. If any other player on that team throws his bat he will be called “out” immediately— one warning per team. This is an umpire judgment call.**
11. Bunting is allowed.
12. There are no appeal plays on failure to touch a base or tag up on a fly ball. The umpire will make the call without appeal.
13. There is no infield fly rule.
14. If 2 games are scheduled that evening the first game will begin at 5:45, and no new inning will begin after 7:15. The second game will begin no later than 7:30, and be limited to 1 hour and 30 minutes from the time it started. If one game is scheduled on that field that evening, it will be limited to a 2 hours, with no inning starting after 1 hour and 45 minutes of play from the start time. The umpire or field supervisor may stop a game at anytime he/she believes conditions are unsafe for play.
15. There is a five run per inning rule. As soon as a team scores their fifth run in an inning the umpire will call time and the inning will end. The five run rule does not apply in the sixth inning. If the games is tied after 6 full innings the game will is considered a tie. Extra innings will not be played.
16. **A courtesy runner is required for the catcher.**
17. Fake tags are not allowed. The umpire will warn the fielder and award the runner an extra base.

18. If a fielder has possession of the ball and is in a position to tag a runner, the runner must slide or attempt to avoid the tag. If the fielder blocks the base path without the ball the runner is awarded the base.
19. Head- first sliding is not allowed into any base. A player is allowed to slide head first going back to a base (as in the case of a runner over-running a base). There will be no head first slides. If a runner does slide head first, the team will receive a warning. If any other players should happen to slide head first during that game, they shall be ruled out.
20. There will be a circle around the pitching machine measuring 14 feet in diameter. There will also be hash marks half way between first and second, second and third, and third and home. A runner may not advance once the pitcher (not the umpire) has control of the ball inside the pitching circle. If the runner has not passed the hash mark he must return to the base he last occupied. The machine is in play. If a batted ball hits the machine play is stopped immediately and the batter is given a single. Any runners on base at the time of the hit advance only one base.
21. Foul or abusive language and taunting will not be tolerated. Players, coaches, and others on the team bench who violate this rule will be warned and/or ejected at the discretion of the umpire or the field supervisor. Repeated or flagrant offenses may result in suspension.
- 22. Players must wear their full team uniform (hat, shirt, and gray pants—Berrien teams). No jewelry is allowed. Coaches are encouraged to wear the team hat and shirt provided by the GBSRD.**
23. Bats must be 2 ¼ inch barrel.(no more than 2 ¼ inch) No tee-ball bats or softball bat.
24. If necessary, a coach may be asked to help umpire a game.

## **RULES AND GUIDELINES FOR COACHES**

1. Be organized. Have your line-up ready and your players prepared to play when it is time for the game to begin. Have your catcher ready each inning when it is time for your team to take the field. Require your players to hustle on and off the field between innings. Time that you waste only deprives kids of playing time.
2. Coaches should not smoke on the field or in proximity to the field during games and practice. **Smoking is not allowed on the GBSRD premises.**
3. Coaches are responsible for the conduct of themselves, their players, their team parents, and fans. If there is a problem with a parent or fan you should warn them and/or get assistance from the field supervisor.
4. Set the tone. Make the game fun for everyone involved. Applaud good plays and good effort by your own players and opponents. Encourage boys who are discouraged. Have fun!
5. \*\*\*\* Only coaches and scorekeepers are allowed in the dugout during the game. Coaches must attempt to maintain an orderly and safe dugout environment at all times.