

Minor League 9-10 Baseball

OBJECTIVE: This is designed to provide fun and enjoyment for the participants along with teaching them the fundamentals of the game of baseball.

1. Games will consist of six (6) innings or a 1 hour and 20 minute time limit, which ever comes first. No new inning will begin with 5 minutes or less remaining in the time limit.
2. If the score is tied at the end of regulation the game will be recorded as a tie. No extra innings will be played during the regular season. During the post season tournament extra innings, each team begins their half of the inning with a runner on second base (the last player to be put out).
3. There will be a five (5) run limit per inning except for the 6th inning, or any inning after the 6th. There will be No run limit in the 6th inning, or any inning after the 6th.
4. The game will be called if a team is up by fifteen (15) runs at the end of the 3rd inning, or ten (10) runs at the end of the 4th inning, or any inning thereafter.
5. You can not start a game with less than 8 players. Teams will not have to take an out for missing players. In case of an injury or sickness the game will continue as long as each team has 8 players. No team will be able to continue to play with less than 8 players. The first game of the night will have a five minute grace period.
6. The head coach, assistant coach, 1 helper and players are the only people allowed in the dugout.
7. Each team will bat the number of players on their roster.
8. There will be open substitutions, all players must bat at least once and play two innings in the field.
9. Batting order/line-ups must be presented to the umpire and scorekeepers prior to each game. Each should include player's full name, jersey number and position.
10. A designated hitter **CAN NOT** be used in this league.
11. All equipment must be kept inside the dugout.
12. No metal spikes are allowed.
13. The pitching distance is 46ft.
14. The pitching rules can be found at msdizzydean.org
15. There are no intentional walks. All batters must be pitched to.
16. Three strikes is an out, even if the ball is dropped on the third strike. The batter can not advance to first on a dropped third strike.

- 17. The infield fly rule will be enforced in this league. This is defined as a fair fly ball that, in the judgment of the umpire can be caught with ordinary effort when there are runners on first and second or first, second, and third and less than two outs.**
- 18. Any base runner leaving the base before the ball reaches home plate is out (umpires' decision). The ball is dead and all other runners return to the base they occupied prior to the pitch. The pitch will not count.**
- 19. A base runner may steal/advance from 1st to 2nd and 2nd to 3rd , however there will be no stealing to home plate on the pitch/passed ball or return throw to the pitcher from the catcher. Runners starting at 3rd base must be hit in, forced to score from a walk or hit batter, or released on a throw made by the catcher/defensive player during a steal attempt (ex. Runners on 1st and 3rd and the runner attempts to steal 2nd base and the catcher throws to 2nd in attempt to put the runner out then this would release the front runner from 3rd)**
- 20. If a runner misses a base it will be an appeal play to the umpire, and must be appealed before the next pitch is thrown. If manager is correct the base runner is out.**
- 21. Coaches are responsible to ensure their players are ready to take the field immediately after the inning is completed. Defensive positional lineups should be completed and players assigned prior to the last out of the offensive inning.**
- 22. A courtesy runner can be used for the catcher only, anytime during the game. The last batted out is to be used as the courtesy runner.**
- 23. Bunting is allowed.**
- 24. If a batter squares to bunt and then swings, he will be called out (umpires decision).**
- 25. If there is a close play at home the runner must slide. This will be a judgment call by the umpire and can not be protested.**
- 26. No Jewelry. A medic alert bracelet can be worn, but must be taped securely to the body.**
- 27. The head coach is responsible for the conduct of players, parents and fans. One warning will be given to the head coach and then ejection takes place. The ejected person will have one minute to go to the parking lot. Failure to do so will result in forfeit for the offending team. Standing by the outfield fences will be considered part of the playing field. No second warnings will be given. Any coach or player ejected from a game will have to sit out their team's next game. NO EXCEPTIONS.**

The Dizzy Dean National Board has voted unanimously to add as a legal bat for Dizzy Dean Baseball the 1.15 BPF APPROVED BAT for ages 12 and under.

Pitch Count Required Rest	Daily Max (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)
		0 Days	1 Day	2 Days	3 days	4 days
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-16	95	1-30	31-45	46-60	61-75	76+

***Pitch count chart can be found on page 13 of the rule book**

6:01 A pitcher, once removed from the mound, cannot return to the mound as a pitcher in the same game. Penalty: Forfeit.

6:02 The manager must remove the pitcher when said pitcher reaches the limit for his/her league age group as noted in the table above. The pitcher may remain in the game at another position. Exception: If a pitcher reaches the day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any of the following conditions occur, If a pitcher reaches the daily max limit in the above table for his/her leagues age while facing the batter, the pitcher may continue to pitch until any one of the following occurs:

- a) The batter reaches base;
- b) The batter is put out;
- c) The third out is made to complete the half-inning;

Note: All pitches thrown will be counted towards your daily max per age group.