

**BRUNSWICK YOUTH SPORTS
9-10 BOYS LEAGUE RULES**

THE GAME:

1. The bases shall be set at 60'.
2. The pitcher's rubber shall be set at 46'.
3. Minimum number of players to begin a game is 8. The maximum defensive players on the field are 9.
4. A **10 minute grace period** shall be allowed in case a team is short of players (7 or less) or a manager. If a game starts late, it shall still finish at the scheduled time. (*Ex: The Saturday 8:00am game starts at 8:10am. The game will still end at 10:00am.*)
5. All games shall last 7 innings; unless an opponent is ahead by more than 10 runs **after** 5 innings or the time limit is in effect.
 - a. The **time limit** for weekday games shall be **2 hours** from the **scheduled start time**.
 - b. The **time limit** for weekend games shall be **2 hours** from the **actual start time**.
 - c. No new inning shall be started prior to 15 minutes before the end of the time.
6. A complete game is constituted by the completion of 4 innings (3 1/2 if the home team is leading). A game stopped prior to the completion of 4 innings shall be considered a suspended game and shall be picked up from the exact spot that it was suspended.
 - a. For the completion of a suspended game, the **exact same batting order** shall be used from before the game was suspended. However, **any absent player(s) will simply be skipped without penalty of being an out** and any players present for the completion of the game that were originally absent shall be inserted at the end of the batting order.
 - b. For the completion of the suspended game, pitching statistics **shall carry over** from the week that the suspended game was started.
7. Extra innings may be played in the event of a tie as long as the time limit is not violated.
8. There will be a maximum of 5 runs allowed per team per inning.
9. There is to be no infield or outfield practice/warm-up between innings after the 1st inning.
10. Coaches shall notify the commissioner of the score and the pitching stats within 48 hours after completion of each game. Each coach must provide pitching stats for **BOTH** teams.

PLAYING TIME:

11. Every player is to play a minimum of 3 innings on defense in every game. If a game ends prior to 6 innings and a player does not get the minimum 3 innings in any game, the coach is to make sure that the player gets the minimum innings in the next game by starting that player.

PITCHING:

12. Pitchers may pitch a **maximum of 12 outs per game** and no more than **21 outs per week**. (Monday thru Sunday).
 - a. All pitchers that appear in the game shall be charged a minimum of (1) out.
 - b. If an inning ends prior to the 3rd out due to the 5-run limit, the pitcher(s) shall still be charged with (3) outs.
13. The pitcher shall be permitted 7 warm-up pitches before the first inning that they pitch and 3 pitches per inning thereafter.
14. The manager/coach may make one visit to the pitcher per inning. Upon the second visit to the same pitcher in the same inning, the pitcher shall be removed from the game as a pitcher. A visit that is due to an injury does not count as a visit.
15. Once the pitcher is removed from the mound, they may play another position, but may not be reinserted as the pitcher in that same game regardless their pitch count (i.e., outs).

BATTING:

16. There shall be a continuous batting order. Players arriving late will be inserted into the lineup at the end of the batting order, immediately upon their arrival. If a player leaves the game for any reason other than injury, that spot is recorded as an out for the remainder of that game.
17. Bats shall be a maximum of 2 1/4" in diameter and a maximum length of 33" long with a maximum of (-13) **{Differential = Length {inches} minus Weight {ounces}}**. Bats shall be made of wood or metal only. **(Composite bats are not allowed)**. **T-Ball bats are not allowed**.
18. Bunts are permissible.
19. The catcher does not have to catch the 3rd strike for an out.
20. **BATTING OUT OF ORDER** (i.e., when Batter #3 is due up and Batter #4 bats in his place): If the mistake is caught **before** Batter #4 completes his at bat, then Batter #3 may enter the batter's box with the count that Batter #4 had on him. If there error is caught **after** Batter #4 completes his at bat **and before** the first pitch to Batter #5, then Batter #3 is called out. If the error is not caught until **after** the 1st pitch is thrown to Batter #5, then Batter #3 is simply skipped and the game continues with Batter #5 at bat.

Example #1: B#3 is due up. B#4 bats and has a count of 2-1 and the mistake is caught. Time is called and B#3 then becomes the batter with the count 2-1 on him/her.

Example #2: B#3 is due up. B#4 comes up and gets a hit. It is discovered **BEFORE** a pitch is thrown to B#5. B#3 is declared out. B#4 remains on base and the inning continues with B#5 at bat. **NOTE:** If B#3 constitutes the 3rd out of the inning, then the inning

is over and any runs scored as a result of B#4's at bat DO NOT COUNT.

Example #3: B#3 is due up. B#4 comes up and gets a hit. B#3 comes to bat and the pitcher pitches the ball. It is found that B#3 should have been the batter. **Ruling:** B#4 is safe and B#5 continues to bat. (You simply skip over B#3.)

BASERUNNING:

21. Runners **may not** lead off. When stealing a base, the runner may not advance until the ball crosses home plate and he may not advance beyond the stolen base regardless of an errant throw.

22. Balls returned to the pitcher from the catcher are **not** live balls - runner **may not** advance.

23. The batter/baserunner may not steal 2nd base during a walk regardless of a passed ball or an errant throw by the catcher. However, a runner on 2nd base (1st and 3rd base open) is free to attempt to steal 3rd base on any pitch even if the result of the pitch is a walk.

24. There is **NO** stealing of home plate. In other words, runners **may not** advance to home plate **unless** there is a walk with the bases loaded or the batter puts the ball in play. However, there are no base running restrictions once the ball is put in play by the batter.

25. A runner never has to slide, but must slide legally toward the base and avoid contact if he does slide. A runner may leap over a defensive player **only if** that player is on the ground. Once a runner is called out, he must get out of the way. ***At the plate:*** If the runner initiates malicious contact before scoring, the run does not count. If malicious contact occurs after scoring, the run counts. **In both instances, the runner is ejected from the game. *Malicious contact is at the discretion of the umpire.***

26. No infield fly rule is in effect in this league.

MISCELLANEOUS:

27. The dugouts are to be used for the players and league approved coaches (maximum of 4, including the team manager, for any game.)

28. Rainouts will be made up on Sundays and/or dates where the master schedule allows. Once the make-up games are scheduled, please do not ask to have them moved. The games are to be played or the team(s) not showing up will be considered as having forfeited.

29. **There is to be no intimidation in any way of officials or coaches.**

30. **DO NOT QUESTION AN UMPIRE'S CALL!!!** *(Also, do not let your parents question the umpires. Manager's please remember, you are responsible for the actions of your players, coaches, parents and spectators.)*

31. **Language: Foul or vulgar language WILL NOT be tolerated. ANYONE, (player, coach or spectator) that violates this rule MAY and WILL be tossed from the game WITHOUT a warning by the umpire, by the commissioner or any other BYS Board Member.**

32. ***THE EATING OF ANY FOOD IS NOT PERMITTED IN THE DUGOUT. (THIS IS A BYS RULE)*** Water bottles, Gatorade, Sports drinks and any other resealable bottles are permitted the dugout. Containers without a lid (pop cans, snow cones, slushies, etc.) are not permitted in the dugout.

33. All teams are to clean up their dugout after the completion of their game. **Managers are to enforce this rule.** The Field Crew is not there to clean up after you or the kids.

PLEASE KEEP IN MIND THAT THE OBJECTIVE IS TO TEACH THESE BOYS THE GAME AND TO HAVE FUN DOING IT!!!