



LITTLE LEAGUE BOYS 9/10 RULES AND REGULATIONS

Brunswick Youth Sports (“BYS”) is a non-profit educational organization dedicated to the ideals of good sportsmanship, team play, honesty, loyalty, courage and respect for authority. In pursuit of these ideals the BYS will remain sensitive to the physical and emotional well being of the boys in the program.

BYS rules supersede Official Little League rules. Where there is no conflict between BYS rules and Little League rules the Little League rules will apply

Your cooperation in following these rules will allow for a positive experience for players, families, coaches and fans. The rules have been established to allow every child the opportunity to play in the program.

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1.00 DRAFT PROCESS

1.01 Draft Preliminaries

The League Commissioner will determine the number of teams based on discussions with the Brunswick Youth Sports (BYS). Once the number of teams is determined, the League Commissioner will do the following:

- a) The League Commissioner will review the sign-up sheets in order to determine the number of parents that signed up to manage. The League Commissioner will unanimously agree on the manager selections to be presented to the BYS board for approval. Preference should be given to returning managers unless there is a concern regarding their performance. The League Commissioner shall secure commitments from interested applicants to manage the teams. If the League Commissioner does not have enough applicants signed up as Manager, the League Commissioner should then ask those applicants who signed up as coaches to assume a Manager's position. All Managers must be BOARD APPROVED.
- b) There will be an American and National division within the league.
- c) If a 10 year old boys that have not requested to re-enter the draft will remain with their current team and the League Commissioner will conduct a draft to complete the teams. The League Commissioner will attempt to place an even number of 9 and 10 year olds on each team. New players with siblings already in the league will be placed on the same team as their sibling (unless requested otherwise during registration) prior to the draft.
- d) A formal draft shall be conducted by the commissioner as soon as registration and tryouts have been conducted for players. All drafts will be supervised by one or more BYS Board Members that are not affiliated with that league.
- e) The order of selection for teams shall be the reverse of the order of final standings for the previous season, i.e., the team with the worst won/lost record shall choose first, and the team with the best win/lost record shall choose last, for each successive round until all players are chosen. In case of identical records for the previous season, a coin toss will decide which team is first. Any players not participating in tryouts must be drawn in the blind draft.
- f) A team losing a player going back into the draft will be compensated by having a draft pick at the end of the round the child was chosen in the current draft.
- g) Brothers or Twins in the same league shall automatically be assigned to the same team unless the player's parents specifically request this rule to be waived. Waiver shall be effective for the duration of the player's stay in the league.
- h) Any draft selection shall be void if the selection plus the brother or twin rule cause a team to exceed the maximum set for balancing a particular age group within the league. Team balancing shall be accomplished through the direct supervision of league commissioner, who will, before the draft, inform each team in his or her league of the number of players to be drafted in each age group.
- i) Teams will draft players to equal the quotas set so that league age balance can be maintained as closely as possible.
- j) A NEW Manager coming into the league requesting a team on the application, and receives a team, will lose his 2nd Round draft pick in lieu of his child. A NEW Manager requesting a specific team and receives that team; will lose his 1st Round draft pick in lieu of his child. If that manager wishes to select an assistant coach and it is approved by the League Commissioner, he will relinquish his 1st round draft pick for that player. (A new manager whose son is already on the team will not lose any draft picks in lieu of his son.)

- k) In the event there is more than one (1) team in any league without a manager and such teams are not specifically applied for by a managerial candidate, then such teams shall be assigned a manager by the commissioner of that league with the approval of the board, from the names of qualified applicants who have applied for any team in such league.
- l) Any expansion team(s) will have the first selection in each round. If two (2) or more expansion teams enter a league, the order will be determined by a coin flip.
- m) Trading of players is not allowed
- n) Once the teams are set the league commissioner will provide Managers their team rosters, including names, addresses and telephone numbers.
- o) Only the league commissioner may make changes to the roster after it has been set.
- p) Managers shall not call their players until instructed to do so by the league commissioner

2.00 OBJECTIVES OF THE GAME

- 2.01** The BYS Code of Conduct shall govern behavior. In addition to Code of Conduct sanctions, misconduct by a player, Manager, coach or fan may result in immediate expulsion from the playing field area. During a game, the umpire(s) shall be responsible for preliminarily addressing any display of inappropriate behavior. Managers/coaches shall support the umpire(s) in his attempt to address inappropriate behavior. In his discretion, the umpire, for cause, may remove a player, coach, fan or anyone else present at a game from the field area. In the event the umpire is unwilling or unable to effectively address a display of poor sportsmanship, the responsibility shall shift to the Managers/coaches present. Failure to comply with an expulsion order may result in forfeiture of the game, if so decided by the umpire. In the event a Manager, coach, player, fan or anyone else present at a sponsored event is removed from the field area for inappropriate behavior the League Commissioner shall be notified. The League Commissioner shall investigate such removal and take additional action if necessary.
- 2.02** In the event a Manager, Coach, Player, Fan or anyone else present at a sponsored event is ejected from a game, that person(s) shall leave the field immediately and take no further part in that game. They shall not sit in the stands nor, may they be recalled during the game. If the person(s) refuses to leave the field within (5) five minutes of their ejection the team that that person is affiliated with will forfeit the game. **(Note: Managers, Coaches, Players and Fans may be subject to further disciplinary action by the Brunswick Youth Sports Board up to and including expulsion from the program).** Any player or coach ejected from a game will automatically receive a minimum one game suspension for the next game.
- 2.03** Every player on the team must play a minimum of three (3) innings in the field each game. There will be 9 defensive positions. Managers are required to rotate each player per game as follows:
- a) at least one (1) innings in the infield
 - b) **If a coach AND a parent or a parent alone feels a player would risk serious injury by playing an infield position he will not be required to do so.**
- Rotating the players will allow skill development and provide a more enjoyable experience for the children.*
- 2.04** Players must remain inside the dugout if they are not batting or playing a field position. Managers & umpires are responsible for maintaining order on the field and in the dugouts.
- 2.05** All players are required to wear fiber or plastic type cup.

- 2.06** Catchers must wear a catcher's mitt or personal baseball mitt. If a left-handed catcher's mitt is not available, a player may use a standard fielder's glove.
- 2.07** Metal cleats are not permitted.
- 2.08** Please remember that 9/10 Boys league is instructional. The overall philosophy is twofold:
(a) The children are to have fun and develop an appreciation for good sportsmanship.
(b) The children are to learn the game of baseball.
- 2.09** **Any player that is removed from a game due to a head injury will not be allowed to return to play until cleared by a doctor**

3.00 GAME PRELIMINARIES

- 3.01** In the event a game must be rescheduled because of rain or other acceptable reason, the Home Team Manager will contact the League Commissioner to reschedule the game. Managers will not reschedule or cancel games. Only League Commissioner or BYS Board are authorized to do so. All rescheduled games will be on Sunday's
- 3.02** Only those directly involved with the team may enter the bench area or the playing field. The bench is reserved for Managers, coaches, players, batboys and scorekeeper. There shall be no more than one Manager and two coaches allowed into the playing area during the game. An additional bench coach (3rd coach) is also allowed, but he must remain directly in the dugout/bench area.
- 3.03** FULL BATTING ROSTER will be used during all games. A player will take his turn at bat even if he is not playing a defensive position that inning. Coaches must make every effort to rotate players in the batting order from game to game.
- 3.04** Games are seven (7) innings long. Regular season games that are tied after seven full innings or after play is terminated in a complete game (Rule 4.04) shall be considered a tie. Extra innings will only be allowed in the playoffs.
- 3.05** Offensive and defensive strategies are components of a competitive baseball program. Managers however, should not over exercise strategies if the situation does not allow for it. Once a ten (10) run lead has been achieved there will be no stealing of bases, if the lead falls below ten (10) runs, normal play will resume until the point where a ten (10) run differential may be attained again. (See Rule 4.05 for mercy rule)
- 3.06** Managers WILL MAINTAIN the scorebook provided by the BYS. There is to be no electronic data recording devices used in lieu of the BYS scorebook.
- 3.07** Managers WILL EXCHANGE lineups prior to every game. Lineups will include the players' last name, uniform # and fielding position at the start of the game by batting order.
- 3.08** THE EATING OF ANY FOOD IS NOT PERMITTED IN THE DUGOUT. Water bottles, Gatorade, Sports drinks and any other resealable bottles are permitted the dugout. Containers without a lid (pop cans, sno-cones, slushies, etc.) are not permitted in the dugout.

4.00 STARTING AND ENDING A GAME

- 4.01** Unless the game has been delayed, postponed or cancelled in accordance with Rule 3.01 the umpire(s) shall enter the playing field five minutes before the hour set for the game to begin and proceed directly to home plate. The umpire(s) shall met with the Managers of the opposing teams and discuss all ground rules.

- 4.02** A team will remain at bat until it is charged with three (3) outs or alternatively scores five (5) runs. If the team scores five (5) runs before it is charged with three (3) outs, then the teams will change positions immediately after the fifth run has scored.
- 4.03** During any extra inning of a Playoff game, the offensive team will remain at bat until the defensive team has made three (3) outs unless the home team is ahead going into the bottom of the inning.
- 4.04** A game is considered complete once it has gone four full innings, or, if after 3 ½ innings the home team has more runs than the visiting team.
- 4.05** **Mercy Rule:** If either team is ahead by 12 runs after 4 1/2 or 5th innings, the "mercy" rule goes into effect and the game is over.
- 4.06** A team must have a minimum of eight (8) players to play a game. A forfeit will be recorded if a team does not meet the minimum number of players. A ten (10) minute grace period from the scheduled start time is observed in order for a team to field a minimum of 8 players. Once the grace period has expired the game will be considered a forfeit.
- 4.07** Late-arriving players will be added to the bottom of the batting order.
- 4.08** Once the game has started, only the umpire has the authority to terminate or suspend play. The umpire shall suspend or terminate play if, in his opinion, continued play would endanger the safety and/or well being of the players.
- 4.09** During weeknight games, no inning may start after 8:00 PM. If any inning begins before 8:00 PM and goes beyond, then that inning and only that inning may be completed. During weekend games no inning may start after 1 hour and 45 minutes has elapsed from the game's official start time. An inning that has been properly started may be completed if the conditions do not jeopardize player safety. The umpire's time is official. A two hour time limit is in effect on all Saturday and Sunday games.
- 4.10** If a game is terminated because of unsafe conditions before it becomes an official game (see Rule 4.04), the entire game will be shall be picked up from the exact spot, provided the League Commissioner is able to reschedule the game. In the event the league commission is unable to reschedule the game the game shall be considered an incomplete game. Innings pitched in a game that is terminated before it becomes an official game will count towards that pitcher's total count for the week.
- 4.11** The offensive team shall station two base coaches on the field one at first base and one at third base. Base coaches shall be limited to two in number and shall remain within the coach's box at all times. If any base coach comes in contact with a base runner while the ball is in play the runner will be called out immediately.
- 4.12** Each home team manager shall submit a written (Emailed) report on the game to the league Commissioner within 48 hours of the completion of the game. The report will contain the final score and pitch count for each player with jersey number and last name
- 4.13** A player, whose defensive playing time is adversely affected by early game completion or termination, shall start defensively at the Team's next regularly scheduled game.
- 4.14** 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.

5.00 THE BATTER

5.01 The bat used must be Little League and BYS approved.

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)

5.02 Slashing is not permitted (squaring to bunt then swinging away at the pitch). Any player attempting to 'slash' shall be called out.

5.03 A batter is out for illegal action when hitting the ball with one or both feet on the ground entirely outside the batter's box.

5.04 The Infield Fly rule does not apply. Base runners may advance on a ball hit into the air in accordance with Rule 6.04.

5.05 Bunting is allowed as follows:

- a) Only one bunt per inning will be allowed;
- b) The batter will be ruled out on a fouled or missed bunt attempt with 2 strikes.

5.06 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 the 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.

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# is safe and B#5 continues to bat. (You simply skip over B#3.)

6.00 THE RUNNER

6.01 Base runners must slide or attempt to avoid contact when there is an imminent play at a base the runner is attempting to advance to (i.e. the ball is being delivered to a base that the runner is advancing to, from an outfielder, a cut-off man or an infielder). Contact between a runner and fielder may only occur by sliding. Runners violating this rule shall be called out. Umpires' judgment is final.

- 6.02** Sliding headfirst is not permitted. Players sliding headfirst into a base shall be called out. [Exception: A player may return to a base that he has already successfully reached, by sliding back to that base headfirst.]
- 6.03** Stealing will be allowed as follows:
- a) The runner may only advance one base on a steal and may NOT advance on an overthrow;
 - b) Runners are not permitted to steal home;
 - c) Runners cannot advance on wild pitches. Any pitch that does not come in contact with the catcher is considered a wild pitch
 - d) A runner thrown out or otherwise put out while attempting to steal will count as a stolen base attempt
- 6.04** Base runners can legally re-touch their base once a fair ball in flight is caught and advance at their own risk. Advancing or “tagging up” on foul balls is allowed in this division.
- 6.05** Base runners may advance only one base on a ball that is thrown out of play. Runners may advance at their own risk if the ball remains in the area of play. All base running will cease when the pitcher has the ball either on the rubber or the mound. Abusive running of the bases will not be tolerated.
- 7.00 THE PITCHER**
- 7.01** Curve balls are not allowed (the umpire’s decision is final). Sequence of events: (1) warning, (2) removal from game.
- 7.02** The pitcher shall be permitted 7 warm-up pitches before the first inning that they pitch and three (3) warm-up pitches per inning thereafter.
- 7.03** The pitching week begins on Sunday and ends on Saturday.
- 7.04** A pitcher may pitch no more than three (3) innings in a game and seven (7) innings in a week. One pitch constitutes a full inning.
- If a pitcher walks 5 batters in an inning, he must be removed.
 - Pitchers must pitch from the mound and maintain contact with the pitching rubber throughout their delivery. The pitching rubber must be placed 46 feet from home plate.
- 7.05** If a pitcher pitches (3) innings or less, the pitcher must have (1) one full days rest before pitching again that week (one pitch constitutes an inning pitched). Failure to comply with this pitching rule will result in game forfeiture and the Manager may face disciplinary action.
- 7.06** Any player who is warming up a pitcher must wear the catcher’s headgear. Catchers must wear Single A approved headgear.
- 7.07** Balks will not be called.
- 7.09** A Manager will be allowed two (2) trips to the mound per inning. On the third trip, the pitcher must be removed from that position. (Calling the pitcher to the foul line will be considered a trip to the mound).
- 7.10** Once a player has been removed as a pitcher he may not pitch again in that game.
- 7.11** The strike zone will be armpits to knees.
- 7.12** If a pitcher hits the batter three (3) times in any inning, the pitcher must be removed. Sequence of events: (2) warning, (3) removal from game. (The umpire’s decision is final)

8.00 PLAYOFFS

8.01 The playoffs are meant to determine the league champion.

8.02 The playoffs and World Series games shall adopt the following format of play:

- a) All teams make the playoffs.
- b) The playoff seeding is determined by the order in which the teams finished in their division.
- c) A coin toss will determine the home team for all games.
- d) The playoff tournament will be single elimination format.

8.03 Regular Season Rules apply during the playoffs except as otherwise stated herein.

8.04 In the event of suspended play, as provided for under Rule 4.04, the game shall resume at a time and date established by the League Commissioner. When the game is resumed, it shall resume from the same point and under the same situations as were present when play was suspended.

8.05 Trophies will be awarded to the League CHAMPIONS and RUNNER-UP. *No team can be awarded more than one trophy*

9.00 THE CODE OF CONDUCT

- I will remember that children participate to have fun and that the game is for the players, not the adults.
- I will inform the coach of any physical disability or ailment that may affect the safety of my child or the safety of others.
- I will learn the rules of the game and the policies of the league.
- I (and my guests) will be a positive role model for my child and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at every game, practice or sporting event.
- I (and my guests) will not engage in any kind of unsportsmanlike conduct with any official, coach, player or parent such as booing and taunting, refusing to shake hands, or using profane language or gestures.
- I will not encourage any behaviors or practices that would endanger the health and well-being of the athletes.
- I will teach my child to play by the rules and to resolve all conflicts without resorting to hostility or violence.
- I will demand that my child treat other players, coaches, officials and spectators with respect regardless of race, creed, color, sex or ability.
- I will teach my child that doing one's best is more important than winning, so that my child will never feel defeated by the outcome of a game or his/her performance.
- I will praise my child for competing fairly and trying hard, and make my child feel like a winner every time.
- I will never ridicule or yell at my child or other participants for making a mistake or losing a competition.

- I will emphasize skill development and practices and how they benefit my child over winning. I will also de-emphasize games and competition in the lower age groups.
- I will promote the emotional and physical well-being of the athletes ahead of any personal desire I may have for my child to win.
- I will respect the officials and their authority during games and will never question, discuss, or confront coaches at the game field, and will take time to speak with coaches at an agreed upon time and place.
- I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol and I will refrain from their use at all sports events.
- I will refrain from coaching my child and other players during games and practices, unless I am one of the official coaches of the team.
- I will remember that all managers, coaches and other officials of B.Y.S. are volunteers.

CONSEQUENCES

All members of the Organization are subject to consequences which may lead to discipline or possible termination of membership as determined necessary by the BYS Board due to failure to comply with the Code of Conduct. All members agree to abide by these rules as part of their registration in the program. It is the responsibility of all members to be familiar with the guidelines set forth in the Code of Conduct.

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