

Wylie Youth Baseball Association 9U/10U Rules

KID PITCH SPECIFIC RULES

9U & 10U



Update as of Fall 2016

These rules are guidelines for coaches and umpires to use during 9U/10U games while playing for the Wylie Baseball Association. In most cases, normal baseball rules apply. This will cover the nuances that are different for these (2) leagues. There are some pre and post-game duties that need to be attended to that are added as well.

First and foremost, the regular season should be about teaching these young athletes the game of baseball, and how to play with good sportsmanship. Each Coach should do the best job possible to ensure these kids have safe and fun experience learning and playing the game of Baseball. The coaches and parents will have fun participating in the development of the players, watching them grow and learning to love the game of baseball. Please err on the side of safety and good sportsmanship when teaching the players and **how you conduct yourselves** during games.

Please note there are slight differences in 9U and 10U divisions.

Quick Summary: 6 innings, 5 runs per inning, Drop Dead 1 hour 30 minutes
Spring - complete inning, Fall - Drop dead at 1:30

Wylie Youth Baseball Association 9U/10U Rules

GAME:

- 1) It is the home team's responsibility to get the bases from lock box if they are not on the field and to put the bases back in the lockbox if your game is the last game of the day.
- 2) The home team will keep the **official score book**. This involves keeping track of the number of runs and outs for both teams during each inning. The visiting team may also keep a scorebook as well but the Home team scorebook is the official one for the game in progress.
- 3) The visiting team will keep the **official pitch count** for the pitchers to record the number of pitches thrown.
- 4) If time allows prior to the game, the visiting team can use the infield for practice from twenty five to fifteen minutes prior to game time. After that the home team has the field to warm-up the last 10 minutes prior to game start. Prior to twenty five minutes before the game, any team may use the field for warm-ups, but must give it up if the previous condition applies. This gives each team ten minutes for infield warm-ups.
- 5) The coaches and umpires will meet at home plate **five (5) minutes prior to the start of the game** to go over any rule clarifications or any other questions or concerns that may come up.
- 6) Bats must be legal as per the USSSA website.
- 7) There will be a **maximum of six innings** to be played or an **hour and thirty minute** drop dead time limit.
- 8) For the **Fall season**, the game **must stop at one hour and thirty minutes** regardless of the point in the game and the teams must immediately clear the dugouts.
- 9) For the **Spring season**, at time expiration, the inning will be completed if applicable.
- 10) For the **Fall season**, should time run out before the home team has completed its current inning, then the score will **revert back** to the last completed inning played.
- 11) A half-inning consists of either five runs being scored by the offense or three outs being recorded by the defense.

Wylie Youth Baseball Association 9U/10U Rules

Umpire:

- 1) The league will provide two umpires per game. In the event you arrive at the fields and no umpires are available at the scheduled start time, contact a board member or the Head umpire.
- 2) The umpire(s) do not track the number of pitches by a pitcher.
- 3) The umpire is in charge of **start and stop times** of each game.
- 4) Any time a coach wishes to review/question a call, they **MUST request time**, and have it granted before a new pitch or swing by a batter. If a ruling was made in error, it should be corrected before any further play.
- 5) T The umpire may declare 'Game Over' according to **Mercy Rules** set below, however Fall games may play on for maximum instruction time.

4th inning home team up by 11
5th inning either team down by 11
5th inning home team up by 6
6th inning either team down by 6

Team:

- 1) Failure to field a team (minimum 8 players) within 10 minutes after the official start time will result in an automatic forfeiture of the game. To avoid a forfeited game, each team is allowed to use currently registered Wylie Baseball Association players from other teams (in the same league). These players are known as "pool" players. It is the coach's responsibility to solicit these players prior to their game. Pool players must wear their own jerseys and can play any position **except** the position of pitcher and catcher. Pool players can **ONLY** be used to avoid a forfeiture or to avoid playing with 8 players. For example: If you have 9 players available to play, you cannot utilize a pool player to give you an extra sub player.
- 2) If a forfeiture occurs, teams may use this time to scrimmage, but the umpires will not be allowed to stay on the field. Teams that are scrimmaging must exit the dug out and playing field 25 minutes prior to the start of the next game.
- 3) Nine (9) defensive players shall play in the field (unless playing with 8 players).
- 4) A continuous batting order will be used. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.

Wylie Youth Baseball Association 9U/10U Rules

- 5) Teams may play a game with eight (8) players, however the ninth (9th) position in the batting order will be declared an out at each turn at bat. A ninth (9th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available
- 6) Teams may use free substitution on defense but the batting order shall remain the same.
- 7) Prior to the game, coaches will provide the opponent's coach or scorekeeper with a completed line-up card which shall include players name, jersey number, and position to start the game.
- 8) No player shall sit out more than one inning a game unless every other player has sat out at least one inning. The only exception to this rule would be for disciplinary reasons in which case the league director should be notified.
- 9) The "Code of Conduct" will be strictly enforced.
- 10) The Head Umpire and opposing coaches must be informed by the Manager prior to every game of any player having a known physical condition or limitation that might require additional safety measures. Examples are heart conditions, epilepsy, hearing aids, etc.

Coaches:

- 1) Coaches (max of 3) shall not be allowed on the field of play and shall coach from the dugout (or immediately outside the dugout entrance).
- 2) Any time a coach wishes to review/question a call, they **MUST request time**, and have it granted before a new pitch or swing by a batter. If a ruling was made in error, it should be corrected before any further play. If the question is a judgment call and there is another umpire, that umpire can be consulted. It's the plate umpire or single umpire's final decision which cannot be protested.

Wylie Youth Baseball Association 9U/10U Rules

Batter:

- 1) The batter can advance on an uncaught 3rd strike only in the **10U division**. For the **9U division**, the batter will be declared out on an uncaught 3rd strike.

Uncaught 3rd strike condition is as follows:

- a. first base must be unoccupied..... or
- b. two outs are in effect

- 2) Infield Fly rule is in effect starting in **9U** and all divisions above.

Infield Fly condition is as follows: a fair fly ball, which in the judgment of the umpire can be caught by an infielder, catcher or pitchers, with a force at third and less than 2 outs.

- 3) Four 'ball' pitches must be thrown for an **intentional walk** and all divisions above.

- 4) No metal cleats are allowed.

- 5) Fake or 'slash' bunts shall be prohibited. A batter that "shows" bunt is committed to an attempt to bunt or take the pitch. **Penalty:** A batter who swings after "showing" bunt shall be called out and no runners may advance.

- 6) Strikes can be awarded at discretion of the umpire if a batter fails to enter the batter's box on a timely manner after warned.

Base Runner:

- 1) Runners shall not lead-off and can only steal bases when the pitcher releases the ball. Each team will receive **one warning per game** when a runner leaves the base before the pitcher releases the ball. For each subsequent offense, the runner will be **declared out**.

- 2) A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team.

- 3) No head first slides are allowed (unless returning to a base). This will result in the runner being declared out.

Wylie Youth Baseball Association 9U/10U Rules

Pitcher Limitations

Pitchers will be limited on the number of pitches they throw in a game/in between games.

Any max limit reached or days of rest limit reached, the pitcher is allowed to finish pitching to the batter in which the pitcher reached said limit.

<u>League Age</u>	<u>Max pitches per game</u>	<u>Days of rest required</u>	
		<u>#pitches</u>	<u>days rest</u>
9-10	75	1-20	none
11-12	85	21-35	1
13-14	95	36-50	2
		51-65	3
		>65	4

After the Game Information:

- 1) After the game the teams should line up to shake hands\high five and greet with something to the effect of "Good Game". This is normally done by the home team starting on the 1st base side and the visiting team on the 3rd base side and the teams meeting in a line at the pitchers rubber. The coaches can either lead or follow the line although it is preferred to lead the line so that the players would have an example to follow. If possible, please listen for any derogatory comments by players that show poor sportsmanship. If it is your player, please have a conversation with them to explain the importance of good sportsmanship. If it is the opposing team's player, please let the coach of that team know as well.
- 2) After the greeting, please clear the dugout as soon as possible for the next game if there is one.
- 3) Throw away any trash left in the dugout.
- 4) If your game is the last game, the **home team** is responsible for taking the bases to the Lock Box. Please place base plugs into holes when removing bases.
- 5) **Enter your score on the Wylie Baseball website (Spring Season only).** Either coach can enter the game score on the Wylie website, however it is the home team's responsibility since they are the keeper of the official book. Once a score is entered neither coach can edit the score. In the event that an error is made, contact your league director to correct the score.
- 6) Please communicate any game or player issues to the league director, President or VP of WYBA.

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