

RULES OF PLAY - MINORS-10U

Dentsville Youth Baseball League - www.Dentsvillebaseball.com

GENERAL

1. No game shall start after nine o'clock p.m. No game will continue after midnight any night.
2. No new inning will start after 1 hr and 30 minutes to ensure a time limit of 1 hr and 45 minutes is met as closely as possible.
3. Any discontinued game will be completed that week if possible. The League VP is responsible for rescheduling games. Any player not available for a game which is suspended will play, if available, at the make-up game and will be placed at the bottom of the line-up.
4. Line-up cards shall be submitted to the umpire and exchanged with the opposing coach a minimum of 15 minutes prior to game time. Line up cards shall include the player's number, first name and starting position.
5. Teams can start a game with only 8 players. If a 9th player shows up while the game is in progress, they will be inserted into the 9th slot in the batting order. If a team starts out with just 8 players, it IS NOT an automatic out for the 9th player spot for the regular season. In post-season play, the 9th player spot is an automatic out. However, if a team starts with 9 players and drops to 8 during the game, then the 9th spot becomes an automatic out.
6. Only the head coach shall represent or speak for the team to the umpire and opposing coach.
7. Coaches cannot go outside the playing field without the permission of the umpire. Coaches will be removed from the game for violation.
8. No more than four (4) practices/games a week (any combination not exceeding four (4) will be allowed). Practices shall not exceed two (2) hours.
9. A regulation game shall be six (6) innings unless the 10 or 15-run rule applies or the time limit is exceeded.
10. A team may score a maximum of six (6) runs per half-inning, except the 6th inning. EXCEPTION: If a team has scored 5 runs and an over the fence home run occurs the team may score a maximum of 9 runs. A game is complete when a team is mathematically prevented from winning.
11. The 15-run rule is in effect after both teams have batted 3 times or the home team is ahead in score by a minimum of 15 runs after 2 1/2 innings. The 10-run rule is in effect after both teams have batted 4 times or the home team is ahead in score by a minimum of 10 runs after 3 1/2 innings.
12. **Continuous Batting Order** – At the start of the game, all available players on each team roster will be listed in the starting offensive batting lineup and bat in this order continuously throughout the game.
 - a. If a player arrives after the continuous batting order has been submitted to the scorer, the player must be added to the end of the continuous batting order. If a player arrives after the third inning has begun, he SHALL NOT participate in the game.
 - b. If a player listed in any batting position in a continuous batting lineup leaves the game because of an injury, illness or disqualification, this position in the batting lineup will be skipped for the remainder of the game without penalty. No player will be called "out" who is skipped by rule in the batting lineup.

- c. If the player is injured while at bat, the next batter will assume his count. EXCEPTION: If the player is a base runner, the player in the batting lineup who was last putout will become a substitute runner for the player who has left the game due to an injury and the substitute runner shall not change his position in the batting line-up.
13. Extra Innings - If a game goes into extra innings, each team will start with one out and a runner at 2nd base. The runner will be the last player that was put out. If the tie is not broken then the international tie breaker will come into effect.
14. Any rules not covered under these rules shall be covered by the Dixie Youth Rule Book or the Official Major League Baseball Rule Book

DEFENSE

1. Refer to the general policies regarding coaches on the field.
2. All players will have played 6 defensive outs by the end of the fourth inning. No defensive substitutions may occur until the inning is over. This may be waived, if for disciplinary reasons or injured player, but the umpire and opposing coach are to be notified prior to the start of the game. PENALTY: Any team's failure to play all players according to the rules will forfeit a game.
3. Coaches are urged to even out the defensive playing time as much as possible, even to the point of sitting your best players to give others the opportunity to play more than the minimum required innings.
4. Catchers must wear full catcher protective equipment. The catcher must use a catcher's mitt and a cup. The catcher must be in the squatting position behind home plate in a direct line with the pitcher and home plate when the ball is pitched.
5. With the exception of the pitcher, free substitution is permitted on defense. Players may enter the game on defense only at the beginning of each team's defensive inning unless the defensive player enters the game to replace an injured, ill or ejected player.

PITCHING

1. Dixie Youth Baseball Pitching Rules Apply. Refer to the attached document that outlines the Dixie Youth Baseball Pitching Rules.
2. If the pitcher reaches the pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely or is put out.
3. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the game. Any player who has played the position of catcher in four or more complete innings in a game is not eligible to pitch in that game.
4. Intentional walks are not permitted.

BATTER

1. The batter shall wear a batting helmet. Face guards and chin straps are recommended but not required.
2. The fake bunt/hit away (Slashing) tactic will not be allowed. Aggressive defensive play brings the players too close to the batter in an attempt to take the bunt away from the batter completely, which becomes a safety concern. Once a batter squares to bunt, he may:
 - a. Pull the bat back and take the pitch, or
 - b. Attempt to bunt the ball.

The batter may not swing away after squaring off in the bunt position and drawing a fielder dangerously close to the batter's box. The umpire shall call no pitch and meet with the team and team manager to give a team warning upon the first occurrence. A second occurrence will result in the player being called out.

RUNNER

1. The runner cannot leave the base until the ball crosses home plate.
2. Only one base on a wild pitch or pass ball. Over throws the runner may advance at his/her own risk.
3. Head first sliding IS allowed unless player is wearing a full masked helmet. This shall apply only to a runner attempting to reach the next base and does not apply to a dive or attempt to return to a base. PENALTY: The runner will be called out if while attempting to reach the next base, he/she attempts a head-first slide.
4. With runners on base, a timeout will be called by the umpire after each play comes to a natural end.
5. A pinch runner should be used for the catcher if there are two outs. The pinch runner shall be the last player put out. The substituted catcher must catch the next inning.
6. If the runner is injured and must be replaced, the last person put out shall be permitted to be the courtesy runner.
7. A "courtesy runner" may be used for the pitcher or the catcher, only. The "courtesy runner" will be the last out made or, if no out has been recorded in the game, the batter in the line-up farthest away from the batter who the "courtesy runner" is being used for. This rule will apply in regular season and all 10U & 12U DYB tournament games