

SOUTHWEST BASEBALL LEAGUE 10U DIVISION RULES

PARTICIPATION RULES

Note: every effort should be made to allow all players the opportunity to play at every position.

All players shall play at least half of the game. For example, all players shall play at least 2 innings of a four or more inning game and 1 1/2 innings for a three inning game. This rule shall apply throughout the season, but shall not apply to city tournament, non-league and/or tournament game unless deemed by the rules of the governing organization. **Note: Failure to comply with the above rules may result in suspension of coaching and forfeiture of games in question.**

ROSTER

Note: Draft will apply for placing kids on teams.

Each Team will be comprised of at least 10 players, but should not exceed 14 dressed players.

HOUSEKEEPING

Field of Play

The field is dimensioned with 60 feet between the bases.

The pitcher's mound shall be located on the infield, 46 feet from home plate.

Umpires

There will be a zero tolerance for fans or coaches yelling at umpires. The umpire will throw the manager out for misconduct to him from any coach of a given team. If fans from a team are found yelling at umpires, the umpire shall give one warning to the head coach of that team. The head coach shall be responsible for talking with the responsible fans to give them a warning. If a second incident of yelling at the umpires occurs from fans, the umpire shall throw the coach out of the game.

Score Keeping

It is recommended that both teams have a designated score keeper at all games. However, the home team will have the official scorebook and pitch count that will be referred to in the case that the head umpire needs clarification.

A team that cannot field 8 players within 10 minutes after the scheduled game time shall forfeit the game. If at any time during the game a team cannot field at least 8 players, the team shall forfeit the game. A team that does not show up for a game shall forfeit the game.

Equipment

Prior to the start of the season, each team will be given one dozen (12) practice balls, one dozen (12) game balls, first aid kit, and catcher gear. Catcher gear, helmets and first aid kits shall be returned at the end of the season.

The home team of each game is responsible for providing the game balls.

All bats -5 or greater must be stamped BPF 1.15. Must be a baseball bat, no restriction on weight or length as long as the bat has a "BPF 1.15" stamp. All -3 bats must be stamped BBCOR. Wood bats are allowed.

Uniforms

A player should be in full uniform and match his teammates.

Players may not wear jewelry items at any time during games or practices.

OFFENSIVE RULES

General

All team members shall bat in the order submitted to the official score keeper. All team members present for games shall be placed on the lineup card. Players that arrive late will be placed at the end of the batting list. At the coach's discretion, any player may be omitted from the batting order in the case of discipline, injury or illness before game time. If a player is not able to bat in the order turned in, the opposing team will be awarded an out during that at-bat, but not for any future at bats where he/she would have appeared in the lineup. Note: A player may come back into the lineup while maintaining the same spot in the batting order. If any player present is not participating in the game, the opposing coach must be notified. Free defensive substitution (excluding the pitcher) is allowed only at the middle or end of an inning unless an injury, illness or another circumstance warrants a change (such as an emergency restroom break).

Batting Order

Coaches are to use a line-up consisting of all players present.

The batting order must stay consistent throughout the game. Any player who leaves and then returns to the batting line-up must occupy the same place in the order. If a team does not have 9 players in the line-up, an out will be called for the ninth missing batter, or for any empty spot (when less than 9 players) if batting all.

Free defensive substitutions are allowed, including pitchers who have not reached their pitch count limit. A pitcher who starts a game and leaves the field after a defensive substitution may again return as a pitcher. All players may enter and exit a game without penalty if the batting order remains the same.

On-Deck Batter

The on-deck batter may be on the field to prepare, but must be within the designated on-deck circle. No other offensive players (other than the batter and base runners) shall be on the field at any time while their team is hitting.

Base Running

Leadoffs are not permitted. Once the ball crosses home plate, the runner may advance. If a runner tries to advance before the ball reaches home plate, the following rules apply:

If he arrives safe, he is returned to the original base

If he is tagged before he arrives at the base, the runner is out.

A runner may not advance from third to home on a wild pitch or a passed ball. A runner may only advance to home during the run of play when a hit occurs, a walk forces him/her in, or the catcher initiates a pick-off to third.

Tagging up after a caught fly ball or a caught foul ball is allowed.

PITCHING RULES

Pitch Count Tracking

The official scorekeeper shall be responsible for tracking each of the team's pitch counts, either through the use of the scorebook or the pitching count chart/counter. Each pitcher's pitch count is computed by adding the number of balls and strikes, the number of foul balls hit with two strikes, and the number of fair batted balls. Coaches will also keep track of pitch counts, but at no time shall supersede the official scorekeeper's count. It is recommended that coaches track pitches and confer with the official scorekeeper after each half inning. A clicker counter is recommended.

Note: if a coach is found to be guilty of over pitching during the game, the coach will also be suspended for the following game. If a coach does it on a 2nd offense, he will be suspended for 3 games. On the 3rd offense a board meeting will be held during his 5-day suspension on if he will be allowed to coach in Durango for the following year.

Once a player is removed from the mound for pitch count total, the pitcher may not return to the mound. It is also encouraged to not allow a pitcher to catch after max pitch count has been met. The pitching mound will be 46 feet from home plate.

Pitcher Warmup

Each Pitcher entering the game for the first time will be granted eight initial warm up pitches and five pitches when returning to the mound after the end of half inning of play. However, the pitcher also has a time limit of 2 minutes and 30 seconds to complete his warm-up between innings or when entering during the inning.

A player not in the game is allowed to warm up the pitcher as long as that catcher is protected with a catcher's mask and helmet. Coaches are able to warm up pitchers to keep the game moving along at a consistent speed of play.

Pitch Count

75 pitches daily limit (League Age 9-10)

If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

If a player pitches 51-65 or more pitches in a day, three (3) calendar days of rest must be observed. If a player pitches 36-50 or more pitches in a day, two (2) calendar days of rest must be observed. If a player pitches 21-35 or more pitches in a day, one (1) calendar day of rest must be observed.

If a player pitches 1-20 or more pitches in a day, no (0) calendar days of rest is required.

A player may pitch in more than one game in a day. If a pitcher throws in a second game on the same day, the total pitches for the day will be calculated and total pitch count shall be calculated per totals listed above. **A PITCHER CAN NOT PITCH 3 DAYS IN A ROW, REGARDLESS OF 19 OR LESS RULE**

All pitch count rules shall apply regardless of game outcome via rain delay to a new day or suspended games, unless proper days' rest has been met.

Mound Visits

The time limit for a coach visit is 1 minute. A coach may make 1 trip to the mound per pitcher without having to make a pitching change. A coach may also make a visit to check on the welfare of a pitcher in the event there is a reasonable cause to check the welfare of a pitcher because of suspected injury as a result of play. Note: In the event that the coach makes the decision to make a pitching change while the batter has a current ball/strike count and the batter is walked by the new pitcher, the pitcher who was replaced will be charged with the at bat.

All pitchers must pitch to 3 batters or to the end of an inning

Balks

Umpires will not call balks, however, coaches shall instruct their pitcher when a balk occurs. With no steals, balks should rarely occur.

GENERAL RULES OF PLAY

Terms of Play

Each half inning shall consist of 3 outs.

A maximum of 6 runs is allowed per half inning of play. The ball is dead once the sixth player crosses home plate. Games can end in a tie.

If a game is called before it has become a regulation game, but after one (1) or more innings have been played, it shall be resumed exactly where it left off.

Time Limits/Length of Play

Games shall be 6 innings unless 1 hour and 30 minutes have been played. In the event that a coach calls time with 10 minutes or less on the clock, the clock will be stopped.

It is the umpire's discretion if the game shall end immediately at 1 hour and 40 minutes, regardless of which team is batting. If the umpire rules the game is over, the score becomes final.

The umpire shall have discretion if a new inning shall not start after 1 hour and 25 minutes.

Team Dugout Designation

Third base dugout is reserved for the home team and the first base dugout is reserved for the visiting team. During tournament play, dugouts are on a first come first serve basis.

Defensive Play and Dugout Rules

Coaches may be on the first base coach's box and third base coach's box while their team is batting. Two coaches may be outside of the dugout while their team is on defense. All other coaches must remain in the dugout.

Run Count

No Mercy Rule

If the game is tied after 6 innings then the game will continue until the tie is broken or time is up.

Overthrows

Play is dead if the ball that is overthrown leaves the playing field, enters a dugout, or another player not currently involved in the play interferes with play. Each runner shall advance one base beyond the base earned prior to stopping the play. It is at the umpire's discretion to the base earned prior to the stoppage of the play.

Infield Fly Rule

The infield fly rule will not be in effect

Speed of Play

Coaches should make every effort to speed up play in all leagues whenever possible. This means the teams should be taking the field quickly. Coaches shall help the umpires by monitoring the time limit between innings and pitch count between innings.

Pregame Infield/Batting Cage

Pregame infield may be taken as long as both teams have 10 minutes and infield is completed five minutes before game time. Home team takes infield first. Visitor team takes batting cage first and is to be finished 20 minutes prior to gametime.

Post Season Play

A league tournament will be played at the end of the regular scheduled league season. The tournament will consist of all teams that played during the regular season. The rules for the tournament may vary from regular season rules.

Rule Precedence

Any rule not covered in the above content will then revert to the AABC Handbook of Rules and or/Major League Baseball. Consult post season rules beyond the league tournament for more information on AABC rules.