

# ***MCYBSA League Specific Rules***

## ***Boys Minors 10U***

### **1.0 GAME DURATION**

- 1.1 The time limit for a minor league game shall be 1 (one) hour and 50 (fifty) minutes, or 6 (six) innings. Any inning in progress that exceeds the time limit shall have a 2 (two) hour and 10 (ten) minute drop dead time limit. Upon reaching the second time limit, the game shall be over and the inning is nullified; the score shall revert back to the previous inning's score.  
Exception: If an inning begins in a tie and proceeds beyond the 1 hour and 50 minute time limit, the game shall be played until a winner is declared (utilizing the tie breaker rule if necessary).
- 1.2 Official time limit and Official start time. See MCYBSA Playing Rules, rule 2.1.
- 1.3 Teams will have a two (2) minute time limit between innings. The umpire will have sole discretion on this, as it is his responsibility to keep the game moving.
- 1.4 A complete game will be declared if after 3 ½ innings the home team is ahead by 12 runs or more.
- 1.5 A complete game will be declared if after 4 innings the visiting team is ahead by 12 runs or more.

### **2.0 PLAYING FIELD DIMENSIONS AND REQUIREMENTS**

- 2.1 Distance between bases is sixty five (65) feet.
- 2.2 Distance from front edge of pitching rubber to base edge of home plate is forty six (46) feet.
- 2.3 There will be an 8' hash mark at 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> base, for lead off clarification.

### **3.0 TEAM ROSTERS, ELIGIBILITY AND PARTICIPATION**

- 3.1 If a team only fields nine (9) players at the start of the game and a player is injured and the team continues to play with eight (8) players, the open batting position is skipped for injury or illness. If a player is ejected, the umpire will call a forfeit.
- 3.2 Subject to the three (3) inning participation requirement, free substitution is permitted with the exception of the pitcher (see pitching rules) but each player must occupy the same batting position.
- 3.3 This division will play ten (10) defensive players. NOTE: Fall ball session will play with nine (9) defensive players. Note; when (10) defensive players are used, there will be (4) defensive outfielders, no short fielders.

### **4.0 MINORS PLAYING RULES**

- 4.1 **SCORING LIMITATIONS:** The offense shall score no more than six (6) runs per inning. However if more than six runs are scored within the completion of the batters at bat than all runs count. Example: If the offence has 5 runs scored already in a inning and there are runners at 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> bases and the batter hits a triple, all 3 runs count. When the play ceases, the inning shall be over and the next inning shall start. Should a game complete four (4) innings and the time limit has not been met, in the 5<sup>th</sup> or 6<sup>th</sup> inning the scoring limitation is removed and the game will be played to its completion, unless suspended due to weather, lighting or other conditions that warrant a suspension.
- 4.2 The dropped third strike rule does **not** apply.
- 4.3 Base runners cannot steal home unless a play is made on him at third or a play is being made at another base or bases. If a base runner attempts to steal home without a play being made, he is out. A fake by the catcher to any base is considered a play and the base runners can advance.
- 4.4 Lead offs:  
The base runner on any base (1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup>) is allowed a maximum of an eight (8) foot lead off. If the base runner crosses the eight (8) foot line before the pitch crosses the plate, the runner is out. The only exception is if the pitcher elects to pitch from a full wind-up with runners in a stealing situation. If this occurs, the runners may cross the eight (8) foot line when the pitcher is in the wind up with the exception of the runner on third base. The play is considered dead when the pitcher steps on the rubber.
- Base runners cannot advance on errant throws to the pitcher at the completion of a play or pitch. The umpire must determine if the throw was an attempt on a runner.
- 4.5 No collisions shall be tolerated. See rule 6.2 of the MCYBSA Playing Rules.
- 4.6 Throwing of the bat will not be tolerated. See 6.3 of the MCYBSA Playing Rules.
- 4.7 The “infield fly rule” will apply.

## 5.0 MINORS PITCHING RULES

- 5.1 A pitcher can only pitch 75 pitches aday.
- 5.2 Number of pitches equals number of days rest: ( Complete Business Day )
- 0-20 pitches = 0 days off
  - 21-40 pitches = 1 day off
  - 41-60 pitches = 2 days off
  - 61-max pitches = 3 days off

Coaches will keep a pitch sheet record for every game, these sheets will be turned in after every game at the concession stand. There will be a division file located there for accurate record keeping. The V.P. will pick up and keep till the end of the season. Pitch chart records are available from your V.P. or on line at our web site. Home and Visitors score keepers should check with each other every half inning to collaborate accurate counts. Home plate umpire will sign home and visitor sheets.

- 5.3 Pitchers are limited to two (2) appearances per game.

5.4 Rotating of players is permitted including the pitcher as long as the rules 5.1 and 5.2 are not violated.

5.5 The balk rule applies after one (1) warning.

5.6 Intentional walks are permitted but the pitcher must throw four (4) balls.

5.7 **STRIKE ZONE: A optional strike zone may be adopted by the home plate umpire. This strike zone is defined as follows, the strike zone shall be vertically from the batters shoulder to the knee, and horizontally to 3” from either side of the plate. This is a recommended zone, and that the plate umpire may enforce the zone of the rule book. NOTE: THIS MUST BE DISCUSSED AT THE PRE-GAME MEETING OF THE UMPIRES AND COACHES.**

**At mid-season the strike zone will be called by the rule book.**