



OFFICIAL RULES FOR THE:

MINOR DIVISION
9 & 10 YEAR OLDS

INDEX

- I. SCOPE
- II. EQUIPMENT
- III. GENERAL RULES
- IV. MANAGER CONDUCT AND EJECTION POLICY
- V. GAME PROCEDURE
- VI. STEALING AND BASERUNNING
- VII. OVERTHROWS
- VIII. PITCHING
- IX. BATTING
- X. PROTESTS
- XI. FIELD DIMENSIONS
- XII. SUBSTITUTES
- XIII. IN-HOUSE TOURNAMENT
- XIV. POST SEASON TOURNAMENT TEAM

I. SCOPE

- A. The “Official Baseball Rule Book” will apply and covers the official playing rules. The following rules cover additions, clarifications and/or exceptions to the issued books. These rules are intended to benefit and protect all players enrolled in the EYB Minor Division.
- B. Any willful violation of rules will result in one or more of the following:
 - 1. Umpire warning.
 - 2. Ejection from the game.
 - 3. If ejected from the game, next scheduled game will be automatic suspension. If ejected in more than one (1) game, you may be ejected from the league.

II. EQUIPMENT

- A. Batters and all base runners must wear only league approved (NOCSAE) or issued “over the ear style” batting helmets with cages. No exceptions.
- B. Catchers must wear mask with throat guard, chest protector, shin guards, helmet, athletic cup and supporter at all practices and league games.
- C. It is required that all players wear a protective cup at all practices and games, as part of their uniform.
- D. Players can wear rubber or plastic cleats, gym shoes or special orthopedic shoes. No metal spikes are allowed.
- E. Wooden, metal, graphite or ceramic bats, which are round and not more than 2 1/4” in diameter at the thickest part, nor more than 42” in length, are acceptable. No softball bats.
- F. A player’s uniform is his responsibility and must be as clean as possible at the start of every league game.
- G. A player must wear his complete “issued” uniform. The jersey must be “tucked in” at all times. Any sweatshirts or jackets must also be worn under the jersey.

III. GENERAL RULES

- A. The use of drugs or liquor is prohibited on the field at all times, both at practices and at league games.
- B. All games are to be six (6) innings maximum. Exception: If after six (6) complete innings, the game is tied, then extra innings may be played until there is a winner, providing the umpire consented to the extra innings and curfew is not violated.
- C. All games will be a maximum of 2 hours in length from the start of the game. (See section III, rule L)
- D. Normally, thirty (30) minutes before game time is allowed for pre-game practice. The home team takes the first 15 minutes and the visiting team the last 15 minutes before game time. However, due to some circumstances, the managers may agree to something else. Remember that the field must be cleared 5 minutes prior to game time for the pre-game meeting with the umpire.
- E. Re-scheduling of any games, because of weather or special school events, is to be done by the Minor Commissioner.
- F. All games will be played on the date scheduled, except on request of the Minor Commissioner.
- G. Only players and team staff are allowed to occupy each respective team's bench. All others may be requested to leave the bench area. All players not on the playing field must be on their bench or in their dugout. Violation: the umpire will call A "team out" after one (1) warning. (One warning, per team, per game.) Exception: Players "warming up" or "on-deck".

Note: It is the responsibility of the managers to enforce this rule. The managers are also responsible for making sure that spectators are not behind any portion of the backstop, at any time.

- H. Suspended game rules:

1. Suspended games shall be continued from the exact point of suspension.
2. The batting order must remain the same as in the original game at the time of suspension.
3. Any player who was not present for the original game is not allowed to play in the suspended game. No “new players.

Exception: If a team has less than nine (9) players present for the suspended game who played in the original game, then a “new player(s)” can take the place of any original player not present in the batting order, to bring the roster to nine (9) in the suspended game. However, the “new player(s)” will be added to the batting order (line-up) at the bottom, as if they were a late player. See Section IV. Rule C under GAME PROCEDURE.

4. A pitcher, once removed in the original game, cannot return to pitch in the suspended game.
 5. Pitcher’s eligibility at the time of suspension of original game governs. The original game pitcher who was pitching at the time of suspension is allowed to continue to pitch in the suspended game, providing he does not exceed his limit for the original game and/or his limit for the week the suspended game is played.
 6. If a team has two (2) scheduled games in a week, plus the suspended game, the suspended game constitutes that team having three (3) games in a week, for the purpose of the “extended pitching rule” (extra innings allowed).
- I. “Called games are official if four innings have been completed, or the home team is ahead after three and one-half (3 ½) innings. If a game is “called” before it becomes official, or when the score is tied, that game is considered a suspended game.
 - J. If a game is “called” for any reason in an uncompleted inning, after having reached official length, and the visiting team ties the score or takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in its portion of the uncompleted inning, the game shall be considered a suspended game. If the home team is ahead at the time of the “call”, they are to be declared the winner (providing at least three and one-half (3 ½) innings have been played).
 - K. The home team, listed second on the schedule, shall have the third base dugout (bench) and is responsible for setting up the field and the clearing

of that field after the game. Both teams, however, will patrol their field and spectator areas for any litter, immediately after each game or practice, and each supplies a game ball.

- L. Other than the batter at the plate, only one other player is allowed to swing a bat and that is the “on-deck” batter in the “designated area”. The “designated area” is defined as the end of the dugout (bench) at the point furthest from home plate. The “on-deck” batter must be wearing a league approved (NOCSAE) or issued batting helmet. Violation: the umpire will call A “team out” after one (1) warning. (One warning per team per game.)
- M. 12/10 Run Rule: If a team is leading an opponent by 12 runs or more after four (4) complete innings have been played, or after three and one-half (3 ½) innings, provided the home team is ahead, or if a team is leading an opponent by 10 runs or more after five (5) complete innings have been played, or after four and one-half (4 ½) innings, provided the home team is ahead, the game shall be terminated and the team in the lead shall be declared the winner.
- N. In order to avoid the league having difficulties related to scheduling, injury or morale, no player or manager may participate in activities of the league if he is also participating in another non-scholastic league or on a traveling or tournament baseball team, which is not sanctioned by the league or approved by the Board.

IV. MANAGER CONDUCT AND EJECTION POLICY

- A. A Manager, Coach or Parent can be ejected from the game or stands for inappropriate conduct as judged by the umpire. This would include excessive arguing/yelling, inappropriate language or behavior that would interrupt the game.
- B. Upon an ejection that Manager, Coach or Parent must leave the park with their child/children who is playing in the game. Players leaving the game will not count as an out when he/she comes to bat in the following innings. Forfeit rules will be used if a team cannot field at least 8 players.
- C. It is the Managers responsibility to control the fans of his team to the best of his abilities.
- D. A Manager or Coach who is ejected from a game is automatically suspended for the next game played, whether regular season or playoffs.

The suspended Manager/Coach's child can participate in the game that his parent is suspended for.

- E. A Manager or Coach can be suspended additional games as judged by the EYB Board for behavior that would be considered Physical, Violent or detrimental to the league and it's players.
- F. Upon a Manager or Coaches 2nd ejection within a season, that person will automatically be suspended for the remainder of the season and playoffs.
- G. Managers and Coaches may also report an umpire's conduct using the "Umpire Disciplinary Form" distributed by the league, to report umpires who are late to games or show inappropriate behavior or language. These reports should be turned into the Minor Commissioner within 24 hours of the end of your game.
- H. EYB does encourage discussion with the umpire concerning rules and calls on the field in a quiet and ordering manner. A meeting with both Managers and the Umpire after time has been called, is welcomed and encouraged to resolve disputes.

V. GAME PROCEDURE

- A. Only one person can be designated as the manager for the game, even if the team has two (or more) co-managers. They must introduce themselves to the umpire prior to the game and only they will be involved in any discussions with the umpire. All others will work in the capacity of coach. No exceptions.
- B. The manager must supply the opposing manager with his batting line-up prior to the start of the game.
- C. All players present for the game are to be placed in the official batting order and will bat in their respective turn during the full course of the game (continuous batting). A player arriving late must be reported to the umpire and opposing manager and must be added to the bottom of the line-up.
- D. For the first 5 innings of the game, an inning shall be considered complete when 3 outs have been recorded or 5 runs have scored. Runs that scored during a play that total more then 5 within that inning will not count. (i.e. If 4 runs have already scored in an inning and the next batter hits a home run with 2 runners on base only one of those runs counts towards the score for a maximum of 5 runs an inning). In the 6th inning or extra innings there is no run limit. Inning ends when 3 outs are recorded.

- E. It is the managers' responsibility to have their batters ready to take their turn at bat. Any player refusing to bat will be deemed "out", but must remain in the batting order. An umpire can call a batter "out" if he is not ready to bat within a reasonable amount of time.
- F. A player may re-enter a game, to replace an injured or sick player, but cannot pitch if he had a turn on the mound. Note: An injured or sick player can return to the game.
- G. For reasons of discipline, a player can be "benched", but only when the personal conduct of the player is involved. The manager must report a "benched" player to the umpire and the opposing manager. "Benched" players cannot play in that game. The league commissioner must be contacted.
- H. All weekday games are scheduled to start at 6:00 p.m. with a 15-minute grace period. Weekend games starting times will also have a 15-minute grace period. A team must place eight (8) players on the field at game time. If after the 15-minute grace period, the team fails to do so, this will result in the forfeiture of the game. A team may play with 8 players, but doing so will result in the 9th spot in the batting order being declared an out.
- I. Players must not sit for more than 2 defensive innings in any game unless the game goes extra innings. In an extra inning game, a player must not sit a 3rd defensive inning until all players have sat at least one inning. Free substitution, except for pitchers, is allowed and suggested.
- J. Managers (or coaches) shall not enter onto the playing field until the umpire has granted "time".
- K. Managers, coaches or other adults selected by managers will do all base coaching. If an adult is not available, a team member may be selected by the manager to fill the coach's box. If a player is used as coach, he must wear a batting helmet. Only one (1) coach is allowed at first base and one (1) coach at third base.
- L. Both team's managers must call or e-mail the Minor Commissioner with the results of the game within 24 hours of the start of the game.

VI. STEALING AND BASE RUNNING

- A. No lead-offs. Base runners must stay on the base they are occupying at the time of the pitch until the pitched ball has reached the plane of home plate.

Note: Once the pitcher has stepped on the rubber with possession of the ball, runners who leave base before the pitched ball reaches or passes the catcher (after one warning by the umpire) shall be called “out” and the pitch shall be considered as a “dead” ball.

- B. Home plate may not be stolen on a passed ball or a wild pitch. From any other base, runners can only steal one (1) base per pitch unless a fielder’s throw goes out of play, wherein the umpire would allow the proper advancement of bases for each runner. If a base runner over-runs or over-slides a base, he can be put out.
- C. No “drop third strike”.
- D. No BULLDOZING opposing players. (Umpire decision: automatic out.)
- E. An injured base runner will be replaced with the last player to make an out. (Courtesy runner)
- F. With two (2) outs or the “last batter” at bat in the inning and the catcher as a base runner, a courtesy runner may be utilized for the catcher. The last batter to make an out will be the courtesy runner.

VII. OVERTHROWS

- A. Over or under the fence or past an imaginary extended fence on each side of the field will be declared “out of bounds” or “out of play”.
- B. If a ball is thrown out of play by a fielder, the umpire will allow the proper advancement of bases for all base runners.

VIII. PITCHING

- A. No balks are to be called.
- B. A pitcher may pitch two (2) innings per game maximum and the total of four (4) innings per week maximum.

Exception: If there are three (3) or more games scheduled for the week, a pitcher may pitch six (6) innings maximum that week, but only a maximum of two (2) innings in one game that week. This exception is to be allowed only if a 3rd game is actually played.

- C. Once a player has been removed from pitching, he may remain in the game, but may not return to pitching, no matter the number of innings originally pitched. In other words, players must pitch consecutive innings.
- D. The week will start on Monday and extend through Sunday.
- E. Each half inning starts when the pitcher delivers the first pitch.
- F. If a pitcher only delivers one (1) pitch, that constitutes an inning pitched.
- G. Pitchers are not allowed to wear sweatbands, white long sleeved shirts, white baseball gloves, batting gloves or jewelry.
- H. Each manager will be allowed two (2) trips to the mound per inning, per pitcher. On the second trip, the pitcher must be removed from pitching, but may remain in the game at another position.
- I. Intentional walks will not be tolerated.
- J. A player playing in a lower division than his division age would dictate may not pitch in that division.
- K. A pitcher shall be removed from that position upon hitting his 2nd batter in the same inning.

IX. BATTING

- A. A batter throwing the bat after the first warning by the umpire is out and the ball ruled “dead”.
- B. Unlimited foul balls are allowed.
- C. Opposing players may not harass or call the batter by name.
- D. No pinch-hitting will be allowed unless the original batter has been forced to leave the game for physical reasons that occurred during the course of the game. If this should occur, that spot in the batting order will be skipped for the remainder of the game. If the player returns to the game, he will be placed back in his original spot in the batting order. Please let it be noted that the automatic out will be in affect in every instance EXCEPT if the 9th player is injured during the course of the game and therefore must leave that game.
- E. Bunting shall not be allowed.

- F. The in-field fly rule will be in effect.

X. PROTESTS

- A. There shall be no protests.

XI. FIELD DIMENSIONS

- A. Distance between bases will be 60 feet from the back tip of home plate to the outfield side of bases at 1st and 3rd and from the foul line side of bases at 1st and 3rd to center of 2nd base. All bases are inside the 60 foot. square except 2nd base.
- B. Pitching distance will be 42 feet from the back of home plate to the front of the rubber.
- C. Distance between home plate and second base will be 84 feet, 10 inches from the back of home plate to the center of second base.

XII. SUBSTITUTES

- A. Minor Division teams may use only 8 year olds from EYB's Competitive Farm or Farm Divisions.
- B. A manager may only bring up enough substitutes to fill the team roster to 10 players -3 maximum.
- C. A substitute may not become permanently assigned to a higher division or team in that division.
- D. A substitute must play at least three (3) complete innings in the field, but may not play more innings in the field than a rostered player. A substitute must bat last.
- E. A substitute may only play the outfield.
- F. A substitute must be registered to play in the league and must be wearing their complete uniform.

XIII. IN-HOUSE TOURNAMENT

- A. All rules as stated in sections I through XI above, shall apply to each

game of a tournament. In addition, no game shall end in a tie. If a game needs to go past the time limit due to a tie game, it may continue until there is a winner.

XIV. POST SEASON TOURNAMENT TEAM

- A. Board members will select all tournament team managers.
- B. Players will be selected for a tournament team by the tournament team manager and/or board members at a try out.
- C. Players selected for tournament teams will be required to pay a fee for each tournament for which they are selected.
- D. The League Tournament Committee and the participating Division Commissioners, prior to their implementation must approve all of the above items, including the tournaments.