

CAYBL 10u Baseball Rules

Central Arkansas Youth Baseball League

TEAM INFORMATION

1- Player Age Limit:

- a. 9-10-year-old players.
- b. Minimum Age: Players who are turning 11 before May 1 of the current year.
- c. Maximum Age: Players who turn 11 prior to May 1 of the current year are not eligible unless they are in 4th Grade. Also, any player turning 12 prior to August 1 will not be eligible.

2- Coach:

- a. Each team will have an assigned head coach. The assigned head coach can choose his/her assistant coaches from parents on the team or from community members of his/her choosing.
- b. The assigned head coach is responsible for relaying information from the league director to his/her players and players parents.

3- Team:

- a. Each team will consist of a minimum of 9 players and a maximum of 13 players (can change depending on the number of players signed up and number of coaches available).

4- Uniforms:

- a. A uniform consists of a matching color jersey with numbers on back of jersey (number on front of jersey is allowed along with number on back). Baseball pants, Baseball style cap with brim.
- b. Each individual team is responsible for providing uniforms for their team.
- c. Baseball pants are required for baseball.
- d. Baseball hats are required to be worn when team is playing defense in the field. The hat must be worn with the brim facing forward.
 - i. Catcher is not required to wear a hat on defense while in catchers' gear.
 - ii. If a player is wearing a protective face mask while playing defense, they are not required to wear a hat.
- e. Uniform jerseys are required to be tucked into pants.
- f. Proper footwear is required. Athletic shoes or rubber cleats are allowed. No metal spikes, "slides", Crocs, flip-flops, open toe shoes, boots will be allowed during games.

SPORTSMANSHIP/CONDUCT

All Players, coaches, parents, fans, and spectators are expected to always conduct themselves in a sportsmanlike manner. No foul, or profane language will be tolerated at any time. Badgering or harassing of an umpire, scorekeeper, player, coach, or spectator will not be tolerated. At no time is a parent, fan, or spectator (except coaches) allowed on the playing field except for an injured player. Any player, coach, parent, fan, or spectator whose behavior is unbecoming or abusive shall at a minimum be given a warning. If warranted, the offending party shall be ejected from the game at the discretion of the umpire, umpire in charge, or league director.

- 1- If a coach, parent, fan, or spectator is ejected from the game, they will need to leave the field and complex immediately.
- 2- If a player is ejected from the game, they will need to leave the playing field immediately for the remainder of the game or be confined to the dugout area for the remainder of the game at the discretion of the Umpire-In-Charge or the league director.
- 3- Any coach, fan, spectator, or player involved in a fight, brawl, or altercation shall be immediately ejected from the game, and may be suspended from the league.
- 4- The Umpire-In-Charge, league director has the authority to remove anyone, at any time, for unsportsmanlike conduct.
- 5- If a coach, parent, fan, spectator, or player is ejected from a game or park for violent threats against another individual, that person making the threats will be treated as a threat, the Vilonia Police Department will be notified.
 - a. If the police department must be notified about a coach acting unruly, the coach in question will lose his/her coaching status with Vilonia Parks and Recreation.
 - b. If the police department must be notified about a spectator, parent, or fan, the person in question will be barred from attendance at Vilonia Baseball for the remainder of the season.

PLAYING FIELD

All games will be played at the Vilonia Baseball Complex, MVE, or Beebe.

- 1- **Bases:** Will be set at 65' from back corner of home plate.
- 2- **Pitcher's plate:** the front of the rubber will be 46' from the back corner of home plate.

GAME PLAY

- 1- **Time Limit: 1 Hour and 30 minutes** or **7 Innings**, whichever is reached first, or if a team is mathematically eliminated from scoring enough runs to win or tie the game.
 - a. The game clock will not start until the first batter of the game is called into the batter's box.
 - b. A team may score a maximum of seven (7) runs per inning.
 - c. Mercy Rule: If a team is ahead by 15 runs after the 4th inning, or 8 runs after the 5th inning, the game is complete.
- 2- **Overthrown Ball:** If a ball is overthrown and goes beyond the fence or into the dugout, the play will be called dead, and all runners will be awarded the next base.
 - a. If an overthrown ball is touched/hit/makes contact with a coach or player not involved on the playing field, the ball will be called dead, and the runners will be awarded the next base.
 - b. Overthrow/Dead ball is determined by the umpire.
- 3- **Fielding:** 9 (nine) players allowed on the field during defense, (including a catcher). 1B/2B/3B/SS/P. Outfield will consist of 3 (three) players.
 - a. Teams may use free substitution on defense, except for pitchers, but the batting order will remain the same.
 - b. Catchers must be used.
 - i. If a player is playing catcher, they must wear a protective catcher's helmet with ear coverings, chest protector, shin guards that cover from top of foot to above the knee, and a protective cup.
- 4- **Base Running:** If a player hits the ball and runs to first base, runs through first base, and does not attempt to advance or "juke" to second base, they will be given first base if they were called safe by the umpire.
 - a. If a runner is hit by a batted ball while advancing to, or off the base, that runner will be called out.
- 5- **Batting:** All batters will be required to wear a helmet with ear coverings and a protective face shield.
- 6- The Infield Fly Rule shall not apply.
- 7- There will be a no-shift rule in place.
- 8- **Intentional walks:** A player may be intentionally walked once per game by announcement from either the pitcher, catcher, or coach of the defensive team, without throwing pitches.
- 9- At any time, the offensive team may use a courtesy runner for the pitcher and catcher of record from the previous inning on defense. The courtesy runner must be a player not presently in the line-up. If there are no substitute players available, the courtesy runner shall be the player making the last batted out.
 - a. If the Pitcher or Catcher get out prior to an out being recorded in the 1st inning, and there are no substitute players the courtesy runner shall be the batter furthest from coming back up to bat in the line-up that is not the Pitcher or Catcher of record. In all other innings, the courtesy runner is the last batted out and if no outs have been recorded, it will be the last out from the previous inning.
 - b. The re-entry status of the courtesy runner, pitcher, and catcher shall not be affected by this rule. If at any time while the courtesy runner is still on base, if determined to be ineligible, a proper replacement pursuant to these rules shall be used without penalty.
- 10- Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and / or catcher. Malicious contact shall supersede all obstruction penalties. Malicious contact is solely up to the discretion of the Umpire.
 - a. Penalty: The runner shall be called out and may be ejected from the game at the discretion of the umpires.
- 11- A runner who jumps over a player will be called out whether or not contact is made with the defensive player.
- 12- A dead ball appeal can be appealed directly to the umpire, without the Pitcher throwing to the appealed base. Only one dead ball appeal is allowed on any play.
- 13- Feinting/Faking a bunt and swinging away is allowed in all ages 9 and up.
- 14- **Dropped 3rd Strike:** A batter becomes a runner when: the 3rd strike called by the umpire is not caught, providing that 1st base is unoccupied or if 1st base is occupied with 2 outs.
 - a. A batter who does not realize his situation on 3rd strike not caught, and who is not in the process of running to 1st base, shall be declared out once he makes no attempt to run. (MLB Rule 6.09)
- 15- **Base Stealing/Lead Off:** Runners shall not lead-off of any base but may advance/steal once a pitched ball has been released by the pitcher's hand.

- a. If a runner tries to advance/steal before the pitched ball leaves the pitcher's hand and advances safely, the umpire will call "time" and the runner will return to the base last occupied prior to the pitch with a warning. If the runner is "thrown out", the play will stand. If the ball is hit, the defensive team will have the option to accept the result of the play or have a "no pitch".
- i. If a runner leaves the base before the pitched ball leaves the pitcher's hand, the runner will receive a warning from the umpire. If the runner continues to leave the base before the pitched ball leaves the pitcher's hand after the umpire has issued a warning, the runner will be called out. It is the umpire's discretion.

PITCHING

- 1- Pitching Mound Visits/Defensive Timeouts: A coach may call up to 2 (two) time out/mound visits per inning, with the second time out/mound visit to the same pitcher in the same inning resulting in a pitching change.
 - a. A mound visit constitutes
- 2- The Pitcher:
 - a. A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game. The defensive team may correct this rules infraction at any time by substituting a legal pitcher without penalty. If an illegal pitcher is permitted to pitch, any pitch or play that results is legal. The rule violation should be caught by the Umpire or the offensive team and immediately corrected. If the violating pitcher has legal innings remaining, the violation is deemed an improper substitution and is corrected without penalty. If the violating pitcher has no legal innings remaining, it's deemed a pitching limitations violation pursuant to USSSA Rule 7.05.
 - b. ONE DAY MAXIMUM TO PITCH THE NEXT DAY: The maximum number of innings a player can legally pitch in one (1) day and still pitch the next day.
 - i. Example: a player may legally pitch a maximum of three (3) innings in one (1) day and still legally pitch the next day. If the player pitches three and one-third (3 1/3) or more innings in one (1) day, the player cannot legally pitch the next day.
 - c. ONE DAY MAXIMUM: The maximum number of innings a player can legally pitch in one (1) day.
 - i. Example: a player may legally pitch a maximum of six (6) innings in one (1) day. The player would be ineligible to pitch the next day.
 - d. THREE DAY MAXIMUM: The maximum number of innings a player can legally pitch in three (3) consecutive days.
 - i. MANDATORY DAYS OF REST:
 1. (a) A player that pitches more than three (3) innings in one day MUST rest the next day.
 2. (b) A player that pitches eight (8) innings in two (2) consecutive days MUST rest the next day.
 3. (c) A player that pitches three (3) consecutive days (regardless of total quantity of innings pitched) MUST rest the next day.
 - e. For all cumulative totals in this rule, one (1) out equals one-third (1/3) of an inning, two (2) outs equal two-thirds (2/3) of an inning and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and records no outs is not charged with any innings pitched.
 - i. Outs recorded during a game that ends in forfeit shall count towards a pitchers' innings limits.
 - ii. For purposes of pitching limitations rules, a pitcher is in violation of the rule if he records any out above the legal pitching limits pursuant to these rules.
 1. Exception: Exceeding the maximum innings allowed in the case of a double or triple play shall not be counted against the pitcher for the purpose of this rule but shall be counted towards the pitcher's limits with regards to the eligibility to pitch the next day, etc.
 2. It shall be the responsibility of each team to challenge pitching violations by notifying the Umpire and then filing a Protest with the League Director. A protest may be filed at any point after the pitcher in violation records any out beyond his legal limit AND while the pitcher in violation is in the game as the pitcher of record. If such violation is the last recorded out of the game, the protest MUST be filed prior to the Umpires and the protesting team leaving the field of play.
- 3- Balk rule shall not apply. The umpire can call "time" and explain to the pitcher about the proper amount of time.
 - a. If the pitcher continues to "balk" and misrepresent his pitch to Homeplate, the umpire can call a "no pitch". If the pitcher continues to "balk" at an abnormal rate, the umpire will request for the pitcher to be replaced by the defensive coach.

LINE UP

- 1- Shall include all players present during game time.
 - a- A player can be present and not in the game due to injury or disciplinary purposes only. If a player is being withheld from the game due to disciplinary reasons, the coach will need to notify the parents of the player, their baseball director, the umpires, and the opposing coach prior to the start of the game.
- 2- Games can start with eight (8) players present. Any players showing up after the game has started will be added to the bottom of the lineup.
 - b- There will be outs for less than 9 (nine) players hitting. **(If only 8 players are present during the game, the team will take an out in the place of the 9th batter).**

COACHING

Any coach who is coaching a base must be either 18 years old and up or wear a protective helmet.

- 1- **Defensive Coaching:**
 - a. There will be no defensive coaches on the infield or outfield during game play.
 - b. All coaches will remain in the dugout or directly in front of the dugout.
 - i. If coaches do not abide by this, they will be issued a warning for the first offense. For the second offense, all coaches will have to remain inside the dugout while the team is on defense. Third offense, the coach will be asked to leave the playing field, dugout and remain in the stands.
- 2- **Offensive Coaching:**
 - b. Only one (1) coach allowed at the 1st base coaches box.
 - c. Only one (1) coach allowed at the 3rd base coaches box.
 - d. All other coaches must remain inside the dugout or directly in front to the dugout.
 - i. If coaches do not abide by this, they will be issued a warning for the first offense. For the second offense, all coaches will have to remain inside the dugout while the team is on defense. Third offense, the coach will be asked to leave the playing field, dugout and remain in the stands.