



Cheektowaga Youth Baseball

2020 10 & Under Division Rules

1. General

- a. The Official Professional Baseball rules will apply except as modified by this document.
- b. All games shall be played on a sixty (60) foot diamond with a forty-six (46) foot pitching distance.
- c. All games will be six (6) innings unless the “Mercy Rule” comes into effect or the time limit.
- d. A regulation game shall consist of four (4) innings (3½ innings if the home team is winning) for all six (6) inning games. Games called after regulation shall be final.
 - i. There shall be no suspended games.
 - ii. If game is called due to weather, it will be restarted from the start.
- e. No protests are permitted. Rule interpretations shall be made by the on-site Official or by the umpire if no official is available. All decisions are final.

2. Time Limit

- a. No new inning may be started if 2 hours 10 minutes from the scheduled start time has elapsed.
- b. The last inning will be declared if 1 hour 50 minutes from the Scheduled Start Time has elapsed.
- c. If the away team is currently at bat, the current inning will be declared the last inning.
- d. If the home team is currently at bat, the next inning will be declared the last inning.
- e. Innings started before 2 hours 10 minutes from the Scheduled Start Time has elapsed may continue to play as long as conditions remain safe. An on-site board member, not involved in the game, shall make the determination of whether or not it is safe to continue. In the absence of a board member, the umpire shall make the determination. The decision is final and may not be disputed.
- f. New innings will be considered started at the time the last out is recorded in the previous inning or when the 6th batter scores, whichever occurs to end the inning.
- g. A 15 minute grace period is in effect. Scheduled start time is not modified by delayed starts.
- h. If the time limit expires and the home team has not completed their final at bat for the current inning, or they are not tied or leading, the final score will revert to the last completed inning.
- i. Coaches are responsible to ensure their players are ready to take the field immediately after the inning is completed. Defensive positional lineups should be completed and players assigned prior to the last out of the offensive inning.
- j. When there are two (2) outs, a runner on base that is scheduled to catch in the next inning may be replaced by the player that recorded the last out.
- k. Time between innings should not exceed 5 minutes.
- l. Intentional delay of the game with intent to exploit the time limit rule
 - i. 1st instance - a warning will be issued to both benches.
 - ii. 2nd instance – offending team starts inning with one (1) out.
 - iii. 3rd instance – offending team will forfeit.

3. Mercy Rule

- a. There will be a 12 run mercy rule after the losing team bats in the 4th inning.

4. Rosters

- a. No player may occupy a roster spot on two (2) teams in the same division.
- b. Eight (8) players are necessary to start a game. Game umpire will wait 15 minutes from scheduled start time before a forfeit is declared if less than eight (8) players are present.
- c. Teams must finish a game with a minimum of 8 players, otherwise forfeit
- d. Unlimited player substitutions.
- e. No player may enter the game after the completion of the 2nd inning unless both team managers have been notified prior to the first pitch of the game.
 - i. Must be announced to the other coach upon arrival.
 - ii. Must bat at the bottom of the batting order.
- f. Players must have participated in more than half of their games to be eligible for playoffs.
 - i. Exception – players injured for part of the season must have participated in more than half of the games they were available to participate in.

5. Farm Club Players

- a. Managers may request maximum of 3 farm club players in the event that their team will not have enough players for a game.
 - i. Must be currently registered for the 7-8 division.
 - ii. Cannot pitch or catch.
 - iii. May only play in the outfield.
 1. If only five (5) regular players are available, 1 farm player may play the infield.
 - iv. If requested, and present, farm players must be rostered for the game.
 - v. Cannot sit more than 1 consecutive inning.
 - vi. Cannot alternate the bench with the same regular team member.
 - vii. Must wear a different uniform than team farming for (different sponsor / inside out, etc).
 - viii. Must bat at the bottom of the batting order.
- b. No team may repeatedly call up the same player unless no other players are available, even if the player is a sibling of another player on that team.
- c. Failure to follow the Farm Club Policy will result in forfeiture of any games that the policy was not followed and the Manager may receive a 1 game suspension for each.

6. Batting

- a. General Baseball rules apply. 3 strikes is an out, 4 balls is a walk.
- b. Bunting is permitted. No Fake (Slash) Bunt – Batter may not show bunt then swing.
 - i. Dead ball, strike, no runners advance.
- c. Each team shall bat their entire roster once per inning or until three (3) outs are recorded.
 - i. The number of players on the team that has more players shall determine maximum number of batters per inning.
- d. A maximum of 6 runs may be scored in any inning except the last inning.
 - i. If the top half of an inning ends due to the 6 run rule the bottom half must also end with the 6 run rule.
 - ii. A pitcher on the mound when an inning ends due to run limit is credited with any outs remaining for the purpose of the consecutive outs rule.
- e. Last inning is played until 3 outs, no limit on batters or runs.
- f. No part of this rule is intended to supersede the time limit rule.
- g. The batter may not advance on a dropped third strike.
- h. Throwing a bat while at the plate
 - i. 1st incident - a warning is issued to the player and team manager.
 - ii. 2nd incident – player is out.
- i. Throwing of equipment will not be tolerated
 - i. 1st incident - a warning is issued to the player and team manager.
 - ii. 2nd incident – player is removed from the game.

Base Running

- j. Head first slides are not permitted (Diving return to base is allowed).
- k. Stealing of 2nd and 3rd will be allowed.
- l. Leadoffs are not permitted.
- m. If a runner leaves a base before the ball passes the plate, the runner shall receive a warning and the ball is dead. After 1st warning runner will be out. Warnings can be given to the team as necessary.
- n. Runners cannot take the extra base on an over throw to 2nd or 3rd on a pickoff attempt from the catcher to encourage the catcher to make the throw.
- o. Runners may not steal home under any condition.
- p. Runners may steal a maximum of one base per pitch.
- q. An errant throw on a play in the field is considered a live ball until the pitcher has control (runner may advance at his own risk).
- r. On an over throw that goes out of play each runner will advance 1 base.
- s. Excessive force on the base paths, as determined by the umpire, will result in the offending runner being called out.
 - i. Runner must attempt to avoid collisions at all times. Any runner attempting to dislodge the ball from a defensive player shall be called out.
 - ii. If it is determined the runner attempted to injure, the runner will be ejected.
 - iii. Runner must slide if there is a play at home plate otherwise will be OUT!

7. Fielding

- a. Each team will field 10 players, 4 must be in the outfield grass.
- b. No player may sit the bench in two (2) consecutive innings.
- c. No player may sit the bench in every other inning.
- d. No player may sit three (3) innings unless all other players have sat at least one inning.
- e. A defensive player will not obstruct the base path unless attempting to field the ball.
- f. No fake tags / hidden ball tricks, dead ball
- g. No blocking base unless in possession of the ball
- h. Catchers may not catch more than 4 innings, 2 if they pitch.
- i. No player may play the same position more than two innings in a row. All players must be given the opportunity to play infield and outfield for at least 2 innings during every game. The safety of the player is the only exception.

8. Equipment

- a. The home team shall provide two (2) new Wilson 1082 (or equivalent) game balls for each game played. Additional balls must be made available as required.
- b. All male players must wear a protective cup.
- c. The Batter, all base runners, and the on deck batter must wear batting helmets.
- d. Metal spikes are not permitted.
- e. Any bat that was legal for use during the 2017 season as well as any bat that meets the new 2018 USA Baseball standard shall be permitted.
 - i. Bats that do not bear the 2018 USA Baseball stamp may not have a diameter that exceeds 2¼ inches and must have been legal for use in the 2017 season.
 - ii. Bats that bear the 2018 USA Baseball stamp may not have a diameter that exceeds 2 5/8 inches.
 - iii. BBCOR bats are not permitted.
 - iv. Solid, one piece wooden bats are legal for use.

9. Pitching

- a. Starting pitchers may pitch for a maximum of nine (6) consecutive outs and no more than twelve (12) to fourteen (14) consecutive batters (approximately 48 – 60 pitches) per game even if (s)he has not pitched the maximum number of outs.
- b. Relief pitchers may pitch for a maximum of six (6) consecutive outs and no more than ten (10) to twelve (12) consecutive batters (approximately 40 – 54 pitches) per game even if (s)he has not pitched the maximum number of outs.
- c. A pitcher that ends an inning within the maximum batters range may not start another inning.
- d. A pitcher who hits two (2) batters in one inning will be removed for the remainder of the game.
- e. Two (2) defensive conferences with the same pitcher in one inning shall result in the removal of the pitcher for the remainder of the game.
- f. Once replaced, a pitcher may not return to the mound for the remainder of the game.
- g. Warmup Pitches
 - i. Eight (8) pitches for a new pitcher, Five (5) pitches for returning pitcher.
 - ii. Following last pitch, catcher may throw down to 2nd base.
 - iii. Pitcher should wear a batting helmet during warmup pitches and is permitted to wear one while pitching during the inning if he/she chooses.
 - iv. If the catcher is not ready, a coach must warm up the pitcher.
 1. Pitches thrown to a coach count as warmup pitches.

10. Umpires

- a. The team manager (the coach that attends the pre-game conference) is the only one permitted to speak with the umpires.
- b. Umpires will not reverse their calls. If you feel that an error occurred the team manager may calmly speak with the umpire for clarification of the rules or instructional purposes between innings with the manager of the other team present.
- c. Any issues with an umpire should be brought to the attention of the leagues inter-league commissioner & head umpire.
- d. Coaches should clarify all questions with the umpires or interleague officials before the game starts.

11. Coach, Player & Fan conduct.

- a. There is a Zero Tolerance Policy regarding verbal and/or physical abuse of any player, coach, umpire or fan. Offending party will face disciplinary action up to and including ejection. All incidents are reviewed by league officials and may result in suspension of coaching privileges.
- b. Team Managers are responsible for the behavior of the parents and the fans in attendance for their team. Please address any issues with them immediately to avoid disciplinary action.
- c. If a coach, player or fan is ejected from a game, play will not continue until they have left the area of the field. If they refuse to leave, the police will be called and the team will forfeit the game.
- d. Any player, coach or fan ejected from a game will be subject to a mandatory 1 game suspension and review by the leagues disciplinary committee before he is allowed to return.

12. Ties

- a. If a tie exists following the 6th inning of a game and the time limit has not expired, additional innings may be played following the 6th inning rules.
 - i. Runs scored in extra innings that end due to the time limit or darkness before both teams have had a chance to bat and 3 outs were recorded for each team are not counted unless the score is tied or the home team is ahead.
- b. Games that result in a tie will be recorded as a tie in the standings.

13. Playoffs

- a. Where enough teams exists in each individual league, playoffs will be played in-league.
- b. Inter-league playoffs are permissible following the completion of in-league playoffs.