



Daly City Baseball Association

Baseball Rule 10U

1. Managers are responsible for the conduct of their team, themselves, their coaches, their players, and the players' parents.
2. The managers and their coaches are responsible for keeping non-participants away from the field of play, including directly behind the backstop and dugouts.
3. Any unsportsmanlike conduct will not be tolerated by anyone. It is forbidden for any player, manager, coach or parent to use abusive or profane language or badger or intimidate anyone. It will be considered unsportsmanlike and not be tolerated. The following action(s) can be taken:
 - a. Depending on the violation, one warning will be given when appropriate by the umpires or league officials. If the violation warrants an immediate ejection will occur.
 - b. If After the person(s) committing the violation has been ejected, and the behavior continues the manager and all other persons committing the violation will be ejected from the game and must leave the ballpark before the game will continue.
 - c. If the behavior does not stop after the manager's ejection or if the manager refuses to leave, the game will be an automatic forfeiture.
 - d. Ejection of a manager, coach, or player will result in an automatic suspension for the next game. A second offense will lead to a two game suspension. The third offense may lead to ejection from the league. All violations will be reported to the league commissioner.
 - e. If a manager or coach is ejected and the team is left with no adult-rostered manager or coach because of ejections, the game will be forfeited.
 - f. If an ejection occurs, the umpire will make a written report within 24 hours and file it with the commissioner of the League. The commissioner will determine if further action may be necessary.

4. Only the manager or acting manager after calling timeout may go onto the field to discuss or question the umpire's call that he thinks was made in error. Managers may only discuss an umpire's interpretation of the rules. If a manager wishes to protest a game, all procedures below must be followed:

a. The protest must be made to the home plate umpire and the opposing manager notified immediately. It shall be recorded in the official scorebook.

b. The protesting manager must submit a written protest with a \$35.00 fee within 48 hours after the completion of the game. The protest must contain the exact situation, the rule in question, the umpire's interpretation, and the protesting manager's interpretation.

c. A protest committee appointed by the league president will rule on all protests.

d. If the protest is upheld, the game will be played from the point of the protest.

5. The use of tobacco, alcohol or illegal drugs in any form by players or adult leaders in the dugout, on the benches or on the playing field shall not be permitted.

League Rules

1. Each manager must account for all the players, all players must be listed by name, jersey number, on line-ups when exchanging line-ups with the other manager prior to the start of the game. Each manager must indicate any temporary changes in their roster (such as illness, vacation, disciplinary reasons etc.) in his scorebook.

2. All regular season games will have a two (2) hour and fifteen (30) minute time limit. For the purpose of this rule, both managers will be notified by the lead umpire as to the starting time of the game. A tied game which is the last regularly scheduled game on the weekend or a weekday which does not hinder the start of any other scheduled activity at the field, will be played to its conclusion. Tied games will not be rescheduled to continue; the teams will be awarded a half point each.

3. A team must have eight (8) players and one (1) manager or coach at game time to start the game, otherwise a forfeit will be declared. If the team only has 8 players the 9th spot in the lineup will be an automatic out

4. The team listed first on the schedule will be the home team and will be the official score book, each team will provide its own qualified scorekeeper. It will be the responsibility of each manager that his scorekeeper be qualified to keep an accurate account of the scoring of the game.

5. Each player listed on the team roster will play a minimum 3 innings/18 outs per game and 1 at bat. Players can be excused from the game for illness, disciplinary reasons, school functions, etc. Violation of the three inning rule shall lead to automatic forfeiture of that game. All violations shall be reported to the league commissioner.

6. All games are 7 innings & become official after 5 full innings (or 4½ innings if the home team is leading).

7. There will be a 6 run per inning maximum. If team has scored 6 runs and has more than one runner on the bases and team gets a hit, all runners may score, however only the 6th run will count. Exception is final inning; either team may score until the third out is recorded.
8. Only the umpire or the League may stop a game after its start. Example: darkness and bad weather or if both managers agree that the condition of the playing field might jeopardize the safety of the players.
9. Only the league Commissioner, President, Vice President may cancel a game for inclement weather prior to the scheduled start time. If none can be reached, both managers will go to the field scheduled to determine its playability, and then make a decision.
10. Cancellation of a game by a manager must be done 48 hours in advance. The manager requesting the cancellation must contact the opposing Manager, the Commissioner. A cancelled game must be rescheduled with the approval of the commissioner within 72 hours of the date of the cancellation request. Failure to reschedule within 72 hours will result in an automatic forfeiture of the team requesting the game to be re-scheduled
11. In case of rain, the umpire/ and both managers must call for a 30-minute rain delay before the game is considered a rainout. After the rain has stopped, play must resume with the same lineup from the point of delay as long as the umpire considers it safe to play.
12. Spectators, coaches, and players not actually participating in the game are to remain in the designated areas and are to remain behind the fences. The only persons outside of the dugout area during the game will be the first and third base coaches.
13. Spectators must stay outside of the field of play and, so as not to interfere with any other game being played No parents, other than coaches, are allowed on the playing field during the game.

MANAGERS AND COACHES:

1. Spectators must stay outside of the field of play and, so as not to interfere with any other game being played No parents, other than coaches, are allowed on the playing field during the game.
2. Defensively there will be no more than two coaches outside the dugout, on the playing field, or beyond the baselines at any time; a coach may not enter the field of play to instruct his players.
3. A manager may ask the umpire the count, or the number of outs. Both managers must talk to the umpires together to discuss or question the umpire's call that he thinks was made in error. Managers may only discuss an umpire's interpretation of the rules.
4. The managers and their coaches are responsible for keeping non-participants away from the field of play, including directly behind the backstop and dugouts.

5. The managers must keep their bench area and doorway clear of any equipment or players that may, during the course of the game, cause interference with the playing of the game. No buckets are allowed in front of the dugouts, by the doorway or on the field of play. Each team will clear and clean the dugouts after each game. If a violation of this rule occurs the umpire will give 1 warning, if a second violation occurs then the team committing the violation will be charged an automatic out on their next at bat.

SPECIFIC PLAYING RULES

1. The infield dimensions shall be as follows:
 - a. Bases to be placed at 60 feet
 - b. Pitchers must pitch either from the 42' minimum or the 46' maximum rubber.
2. All players must wear a cup during the game and at practice.
3. The fielding pitcher must stand within arm's length to the side of the adult pitcher until the adult pitcher, pitches the ball.
4. A replacement player for an injured, ill, or ejected player during the game will be allowed. If all players on the roster have been in the game, the last substituted player will be reinstated. If a player or players have not been in the game, the manager will select the replacement player. Ejected or ill players may not reenter the game.
5. A courtesy runner may be substituted for the catcher who played the prior inning when there are two outs in an effort to speed up play. The courtesy runner must be the player who made the second out of the inning. This will enable the catcher to get his gear on and be ready for the next inning. When running for the catcher (after two outs), the catcher must already be in the lineup.
6. Players shall return to the lineup in their original place in the batting order. While more than one substitute may be used in the position before the starting player is returned, no substitutions shall be made that will alter the original batting rotation of any of the starting or substitute players.

BATTING/BASE RUNNING:

1. Continuous batting order will be used as follows:
 - a. All players present at the game are listed in the batting order.
 - b. For substitutions purposes, all players are considered "starters" there are no batting substitutions.

c. If a player is injured during a game or must leave the game, his spot in the batting order is skipped over (without penalty). If the player returns, they are inserted into the same spot in the batting order.

d. Late arriving players may be inserted into the lineup at the manager's discretion. If inserted, they are inserted at the bottom of the order.

2. Bats must meet Little League standards. Bats must be certified by USSSA 1.15bpf seal on the bat.

3. Batters must wear a batting helmet with an ear protector while "on deck circle" and when in the "batter's box" and until they return into the dugout.

4. If a batter is in the "batter's box" without the proper helmet, a strike will be called by the home plate umpire.

5. Runner must slide or attempt to avoid contact when a play is being made on the runner at any base except first base. If there is no attempt to avoid contact, or unnecessary contact by a player is evident, the player will be called out and the umpire(s) may either give a warning or immediately eject the player. Player must do whatever it takes to avoid contact. There is no incidental contact. In cases of flagrant intent to injure, a one game suspension may be given. **No head-first slides at home plate are allowed.**

6. If a batter throws a bat in anger, or carelessly as a part of their swing, they shall receive a warning. If a second warning is given, the batter shall be called out, and at the discretion of the umpire, may be ejected from the game.

7. If a runner loses his helmet while running between bases, all runners may advance only to the base they are going to, providing they reach it safely. Runners will not be able to advance beyond the base they are going.

8. The batter must control the release of the bat while swinging at the pitch. A player will not throw a bat (intentionally or unintentionally). If a player unintentionally throws a bat the umpire will call time and notify both scorekeepers that the batter (by uniform number) has a warning. A second unintentional or like offenses by the same player will be an automatic out. The ball is dead and the runners will return to their respective bases. If a player throws anything in temper, the umpire will eject that player from the game.

9. No more than two players (batter and player on deck) can have a bat in their hands at one time. The umpire will stop play until this is corrected. The bench coach must be responsible for seeing that this rule is enforced. **THIS IS A SAFETY PRECAUTION AND SHOULD NOT HAVE TO BE CONTROLLED BY THE UMPIRES.** All equipment should be kept neat during the game at all times. This is the bat person's responsibility.

10. No bunting of any type will be allowed. Ball is live until time is called by the umpire. This includes an over throw at 3rd base. Runner can advance at his own risk to the next base.

11. There will be no leading. Base runners will remain on the base until the ball crosses the plate. If the runner leads without the ball being hit, the umpire will call time and notify both scorekeepers that the runner (by uniform number) has a warning. The second or like offenses by the same runner will be an automatic out.

COACH PITCHING/KIDS PITCH

1 The pitching coach must throw hard enough so that the catcher can receive the pitch on the fly. The batter and the runners may not advance on the third strike if the catcher drops the ball. The ball is DEAD

2. The pitching coach is not able to “base coach” by voice or gesture. He is only allowed to position the batter at the plate either by word or motion. Failure to observe this rule will result in the following. The umpire will give a warning the first time and on the second violation an out will be given the third offense the umpire will be ejected.

3. If a batted ball hits the pitching coach or the umpire the play is dead the batter will return to bat (no pitch will be charged) All runners will return to their bases.

4. During coach pitch total pitches is 6 no walks. There will be strike outs during coach pitch. If on the 6th pitch the batter fouls off the ball he will continue his at bat until the batter hits the ball in play or misses or strikes out.

5. Each pitcher cannot pitch more than 8 innings per week (one pitch thrown by a pitcher constitute an inning.)