



JACKSON BASEBALL LEAGUE

9 & 10-year-old RULES

1. **Game start time** should be noted so both teams are in agreement. No inning may start after 90 minutes of game time has passed, one additional inning will be given in the case of a tie game, after that inning the game will end in a tie. 105 minutes is the targeted not to exceed point but this is a general rule and if a game is still undecided it may be exceeded to determine a winner as listed above.
2. **Forfeits** will be given in this age division. Each team must have 8 players present or forfeit the game after 10 minutes has passed the regular starting time. A team that does not have 8 players at the regular game starting time has a **MANDATORY FORFEIT**. If playing with 8 you must take an automatic out for their 9th batting spot. It is suggested that when a forfeit occurs, the team with enough players give some players to the forfeiting team and then play a practice game. Umpires will be expected to stay and ump the game.
3. **Inning** of the batting team is declared complete when the 3rd out is made or the 5th run scored. The last inning shall be the 6th inning or the last inning allowed by time constraint as set in rule one. **10 run rule in effect after completion on 4 innings.**
4. **HOME TEAM** is the official scorer (Umpire will give the official game time prior to the first pitch). The home team is responsible for getting the field ready to play. The city park department will plan on chalking and placing the bases. May be situations that the home team prepares the field. Home team is responsible for submitting game score to the league coordinator within 24 hours.
5. **PITCHING MAXIMUM** for 9 & 10-year-old: daily pitching maximum 75 pitches, required days of rest after pitching are 1-20 pitches; 0 days rest, 21-35 pitches; 1-day rest, 36-50 pitches; 2 days rest, 51-65 pitches; 3 days rest. Pitches are tracked by coaching staff. Pitch count totals need to be verified between teams after each inning.
6. **Teams** will use 9 players on the field. If a player shows up after the game has begun, he must play in the field before he can be added to the batting order in the last spot.
7. **Coaches** are encouraged on all teams, with no limit on total team coaches. Dugout area coaches are limited to 3 coaches at any given time.
8. **Safety helmets** are required on batters, base runners and on deck batters, any helmet removed by choice without calling time being called will receive one team warning per game and the next incidence will result in an automatic out.
9. **Base runners** must slide at 2nd, 3rd, and home plate. An out may be called if in the umpire's judgement the player avoids sliding in any close plays. (Ball in the area, slide!) We ask that umpire and coaches help in reminding the players of the need to slide to avoid contact.

10. **We encourage the coaches to play each player on the field at least every other inning. Players are encouraged to play an INFIELD position at least once throughout the game. Infield positions are catcher, pitcher, first, second short stop or third. If a parent has a reason for their son not to play an infield position, then they need to voice this to the coach and league coordinator.**
11. **Free substitutions** for all players except the pitcher's position. When the pitcher is removed, they cannot return to the mound to pitch.
12. **Dropped third strike** rule is **not** in effect. A dropped third strike is still strike three and the batter is out. (he cannot advance to first base)
13. **Base stealing and bunting** are permitted.
Stealing: Base runners must be in contact with the base when the ball is pitched and stay in contact until it reaches the catcher, then they may run/steal. If they leave early the umpire will have the option of resetting the runner back to the base and giving one team warning. Next runner to leave early will be called out.
14. **On deck batter** is the only player allowed in the on-deck circle. The on-deck batter is required to ensure there are no extra bats laying in the area prior to the batter batting.
15. **Batting line up**; each team will bat continuous line up and a team will receive an automatic out if a player is observed batting out of turn.
16. **The infield fly rule** is in effect with less than two outs and at least 1st & 2nd base are occupied.
17. **Base runner** that is running the bases and struck by an infield fly without being in contact with a base, then the batter and the runner will be called out.
18. **Field dimensions**; bases will be 60 feet apart, located on the first set of in ground pegs, mound is 46' from back of plate. Please place the base plugs back into base pegs/sleeves.
19. **Bat barrels** may be up to 2 5/8" diameter, needs the USA bat marking.
20. **Appeal procedure:**
 - a) Team coaches must appeal to the umpire before the next pitch
 - b) The umpire must call time out
 - c) The umpire will motion for the appealing coach and the other head coach to listen to the appeal
 - d) After hearing the appeal, the umpire will then consult with the other umpires without the coaches' present
 - e) The umpire will then make his decision concerning his appeal. The decision of the umpire is final

Remember the most important thing is to teach the boys how to play the game and to have fun doing so!

Tie breaker for league placement in end of season tournament: 1) head to head, 2) runs allowed (less is better), 3) runs scored (more is better).