



# 2025 Jackson Youth Baseball



## 9 & 10-year-old RULES

1. We will follow the rules and guidelines of the **USSSA** unless noted otherwise in the rules below.
2. **Game time** – No inning shall start after an hour and 15 minutes. The home team dugout will be on the first base side. Home team will run the scoreboard.
3. Each inning will end with **3 outs or 5 runs scored.**
4. **Forfeit** – Less than 8 players will result in a forfeit. If a team starts with 8 players, an automatic out will be taken in the 9<sup>th</sup> spot. If 10 minutes have elapsed after the scheduled game time and a team does not have at least 8 players, the game will be declared a forfeit.
5. **Umpires** are responsible for filling out a scorecard, putting bases away, plug the bases and turning lights off.
6. **Run Rule** – 10 runs at the bottom of the 3<sup>rd</sup> inning, and 8 runs at the bottom of the 4<sup>th</sup> inning.
7. **Pitching MAXIMUM:** Daily max pitches is 75. 1-20 pitches; 0 day rest, 21-35; 1 day rest, 36-50; 2 days rest, 51-65; 3 days rest. **Pitches are tracked by the umpire.** Pitch count totals need to be verified between teams after each inning.
8. **Fielding** - every team will use 10 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 end of the batting line-up.
9. **Outfield player** **positions may have up to 4 players.**
10. **Batters, base runners and on deck batter** will be required to wear safety helmets. A helmet removed by choice without time granted by the umpire will receive one team warning per game and the next incident will result in an automatic out.
11. Runners are not forced to slide; this is a non-collision rule. When the ball is caught by a fielder and is in close proximity of any base/plate and in the umpire's discretion a play is eminent, it is the responsibility of the runner to avoid collision with the fielder either by sliding or avoiding the tag. If in the umpire's discretion, the collision is deliberate or there is too much contact the runner will be called out. If in the umpire's discretion the collision is malicious, the player can be called out and possibly ejected from the game. This is not a must slide rule, but a non-collision rule.

12. Each team will bat a continuous line up and will receive an automatic out if a player is observed batting out of turn.
13. Courtesy runner is allowed for the pitcher & catcher.
14. Free substitutions for all players except the pitcher's position. When the pitcher is removed, they cannot return to the mound to pitch.
15. **Dropped third strike** rule is **NOT** in effect, batters may not advance if a third strike is not caught.
16. **Infield fly** rule **IS** in effect.
17. Base stealing and bunting **ARE ALLOWED**.

**Stealing: Base runners must be in contact with the base when the ball is pitched and stay in contact until it crosses home plate. If they leave early the umpire will give a warning, after the first warning the runner will be called out. Runners cannot steal home on a passed ball, the runner can only steal home if the catcher has made a play on them. If a play is made on a runner stealing second or third base then all runners can advance at there own risk. This play is live until there is a dead ball.**

18. **Intentional walk:** a batter may be intentionally put on base by the head coach of the team in the field by announcing "Put him on". This announcement may be made before the first pitch is made or any time during the batter's count. Any pitches thrown to a batter prior to the announcement "put him on" will count towards the pitcher's pitch count.
19. **Over throws to 1<sup>st</sup> & 3<sup>rd</sup> base** going out of play will result in all runners getting the base they were headed to **PLUS** one more. However, if a ball is interfered with by the hitting team, the runners will be returned to the base they occupied at the time of the interference.
20. **Field dimensions** - Bases 60 feet apart, mound is 46 feet from the back of the plate.
21. **Bat barrels: Bats can have a diameter to 2 ¾.**
22. **No Metal Cleats.**
23. **The procedure for appeal:**
  - 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.

**24. Weather Policy** - When thunder is heard, or a cloud-to-ground lightning bolt is seen, the thunderstorm is close enough to strike your location with lightning. Suspend play and take shelter immediately.

Thirty-minute rule. Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning is witnessed prior to resuming play.

Any subsequent thunder or lightning after the beginning of the 30-minute count, reset the clock and another 30-minute count should begin.