

West Georgia Baseball & Softball League

10 & UNDER BOYS BASEBALL RULES

This league is competitive league. Basics of team sportsmanship, fundamentals, and game strategy will be the emphasis, for the players, administered by coaches. The league will be a positive atmosphere for teaching the game of baseball to the children of the league. This should be an enlightening experience for players, coaches, and followers of the game, therefore to ensure the stability of our purpose;

TEAM SELECTION:

- All teams must be drafted/divided as evenly as possible, based on skill level, to prevent team stacking from taking place.
 - Any team caught stacking teams would be immediately removed from the remaining schedule and the Competition Committee would determine any further penalty for the team/department.
- A team may only lock in two coaches prior to the draft. This would consist of the head coach and one assistant coach. All other coaches must be selected/picked during or after the draft.
- All rosters must be turned in no later than September 11th.
 - Any team not turning in a roster by the deadline will not be allowed to play in the league until the roster has been turned in.

PLAYING FIELD:

- Base distance is 60 feet.
- Pitching distance will be 46 feet from the back point of home plate to the front edge of the pitching plate.

GAME REGULATIONS:

- Roster limit will be no more than 18 players.
- Players are required to play at least two (2) defensive innings and bat at least once, unless they are being disciplined for any reason.
- There will be **FREE DEFENSIVE SUBSTITUTION** in 10 & Under Boys baseball.
- Injured players - will not be allowed to play with any type of plaster or metal cast on any part of his or her body.
- Injured player-if an umpire removes an injured player, he may not re-enter. If the coach removes an injured player, they may re-enter per the substitution rule. If a player can not return to the line up before his spot in the batting order is up then that players spot will be an out, no matter if that team has more than 9 players. The batting order must remain the same from start to finish of the game.
- Any player ejected for unsportsmanlike conduct will sit out the remainder of that game plus his team's next scheduled game. The player may attend the game he is to sit out and sit on the team bench. **Exception** – any player ejected due to equipment violation or substitution violation will not be required to sit out the next game.
- Score will be kept in this league.
- Coaches must report all pitching substitutions to the home plate umpire.

STARTING, ENDING, GRACE PERIOD OF ALL GAMES

- A regulation game shall be 5 innings or 1 hour and 25 minutes, whichever comes first. **Once the time limit has expired, the current batter will complete their at bat and the game will end after that at bat.** Tied games will remain tied.
- Game clock will start on 1st pitch.
- There will be a 10-minute grace period for the first game of the day. Game time will be forfeit time thereafter.
- Teams must have 8 players to begin a game. If the team begins with 8 players, an out will be charged in the 9th batting spot. If a team has 8 players and an injury occurs and the player misses his at bat, the player is out but may re-enter per the substitution rule.
- Teams must have at least 8 players to finish a game.
- 3 ½ complete innings constitutes a completed game if called due to bad weather (rain, lightning, etc.). Make-up games will be rescheduled if the schedule allows.

EQUIPMENT:

- Helmets – all batters, base runners and on-deck batters must wear helmets with double earflaps.
 - Chinstraps – are not required.
 - Facemasks – are not required.
- Bats – Must be for ages 5-12: A non-wood bat must have a USA BASEBALL or USSSA (1.15) stamp that is “clearly identifiable” and the bat is not damaged in any way. This will include 2 ¼, 2 ½, 2 5/8, barrels. A solid wood bat (one piece) is legal and does not need to possess a USA BASEBALL or USSSA (1.15) stamp. A two piece wood bat is legal as long as it possesses a USA BASEBALL or USSSA (1.15) stamp. **Tee Ball bats are illegal**
- Balls – Regular baseballs.
- Uniform – matching jerseys similar in color and style with number on back.
- Catchers will wear full catchers gear: helmet with face guard, chest protector, and shin guards. **It is mandatory for all catchers to wear a protective cup.**
- Rubber-molded cleats only in this league.

OFFENSE REGULATIONS

BATTER / BATTING ORDER:

- All players present at the start of the game must be placed on the line up sheet, in batting order. The intention is for every player in the batting line up to bat regardless of whether they are playing defense or not. Every player will not necessarily bat every inning, but will be in the lineup to bat when their turn at bat approaches.
- **Any player arriving late may be added to the bottom of the line up if and only if the lead – off batter has not come to bat for the second time. If a player arrives after the leadoff batter has batted twice, then he or she will not be allowed to participate in that game**
- Line-up should be turned into the scorekeeper no less than 10 minutes prior to game time with all players’ full name and jersey number listed.
- Bunting is allowed. If a batter squares to bunt and then swings, the batter will be out (umpires decision)
- **If the batter slings his bat, the offense will be a team warning. The next time the bat is slung; the batter that slings his bat will be called out. Coaches need to teach proper swing technique for safety.**
- Infield fly rule does apply to this league.
- Third strike foul-tip rule IS in effect. (If the batter fouls the third strike and the catcher catches it then that batter is out).
- Any coach or player caught using an illegal bat during the game:
 - 1st Offense: Batter is out and a warning is issues
 - 2nd Offense: Batter is out and the head coach is ejected

BASE RUNNER:

- Stealing is allowed.
- Runners must stay in contact with the base until the pitch reaches home plate. Penalty for leaving early is an out. After the ball has reached home plate, the runner may advance at the risk of being put out.
- There is no appeal in this league. The umpire will call out any runner, who misses a base or leaves a base early.
- No courtesy runner.
- Base runners CANNOT intentionally run over or collide with a defensive player **Penalty: runner will be out.**
- Headfirst sliding is only allowed if the runner does not have a facemask attached to their helmet. Diving back to a base to avoid a tag or throw is allowed. If a runner has a facemask on their helmet and slides head first to a bag the runner will be called out.
- The batter is not allowed to run if the catcher misses or drops strike three. The batter is out but the other runners may advance at their own risk.
- **No base runner can score from third (3rd) base on a wild pitch / passed ball. Runner(s) will be required to return to the previous base if attempt is made. Once the umpire indicated "times" after a passed ball/wild pitch, no runners can advance. Runner on 3rd base can only score on a walk, hit batter, delayed steal or ball being put in play.**

RUN LIMIT:

- Maximum of 5 runs per inning. **Games will be over when a team is mathematically eliminated.** An inning will end after: 3 outs have been made OR the 5 run rule limit is met.
- Games ending in a tie will remain a tie, no extra innings.

DEFENSE REGULATIONS

PITCHING REGULATION:

- Once the starting pitcher is removed from the mound, he may be returned as a pitcher only once per game provided the return as a pitcher does not violate either the max innings allowed pitching rule or charged conference rule. Ten warm up pitches are allowed for relief pitchers.
- **If a pitcher, after coming in contact with the pitching rubber, with runner(s) on base, feints a throw to home plate, a balk will be called, with no one on base a ball will be called. (This is the only instance where a balk will be called in this age group).**
- For regular season games, the maximum innings allowed per week is **6**. The maximum allowed for one day is **3**. Once a pitcher takes the mound and throws one pitch; that will count as a full inning. No intentional walks are allowed.

CHARGED CONFERENCE:

- Each team when on defense will be granted not more than two (2) charged conferences during a game without penalty. Any coach or player may make a request for this conference. Time allowed for injury shall not constitute a charged conference nor shall a conference be charged whenever there is a pitching change. Anytime two visits to the mound are made in one inning, the pitcher must be replaced.
- Each team, when on offense, may be granted no more than one charged conference per inning, including extra innings. The umpire shall deny any subsequent requests.

COACHES:

- No coach or player will be permitted to use any type of tobacco products within the dugout or playing area.
- Profanity is strictly prohibited.
- Any coach under the influence of drugs or alcohol, at practices or games, will be dismissed immediately.
- There is a limit of **4** coaches/adults allowed in the dugout during games.
- If a coach and/or spectator are ejected from a game, they must leave the playing and/or practice facilities immediately and will be banned from all facilities for the next two (2) scheduled games and any practices during this time. Any coach and/or spectator causing problems during their ejection period and/or two (2) ejections during the season, will carry a penalty deemed necessary by Northwest Georgia Baseball & Softball League, which could include but not limited to the following:
 - Coaches or spectator 1 – year ban from all Northwest Georgia Baseball & Softball facilities, sponsored events and leagues.
 - Coach's indefinite suspension from any coaching duties.

PLAYERS:

- Any player that gets ejected from a game must sit out the remainder of the current game plus the next scheduled game.

The West Georgia Baseball & Softball League will revert back the Dizzy Dean Rule Book for rules not covered in our league rules

COVID GUIDELINES

- Social distance as best as possible in dugouts, stands, etc.
- Players/Coaches required to bring own water bottles
- Players/Coaches can wear a mask (if preferred)
- No postgame handshakes / high fives (tip the cap, be creative, etc.)
- Each team keep game ball between innings
- Players on team not feeling well? Tell them to stay home!
- Communicate with other parks if you have COVID related team issues