

**2009  
KOA  
Minor  
League  
Baseball  
Rules  
(10 & Under)**

## **1. Player Eligibility**

- A. All players in attendance must play a minimum of three (3) defensive innings and make one appearance at the plate. This rule does not apply to Instructional League players being used as call ups.
- B. All players in attendance shall be in the rotational batting order. (The batting order will consist of available players only; teams that come with nine (9) players will only be permitted to bat nine (9) players.)
- C. **Free Substitution is permitted.** However a pitcher may not re-enter the game as a pitcher.
- D. A team must field eight (8) players. When a short-handed team takes the field, it will be given two (2) players from the opposing team for defensive purposes. They will be the last two (2) players to have batted in the previous inning and they will play in the outfield. The pitcher and catcher can be exceptions to this rule. Teams that borrow players do not get to send additional batters to the plate.
- E. When on defense a team will field ten (10) players. Outfielders will be positioned in LF, LC, RC, and RF. There is to be no rover position.
- F. Late arrivals to the game may not play unless they are reported to the official scorer of the opposing team by the first (1<sup>st</sup>) out of the fifth inning.
- G. Persons in the dugout are limited to all players in uniform plus One (1) Manager, Two (2) Coaches, One Scorekeeper (1) and One (1) Youth Batboy. **There should be no more than four adults on the bench during any game.**

## **2. Uniforms and Equipment:**

- A. All players must wear full uniforms with shirts tucked in while in the game.
- B. Batters and base runners must wear a helmet.
- C. Shoes shall be tennis shoes or rubber spikes. No metal spikes are permitted.
- D. No hit sticks are to be used in or around the dugouts during play (between innings is fine).
- E. Catchers must wear a protective cup, shin guards, chest protector and helmet with mask when behind home plate. This includes during warm-ups.
- F. All DABA players must wear a helmet with a faceguard at both home and away games.

## **3. Conduct and Behavior:**

- A. Managers shall conduct themselves in a gentlemanly manner at all times.
- B. Managers will be held responsible for the conduct of their players and fans.
- C. Only a team manager may discuss a call with the umpire.
- D. Unsportsmanlike behavior by managers, coaches, players and fans will not be tolerated.
  - 1. Unsportsmanlike behavior includes but is not limited to:
    - a. Throwing equipment, bats, gloves, helmets, etc.
    - b. Swearing
    - c. Fighting or taunting the other team.
    - d. Verbally confronting fans while on the playing field.
  - 2. Infractions may result in ejection from the game without warning.
  - 3. Infractions by a fan will result in said fans team being issued a warning.

4. Second infraction by a fan will result in said fans team being issued an out.
- E. It's the manager's responsibility to leave their dugout clean.

#### 4. **Scheduled Games and Cancellations:**

- A. All games will be played at the fields and times listed on the league schedule.
- B. No games are to be rescheduled due to a manager's personal schedule or the absence of a key player.
- C. Three and one-half (3 ½) innings with the home team leading or four (4) innings with the visiting team leading constitutes a complete game.
- D. Games stopped because of rain, prior to being an official game, will be picked up from the exact point it was left off. *A pitcher may pitch in both games on the same day, subject to the two innings per day, six innings per week rule.*
- E. Once play has started only the umpire may delay or suspend a game due to weather.

#### 5. **Ground Rules (Start/End time of Games):**

- A. The ground rules for each field are to be explained to the umpire and the opposing manager before each game.
- B. **A new inning cannot be started 10 minutes prior to the start of the next game. For example, a new inning cannot be started after 7:50 pm if an 8:00 pm game is scheduled on that field.**
- C. **8:00 pm games cannot start an inning after 10:30 pm.**

#### 6. **Rules of Play**

- A. Games will consist of six innings.
- B. The infield fly rule will be in effect.
- C. No balks will be called.
- D. Bunting is permitted. No slash bunting.
- E. Ten run rule: After ten (10) runs are scored in any one inning or a team has batted through its entire line up teams will change sides, even if three (3) outs have not been recorded. Only ten (10) runs will count that inning. **This rule does not apply to the last inning or any extra innings.**
- F. In the event that the two teams have a different number of players, the teams shall bat the lesser number of players during an inning.

#### 7. **Base Running:**

- A. Players will not be permitted to lead off base, or leave early.
  1. Players leaving early will be sent back by the umpire.
  2. If an out is recorded on such a play the out will stand and all other runners will be sent back to their previous bases. The umpires will give one (1) warning per team per game. *If a runner leaves early again in the same game, and his team has already been warned he*

*is to be called out. If the runner leaves early and the ball is hit, the umpire will call dead ball no pitch and the runner will be called out, even if his team has not received it's first warning.*

- B. Base Stealing is permitted.
  - 1. Both second and third base can be stolen
  - 2. Double steals are permitted.
  - 3. The ball must pass over home plate before the runner can attempt to steal. If during an attempted steal to second the ball is overthrown, the ball will be considered live. A runner may continue to third base on an overthrow to second base. A runner cannot advance to home on an overthrow during any attempted steal.
- C. Dead Ball Appeals
  - 1. Managers may appeal a runner missing a base by having the pitcher step on the mound and tell the umpire what they are appealing and then throwing the ball to the appropriate base.

## 8. Pitching rules:

- A. A pitching week is Monday through Sunday.
- B. A pitcher may only pitch **two (2) innings in a day and six innings in a week.** *Except in the playoffs when a pitcher may pitch eight (8) innings in a week.*
- C. A 9 year old must pitch at least one (1) inning per game.**
- D. A pitcher may not pitch on three (3) consecutive days, under any circumstances, including the playoffs and make up games.
- E. One pitch constitutes an inning.
- F. If a pitcher hits two (2) batters in an inning or three (3) batters in a game he must be removed from the mound.
- G. Pitchers are permitted to throw straight balls only. If in the umpire's opinion the pitcher is throwing a breaking pitch, it will be declared a no pitch. The pitcher and his manager will receive a warning. A repeat offense will cause the pitcher to be ejected from the game.
- H. After 5 walks in an inning, the pitcher must be removed.

## 9. Call Up Players:

Each community may have an Instructional League for younger players and may decide to use these players instead of borrowing players from the other team. If this happens the following guidelines must be followed.

- A. No more than two (2) younger players may be used in a game.
- B. Younger players may only play for one (1) Minor League team. Once they play for a particular team they are on that team's roster and cannot play for any other Minor League team during the season or in the playoffs.**
- C. The younger players are not permitted to play before a Minor League player. They are there only to allow a team not to have to borrow players from the other team. If you have ten (10) Minor League players and a younger player present, the younger player is not a part of your team and can not play. This should be explained to their parents upon call up.
- D. Younger players must play the outfield position and bat at the end of the line up. When entering the game for an injured player, they must play the outfield, but will bat in the spot of the injured player.

## **10. Rule Definitions**

### **Bunting Is Defined As:**

When a batter squares his body or feet to face the pitcher and attempts to meet the ball with the bat. The batter may not poke at the ball to add velocity to the bunt. (This is for the safety of charging infielders.) Once a batter squares around to bunt he may not pull back and swing at the pitch.

### **Infield Fly Rule:**

An infield fly is a fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third base are occupied, before two are out. The pitcher, catcher or any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule. When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baseline, the umpire shall declare "Infield Fly If Fair" The ball is alive and the runners may advance at the risk if the ball being caught, or retouch and advance after the ball is touched, the same way as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul ball. If a declared Infield Fly is allowed to fall untouched to the ground and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baselines, and bounces fair before passing first or third base it is an Infield Fly. On the Infield Fly rule the umpire is to rule whether the ball could ordinarily have been handled by an infielder not by some arbitrary limitation such as the grass, or the baseline. The umpire must rule also that the ball is an infield fly, even if handled by an outfielder, if in the umpire's judgment; the ball could have been easily handled by an infielder. The infield fly rule is in no sense to be considered an appeal play. The umpire's judgment must govern, and the decision should be made immediately. When an infield fly is called, runners may advance at their own risk.