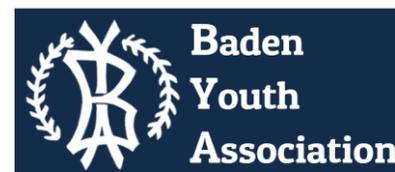


# ROUTE 65

## 10U MINOR LEAGUE RULES



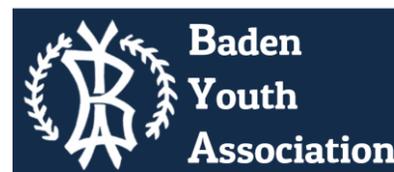
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### SECTION A: Game Preliminaries

- 1) The home team manager has the responsibility of assessing field conditions, and if appropriate, calling the game prior to the first pitch. Every effort must be made to alert umpires and the away team's manager of a cancellation at least 1 hour prior to the scheduled start time.
- 2) If a team knows 24 hours or more in advance that it cannot field at least six (6) of their original team players, the game will be postponed.
- 3) A full game will be six (6) innings in length.
- 4) The home team shall record the time of the first pitch, as no new innings can be started after 2 hours from the first pitch (regardless of whether there is a game scheduled afterwards or not). Each manager must keep his team playing at a steady pace with no interruptions. No stalling or extended conferences. NOTE: There is no time limit for League Play-off elimination games.
- 5) Once the game begins, the umpire has the responsibility to call or suspend a game due to darkness or inclement weather. Lightning and/or the approach of a dangerous storm will immediately suspend play; and each instance of lightning will require a 15 minute wait period before play can resume.
- 6) A game that becomes suspended will be considered a "regulation game" if:
  - a) Four (4) innings have been completed.
  - b) The home team is winning after 3 ½ innings.
  - c) The home team takes the lead in the bottom of the fourth inning, but that inning is not completed.
- 7) If a regulation game is suspended prior to the completion of a full inning (in the 5<sup>th</sup> inning or later), then the score shall revert to the last completed inning – even if the result is a tie.
- 8) If a game remains tied at the end of 6 innings, conditions are still safe for play (as assessed by the umpire), the 2 hour time maximum has not yet been breached, AND both coaches agree to continue playing, then extra innings may be played until a winner has been decided or one of those conditions are no longer true.
- 9) If a game becomes suspended prior to qualifying as a regulation game, the game will be replayed at a later date from the point where the game became suspended.
  - a) The home team is responsible for recording the inning, score, outs, batter count, and any runners on base when the game became suspended.
  - b) If players that were NOT playing during the original game are now available to play on a later date, those players can enter the game and must be added to the end of the line-up (ie. As the 10<sup>th</sup> batter if there were 9 players batting in the original game).
  - c) Suspended or postponed games will be rescheduled by the league scheduler or commissioners at the next available open date.
- 10) If there is no other game being played on the same field directly beforehand, the away team will have use of the field 15 minutes prior to the start of the game for warm-ups. Prior to that, the home team will have the field.
- 11) Teams will exchange lineups prior to the start of the game.
- 12) Managers and/or Coaches must coach the bases from the first and third base coaching boxes.

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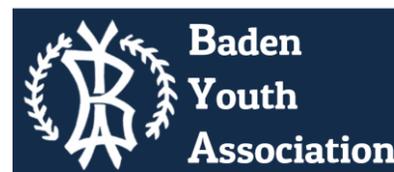
- 13) Mercy Rule: If a team is winning by fifteen (15) or more runs after four (4) innings, or by ten (10) or more runs after five (5) innings, then the game will end early. If the home team is leading in either situation, then they will not bat in the home half of that inning.

### SECTION B: Player Eligibility

- 1) A maximum of **ten (10) defensive players are allowed in the field (with 4 outfielders)**.
- 2) A team must have at least eight (8) players to begin a game.
  - a) There will be a 15-minute grace period to allow 8 players to show up for the game.
  - b) If a team has less than eight (8) players and the 15-minute grace period has expired, the game will be a forfeit. If this occurs, coaches should make every effort to play a practice game.
  - c) If a game is played with eight (8) players, the ninth spot in the batting order will NOT be an out.
- 3) If a team is reduced to eight (8) players or less during a game for any reason, play will continue to completion. Outs will not be assessed for missed at-bats due to a player injury, but if a player voluntarily leaves the game or is ejected from the game for unsportsmanlike conduct, an out will be recorded each time their spot in the order comes up.
- 4) A player that shows up late (after a game has already started) can only enter the game and play if his team has NOT yet batted through the lineup (ie, if the lead-off batter has not been up to bat twice already). The late player must be added as the last batter in the lineup.
- 5) If a team knows it will start or finish a game with **nine (9) players or less**, one or more **8U Instructional League players** may be used to bring the team up to full strength.
  - a) No **10U** call-overs from other Minor League teams can be used in the Spring – but they can be used in the Fall.
  - b) **Instructional League 8U** players must bat at the bottom of the batting order, and may play any position other than pitcher and catcher.
  - c) **Instructional League 8U** players must wear a different uniform when playing up for a **Minor** League team, to be easily identifiable as a call-up player.
  - d) If a **Minor League 10U** player arrives late (or wasn't expected to be there at all) and the game starts with one or more **Instructional League** players, it is at the coach's discretion on whether to let the **Minor** Leaguer play or not. NOTE: If the coach allows both the **Minor** League player AND the **Instructional** League Player to play – bringing the total number of players to **11** or more at any point in the game - no **Minor** League player on the team can sit for more innings than the **Instructional** League Player does.
  - e) **If an Instructional League player is called up to play, they must play innings on defense as defined in Rule B.5 below.**
  - f) **If a team has nine (9) minor league players and calls up two (2) or more instructional league players, they must bat in the last positions in the order and rotate in the field, with no more than three (3) total innings in the infield between the call-up players.**
- 6) There is free substitution on defense, except for the pitcher.
- 7) Courtesy base runners
  - a) A courtesy base runner is permitted to replace an injured base runner. The courtesy runner must be the player who made the last out. This can only be used one time for a player. If that same player cannot run again in the same game, then they must be removed from the game.
  - b) A courtesy runner may also be used for the catcher with two outs to speed-up the game. Again, the runner must be the player who made the last out, and the player who was subbed for must enter the game as the catcher in the next half inning.

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- 8) No batting out of order will be charged due to an injury. An injured player can return to his original position in the batting order once during a game
- 9) When 12 or fewer players are in the lineup, each player must play at least three (3) innings on defense. If 13 or more players are in the lineup, each player must play at least two (2) innings on defense.

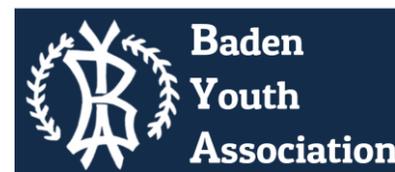
### SECTION C: Pitching Eligibility

- 1) A pitcher cannot pitch more than innings (3) innings in a single game – including scenarios where a suspended game is resumed at a later date.
- 2) If a team plays two or more games in one day, the combined innings of one pitcher cannot exceed four (4) innings for the day.
- 3) One pitch thrown in an inning constitutes an inning pitched.
- 4) Once a pitcher is replaced by another pitcher, they cannot pitch again in that game.
- 5) The following pitch count restrictions must be adhered to, including the maximum 85 pitches per day limit, and required rest period as defined below:
  - a) If a player pitches 61 or more pitches in a day, three (3) calendar days of rest must be observed
  - b) If a player pitches 41 - 60 pitches in a day, two (2) calendar days of rest must be observed
  - c) If a player pitches 21 - 40 pitches in a day, one (1) calendar days of rest must be observed
  - d) If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required
- 6) If a pitcher reaches a pitch count threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
  - a) That batter reaches base;
  - b) That batter is put out;
  - c) The third out is made to complete the half-inning.

As long as a pitcher does not face another batter *after* reaching a pitch count threshold, their official pitch count shall be reported as the threshold reached, i.e. 20, 40, 60, or 85.
- 7) Managers should consult between innings to confirm that pitch counts are the same.
- 8) Managers must notify all other coaches (via text group or email) if any pitcher throws more than 40 pitches in a game.
- 9) A pitcher is allowed a maximum of six (6) warm up pitches between innings.
- 10) If a pitcher hits two (2) batters in an inning or three (3) batters in a game, they must be removed from pitching immediately.
- 11) Each team must pitch a first year Minor League (9 year-old) pitcher(s) for at least one entire inning in each game by the completion of the fourth inning. For clarification, this means that multiple first year ML pitchers may be used, but only first year ML pitchers can be used for that entire inning. The first year ML inning is to be considered complete upon the defensive team recording the third out, or the application of the five (5) run per inning rule (see D-2 below).

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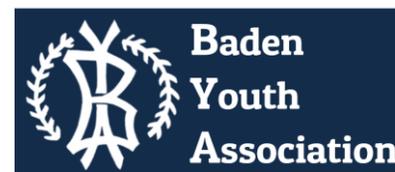
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### SECTION D: General Playing Rules

- 1) There will be a continuous batting order.
- 2) A five (5) run per inning rule will be in effect for the first five (5) innings. There is no run per inning limit in the sixth or extra innings. **EXCEPTION:** A continuation rule is in effect. If a team has scored four (4) runs in the current inning and the batter gets a hit, all runs scored count until time is called. (Example: The team batting has bases loaded with 2 outs and has scored 4 runs already in the inning. If the batter singles and three (3) runs score, then the offensive team would be credited with seven (7) runs and the inning would be over.) In the event of a continuation, the maximum runs possible per inning would be eight (8).
- 3) **Stealing is permitted, but not until the defensive team has recorded one (1) out. Players may not steal home.**
- 4) Dropped 3<sup>rd</sup> strike is NOT in effect.
- 5) The infield fly rule will NOT be enforced.
- 6) There is no penalty for a balk. However, the game should be stopped and an explanation given to the pitcher on each infraction.
- 7) No "Slug Bunts" are allowed. Any fake bunting and then swinging will result in a dead ball out for the batter with no advancement by any base runners.
- 8) No intentional walks are allowed.
- 9) Coaches may have one (1) free conference visit per inning without changing the pitcher. On the second and all subsequent mound visits in an inning, the pitcher must be replaced.
- 10) Coaches may have one (1) conference with the infielders per game (which also counts as a trip to the mound for that inning).
- 11) Accidental throwing of the bat the first time will result in a team warning. Any additional offenses will result in a dead-ball foul on a batted ball with no runners advancing and the batter being called out.
- 12) Intentional throwing of a bat or helmet (which will be a judgment call by the umpire and not subject to protest) will result in both
  - a) the player being ejected from the game; AND
  - b) a dead ball foul on a batted ball with no runners advancing and the batter being called out
- 13) Adults may coach first and third bases and warm-up pitchers.
- 14) Any player coaching the bases must wear a helmet. Any player warming-up a pitcher must wear a catcher's mask.
- 15) Base running:
  - a) A runner must avoid contact with the fielder on a play at any base or the runner will be called out. Any attempt to jump over a fielder in a position to receive a thrown ball at a base is not considered avoiding contact and the runner will be called out.
  - b) A runner may not slide head first, except when returning to a base that had already been achieved.
  - c) Runners can steal any base on a live ball.
  - d) The ball is considered dead when the pitcher is in possession of the ball on the mound.

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- 16) A base runner is out if a base coach touches the runner with the intent to assist or restrain the runner while the ball is in play. This is a judgement call by the umpire and cannot be protested.
- 17) No Leads: A runner can leave a base only after the ball has crossed home plate.
- 18) One team warning if a runner leaves a base early. After one warning, the runner will be called out. The defensive team has the option of waiving the “leaving early” call and accepting ensuing game play (for example, a player leaves early on an attempted steal and the batter pops up for an out, the defensive team would likely waive the “leaving early” call and accept the out). A waived leaving early call will still be considered a team warning. .
- 19) A runner originally stationed at third can advance home only when a batted ball is put into play, or forced home with the bases loaded. Subsequently, such runner originally stationed at 3<sup>rd</sup> base cannot advance on any play made by the defensive team on the return throw to the pitcher, or any attempt to throw out another runner originally starting on 1<sup>st</sup> or 2<sup>nd</sup> base.
- 20) Any defensive play made upon a runner originally stationed at 3<sup>rd</sup> base prior to a batted ball being put into play will be called a dead ball and all other runners will return to their original base with the exception of a runner attempting to steal from 1<sup>st</sup> to 2<sup>nd</sup> base during the play. Such player will be awarded 2<sup>nd</sup> base at the discretion of the umpire.
- 21) A runner can advance to 2<sup>nd</sup> or 3<sup>rd</sup> base on the return throw from the catcher to the pitcher, but cannot advance home.
- 22) A runner stealing 2<sup>nd</sup> or 3<sup>rd</sup> base cannot advance home on an errant throw from the catcher. A trailing runner on 1<sup>st</sup> base may advance to 2<sup>nd</sup> on an errant throw from the catcher when the leading runner is attempting to steal from 2<sup>nd</sup> to 3<sup>rd</sup>.
- 23) A base runner must go back to the base he is occupying when the pitcher has the ball and is in contact with the pitching rubber. The pitcher may not use the rubber to stop play already in progress.
- 24) Outfielders must be positioned in an arc at least twenty (20) feet behind the base lines. A rover or rovers are not permitted.

### SECTION E: Equipment

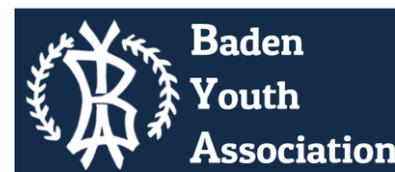
- 1) All rostered players should be in full uniform. Hats are mandatory for all defensive players, and protective helmets must be worn by offensive players in the field of play.
- 2) Metal spikes are prohibited.
- 3) Catchers must wear appropriate protective gear [cup, chest protector, helmet, mask, shin guards, catcher’s mitt].
- 4) Little League USA and many other leagues have adopted the USA Baseball recommendation requiring new bats be utilized beginning with the 2018 season. The Board of Directors at both Avonworth and Quaker Valley have determined only USA Baseball approved bats (including those that are 2-5/8” diameter) will be allowed beginning in 2019 for Route 65 League play. Bats manufactured prior to 2018 that were previously approved for Little League play are no longer allowed.



### SECTION F: Protests

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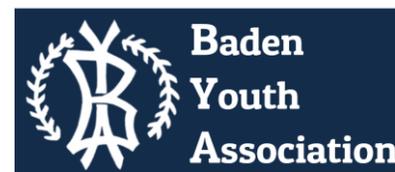
- 1) No protest can be made on an umpire's judgment call.
- 2) No manager can overrule an umpire's judgement call.
- 3) Any protest due to misinterpretation of a rule must be submitted to neutral Commissioners within forty-eight (48) hours.
- 4) Managers may dispute a rule interpretation, provided that the dispute is presented in a calm, gentlemanly manner. No Assistant Coach, Parent, Player or other actor is permitted to engage in a protest with an umpire, especially in matters that involve judgment calls on close plays.
- 5) The protesting manager must inform the opposing manager and the umpire that he is protesting the game at the point of disagreement. At that time and prior to the next pitch, the protesting manager must have the umpire sign their name in the score book and outline a description of the disagreement. If intentions to protest the game have not been recorded before the game continues on, the protest is invalid.
- 6) A protested game must be played to completion.
- 7) If the protesting team wins, the protest is dropped.
- 8) Before ruling on a protest, the Commissioner (or Commissioners in the case of an Avonworth vs. Quaker Valley game) must contact the umpire and both managers to understand the situation.
- 9) If the protest is upheld, the game will be resumed from the point of protest.
- 10) All protests will be decided by independent Commissioners not involved in the game. If a Commissioner is a coach on a team involved with the protest, that League's VP On Field will handle the protest. (If both the Commissioner and VP On Field are involved, then the League President will handle the protest)
- 11) All Commissioner rulings are final.
- 12) For anything not explicitly covered by these local rules, please refer to the most recent edition Little League Rule Book.

### **SECTION G: Discipline**

- 1) Umpires have the right to eject anyone, including parents and spectators, from the field of play for unbecoming conduct. This is a Little League rule, not a local rule.
- 2) Any player found to be using illegal equipment will be ejected from the game, unless the opposing manager is willing to issue a one-time warning instead (with an automatic ejection for 2<sup>nd</sup> offense)
- 3) Use of an illegal pitcher (one who pitches more than three (3) innings in a game or violates the pitch count rule) will result in a 1-0 forfeiture of the game. However, in the spirit of sportsmanship, both teams should make their best effort to notify the other team before such a violation occurs.
- 4) Unsportsmanlike conduct, including vulgarity or violence directed at another person by a player, manager, or coach is a serious problem and warrants ejection from the game by the umpire without warning. Each case will also be reviewed by both Boards of Directors, and punishments could range from a warning may be given in the event of a less serious occurrence...to a lifetime ban for extreme violations.

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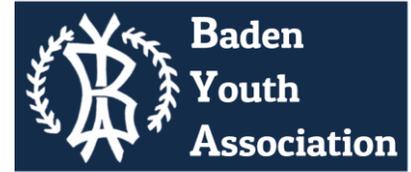
- 5) An ejected person must leave the ball park. Any adult that has been ejected from a game by an umpire must immediately leave the field and must remain at least 100 yards away from the nearest part of the field through the completion of the game.
- 6) The use of tobacco or alcohol is not permitted in the ballpark by any coach, player, scorekeeper or umpire.
- 7) A manager has the right to suspend a player. The suspension and length of suspension by the manager must be investigated by his league commissioner.
- 8) The league also has a right to suspend a player for repetitive occurrences of unsportsmanlike conduct. This suspension requires unanimous approval of the league commissioners.
  - ◆ KNOW YOUR RULES AND KEEP IN MIND THAT THE PURPOSE OF OUR BASEBALL LEAGUE IS TO TEACH KIDS TO PLAY AND LOVE THE GAME OF BASEBALL!

### SECTION H: Playoff Rules

- 1) All teams make the playoffs.
- 2) All playoff rounds will be single elimination including the championship.
- 3) Teams will be seeded based upon winning percentage for a minimum of 9 games (All teams are scheduled to play in 10 conference games that count for the standings.)
  - a) Teams that play less than 9 total games played will add losses to their record until the number of games equals 10.
  - b) Teams with more than the minimum of 9 (or 10) total games played will use their 9 (or 10) best games (i.e. they are able to drop losses to get back to the minimum number of games). This is to encourage teams to reschedule all rainouts.
  - c) Seeding of tie-breakers is as follows:
    1. Head-to-Head
    2. Winning percentage for all games actually played (so as to place a 10-0 team ahead of a 9-1 team)
    3. Run Differential for the season
    4. Coin Flip
- 4) The five highest seeds will get first round byes.
- 5) Higher seeded teams will be the home team regardless of field location.
- 6) The highest seeded team in each playoff match will select the field location and time, except for championship games if league decides to host a doubleheader at a single location. If their "home" field is not available, an alternate field must be used so game is played on/by scheduled date.
- 7) First round play-off matches should be scheduled for Monday, June 7<sup>th</sup> at 6pm. The games will match up the #8 vs #9 seed, the #7 vs the #10 seed, and the #6 vs the #11 seed.
- 8) Second round play-off matches will have the #4 seed play the #5 seed on Wednesday, June 9<sup>th</sup>.

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- 9) Third round play-off matches should be scheduled for a time that both coaches agree upon. If a date cannot be agreed upon for a third round match to be scheduled within 9 days since the last day of the regular season, then the league scheduler or Commissioners will schedule that (and any subsequent round match) for a date that equals 2 weeks from the last regular season game (and then every 2 days after that until the Championship game has been played).
- 10) The semi-final games are scheduled for Saturday, June 12<sup>th</sup> at 10am. The Championship game will be scheduled for Saturday night.
- 11) The highest seeded team is responsible for negotiating the date and time, and also scheduling umpires for the game. NOTE: If a team chooses to host a game at an away (or neutral) venue, they must also pay for and coordinate the umpires for that location.
- 12) Play-off Pitch counts:
  - a) All player's pitch counts are reset for the 1st game of the playoffs.
  - b) Playoff pitch counts will reset for the semi-finals.
  - c) A pitcher can throw up to 40 pitches, plus finish the batter faced when 40 pitches are reached, in a playoff game and be eligible for the next game, regardless of when that game occurs - next day or longer
  - d) A pitcher that exceeds 40 pitches, and faces a new batter after reaching 40, cannot pitch in the next game, regardless of when that game is played (no eligibility gained due to rainouts or other delays).
  - e) Losing team will report score and any pitcher that are not available (over 40 pitches) for the team advancing.