

# **2017**

## **10-12 YEAR OLD BASEBALL RULES**

Greenway, Deer River, Nashwauk-Keewatin

**Introduction** – 2017 will be a fun year for our youth baseball! The main themes when deciding on these rules are to stress getting back to baseball skill fundamentals, fun speedier games, coach and league collaboration on what works and what doesn't. The rules set forth below are to be revisited each year by team representatives, and can also be revisited at any time during the season, just pick up the phone and let's figure it out! Any rules not specifically addressed or omitted we will defer to the rules that we all followed last year. Coaches and umpires are empowered to converse before games and during any conflict/questions during the games with resolution geared towards player development over score.

These rules will pertain to regular season as well as the tournaments unless modified by unanimous decision of all 3 leagues. End of the year tournament will be a random draw for seeding. Schedules will be sent out as soon as we have all the teams set. Tournaments will be listed on the schedule once the dates are set. Coaches can start practice anytime after the team rosters are decided. It is the coach's responsibility to make contact with the parents and players on their roster to welcome them to the team.

**Fees** – Internal team (league) fees only

### **Home Field**

- Home team supplies new balls (slightly used OK).
- Home team supplies at least one umpire. **NEW FOR 2017; Umpires must be behind the plate.**
- Umpire pay to be decided by each league.

### **Equipment**

- No metal spike
- Full catchers gear
- Catcher throat guards

### **Age**

- 10-12 years old

### **Stealing**

- No Stealing
- Must stay on base until ball crosses the plate then player may get a lead but may not advance unless the ball is hit in play

## Sliding

- Anything close to a play at the bag or home plate requires a slide
- **NEW FOR 2017- head first slides will be allowed.**

## Batting

- No on deck warming up. A player may NOT hold a bat until it is their turn to walk to the plate, period.
- Bunting will be allowed only if a runner is on base but please consider the batters safety. Protect the hands and the chest.
- Dropped 3<sup>rd</sup> strike – this has been eliminated. Players may not advance at any time on a dropped third strike.
- NO intentional walks.
- 9 batters (bat who's in the field) OR you may set your batting lineup and use that order the entire game regardless of starting position or substitutions.
- Every player must play AT LEAST 6 consecutive defensive outs and have 1 at bat. This is not required due to shortened games, EX: 10 run rule or shortened due to weather or darkness.
- Batting Limits per inning
  - o 3 outs or
  - o Once through the lineup (9<sup>th</sup> batter if batting entire roster) or
  - o 5 runs max
  - o **(NEW FOR 2017) Beginning the 6<sup>th</sup> inning and any inning afterwards in case of a tie, the 5 run rule has been dropped for both teams.**

## Pitching

- 46 ft – mounds, portable mounds, flat ground all ok
- 35 pitches or under, can pitch the next day. (Exception tournament play, see below).
- 35 – 55 pitches requires 1 days rest
- 56 - 85 pitches requires 2 days rest
- Pitchers are allowed to go over each range for last batter. Meaning a pitcher, upon reaching the a pitch threshold, may continue to pitch until the batter they are pitching to has been retired or gets on base
- Warm Up Pitches
  - o 7 to start the game or new Pitcher
  - o 5 to start each subsequent inning
- Pitcher/Catcher combined limits are up to each teams' discretion
- **IN TOURNAMENT PLAY ONLY-** a pitcher pitching in his/her FIRST game, upon reaching the 35 pitch threshold, may continue to pitch until the batter they are pitching to has been retired or gets on base. They may then be used in a 2<sup>nd</sup> tournament game that same day but, the TOTAL number of pitches thrown in the first game must be used towards the 85 pitch limit. (EX: Billy pitches the 1<sup>st</sup> game of the day and is pulled after retiring Suzie and threw 38 pitches. If Billy is put in the 2<sup>nd</sup> game to pitch, his 1<sup>st</sup> pitch will be his 39<sup>th</sup> pitch of the day and he must be pulled after he reaches the 85 pitch threshold. **NEW FOR 2017- As above, once he/she reaches his/her 55<sup>th</sup> or 85<sup>th</sup> pitch, he/she may finish that batter until they are retired or reaches base and must abide by the appropriate days of rest for that threshold range.**

### Advancing on overthrow

- When a play is being made on a base runner and an overthrow occurs, the base runner (and any other base runners) may advance to the next base ONLY.
- If a fielder decides to make a play on any base runner advancing to the next base due to an overthrow and an overthrow occurs again, the base runner (and any other base runners) may advance to the next base ONLY.
- The ball is live until it is thrown back to the pitcher or any other dead ball situation (EX: foul ball, ball leaves the field of play, interference, etc.)
- Once the pitcher receives the ball, THE PLAY IS IMMEDIATELY DEAD and all base runners MUST immediately return to the base they are occupying. They are NOT to taunt the pitcher into making a play on them.
- (CLARIFICATION) If it is obvious that a fielder is attempting to throw the ball back to the pitcher, when the pitcher is in the vicinity of the mound, and an overthrow occurs, it is not considered an overthrow and the runners may not advance. However, if the pitcher is near a base or advancing to a base and is obviously attempting to make a play on a runner, and an overthrow occurs; the runner and any other runners may advance one base.
- NOTE: It is strongly advised that coaches teach the fielders to get the ball back to the pitcher if there is an overthrow and to have the pitcher take the mound. We have not outlawed base runners taunting the fielders into making a play on them and as coaches don't encourage this at this level.

### Games

- Single Game start time 6:00 pm
- Double Header first game 5:30, second game 7:10
- 6 inning games unless time limit reached
  - o 90 min single game time limit
  - o 75 min double header game time limit
  - o Must start last inning before time limit is reached
- Time Outs
  - o Defense- 3 per pitcher per inning. Pitcher must be pulled on the 3<sup>rd</sup> visit in an inning. (An injury time out is not counted toward the limit)
  - o Offense- 1 time out per inning. (An injury time out is not counted toward the limit)