

Middie Way Minors 10u Pitch Rules

The goal of this league is to encourage our youth to hone their skills in a competitive environment, using sportsmanship and recognizing the rules of fair play. The purpose of Minors 10u is to develop the basic skills of fielding, throwing, hitting, PITCHING and teamwork. Coaches shall have an understanding of the rules and follow them during all contests. Remember that keeping score IS NOT important, and a successful game will be one where all players have fun, learn and are excited to come back.

1. Players/Roster

- 1.1. 10 kids play in the field with 4 outfielders AND Every kid bats
- 1.2. Games will not be forfeited we will play with players available
- 1.3. Free substitution no kid shall sit out more than 1 inning per game if possible
- 1.4. No player shall sit 2 innings before another player has sat 1 inning
- 1.5. If safely possible all kids play 1 inning in infield and 1 inning in outfield each game
- 1.6. Coaches will present lineup card to other team before game (**Gamechanger**)
- 1.7. If extra players needed can be from lower league or from other Minor teams. Extra players must play outfield only and bat last. (**Tournament TBD**)

2. Playing Field

- 2.1. Bases will be 60 feet apart.
- 2.2. Only players, coaches, and team parents will be allowed in dugout and field.
- 2.3. **MUST BE VERIFIED BY LEAGUE**
- 2.4. Coaches allowed in the field: For fielding team: One coach to be in the field to coach players
- 2.5. For the batting team: one coach at 1st base and 3rd base for runners.

3. Equipment

- 3.1. Ball that will be used in games is the Little League Baseball.
- 3.2. Batter and base runners **MUST** wear helmets at all times.
- 3.3. All players are encouraged to wear athletic supporters; catchers must wear cup and throat guard at all times
- 3.4. Baseball bats must be USA STAMP and regulation size no larger than 2 5/8 barrel diameter
- 3.5. **NO** metal spikes

4. The Game

- 4.1. Game length will be 5 innings. No new inning shall begin 1:30 after the start of the game.
- 4.2. 3 outs per inning.
- 4.3. Coach or parent will keep score each game (**Game scored through Gamechanger App**)
- 4.4. Coach will keep count of players pitch counts and report pitch count for each player (**Tracked on Gamechanger app**)
- 4.5. Coach will follow pitcher rest rules determined by pitch count
- 4.6. Max runs per inning: 5 runs and will end the inning. (**For Tournament last inning will have no run limit**)
- 4.7. Only 1 umpire, all umpire rulings are final. **RESPECT FROM COACHES PLAYERS AND FANS**
- 4.8. Games can end in tie due to time limit or inning limit **NO EXTRA INNING** for regular season

5. Pitching

- 5.1. Every team will be responsible for counting & keeping official track of own players pitch count
- 5.2. Pitching Distance Rubber 46'
- 5.3. Balks - Warnings **ONLY**
- 5.4. Maximum 2 mound visits per pitcher, pitcher must be removed after 2nd mound visit
- 5.5. 6 warm up pitches for new pitcher and in between innings

- 5.6. Pitchers can throw a max of 80 pitches and may not start a new batter but may finish the current at bat.

01-20 pitches 0 calendar day rest
21-35 pitches 1 calendar day rest
36-50 pitches 2 calendar day rest
51-65 pitches 3 calendar day rest
66-80 pitches 4 calendar day rest

(Pitch number is the number at the start of the last batter EX. 48 pitches is 2 days rest even though pitcher through 4 pitches to the batter for a total of 51 pitches)

- 5.7. We will start the season with NO WALKS Until May 12th. We will attempt to go to kid pitch only after the 1st 2 weeks. Please work with all players on pitching
5.8. Hit by Pitches we will treat as a Ball for the first 2 weeks (TBD Coaches?)
5.9. Players pitch until ball 4 to batter, NO WALKS, After ball 4 coach may finish pitching to batter (COACH will throw max 3 pitches) Only 3 pitches UNLESS the last pitch is fouled off then continue until ball is put in play or strike out. IF 3rd pitch is a ball or not swung at it is an out.

6. Batting

- 6.1. Every player will be in the batting lineup every game
6.2. A continuous batting order MUST be used. All players present for the game will be in the batting order and will bat for the entire game.
6.3. If a player is injured and cannot finish the game they will not be considered out for batting out of order (**player will be skipped if injured**)
6.4. No drop 3rd strike; if catcher drops strike 3 batter is out. (**Please teach catchers urgency of getting balls that get past them**)
6.5. We will begin the season with no walks and use coach pitch for walked batters (**3 PITCH MAX**)
6.6. Ball that hits the COACH pitcher will be played as normal. If a batter gets out they are out, runners must advance only one base if this happens.
6.7. NO Bunting and NO Infield Fly
6.8. NO INTENTIONAL WALKS

7. Base Running

- 7.1. No leading off
7.2. THERE IS NO BASE STEALING.
7.3. Base runners shall not leave the base until the ball crosses home plate.
7.4. Base runners must stop when the ball is back in an infielder's possession. Base running marks will be used if a runner is past the mark, they can advance to the next base at their own risk. If a runner is behind the mark they must go back to the previous base. (**UMPIRE DECISION IS FINAL, NO ARGUMENT**)
7.5. Runner to first will step on the orange base in foul territory.
7.6. No overthrows on throws to first base for any baserunner
7.7. Limit of one base on overthrow per play (**DOES NOT include throws to 1st base**)
7.8. Courtesy runner for catcher OR pitcher with 2 outs. The runner used will be the player who was the previous out.
7.9. No stealing, no passed balls

8. Defensive Field

- 8.1. 10 Fielders: Only 6 infielders 1st, 2nd, Shortstop, 3rd, pitcher and catcher, Only 4 outfielders Left, Left Center, Right Center, Right
8.2. Players must play 1 inning in the infield and 1 inning in the outfield
8.3. 1 defensive coach will be allowed in outfield to help assist if necessary
8.4. CATCHER: Coaches please have equipment on early for next catcher
8.5. Catchers must be in full catching gear

END OF SEASON TOURNAMENT