

## District 28 Spring 2021 - Rules Summary Sheet

Rule		Minors 10U (4 <sup>th</sup> & 5 <sup>th</sup> Grade)	Majors 12U (6 <sup>th</sup> & 7 <sup>th</sup> Grade)			
Ball Size		11", yellow, raised seam, Dudley SBC-11	12", yellow, raised seam, Dudley SB-12			
Pitching Distance		35'	40'			
Base Length		60'				
Game Length		6 innings	6 innings			
Game Time Ending		No New Inning After 1hr 45minutes				
Official Game		4 innings				
Defensive Team		10 players in field				
Outfielders		4 (minimum 15 feet behind base lines)				
Offensive Team		Continuous Batting Order – all players must bat, no batting order substitutions				
Offensive Players		Batter & Runners advance at risk, once ball in pitching circle and pitcher is not making a play, runners must immediately advance or return to base				
Offensive Team Run Rule per inning		<i>5 runs, inning over. Last inning continuous until 3 outs are recorded. If Visiting team is winning by 10 runs or more, last inning 5 run rule shall be in effect for Visiting team only</i>				
Mercy Rule		15 runs after 4 innings				
Leading		After ball crosses plate	On Release			
Stealing		Yes; continuation play on walks not in effect. Stealing of home is allowed twice per inning.	Yes, continuation play on walks <u>in</u> effect. Stealing of home is allowed			
Stealing Limitation		No stealing when up by 8 runs	No Limit			
Bunting/ Tagging Up		Yes				
Stealing Home		Yes- only twice in same inning	Yes			
Dropped 3 <sup>rd</sup> Strike		no	Yes			
Safety Bases		Mandatory				
Infield Fly Rule		no	Yes			
Must Avoid Contact		(slide, stop, or avoid) Runners initiating contact is called out, players return to their bases				
Sliding		Feet first only, except return to bases after a lead				
Pitching		3 innings maximum, 2 innings must be consecutive	4 innings maximum, 2 innings must be consecutive			
Hit Batter (Pitcher)		3 per inning or 5 per game, remove pitcher				
Hit Batter (Batter)		1 <sup>st</sup> base awarded to batter at umpire discretion. Player must try to avoid ball				
Pitching Re-entry		Pitchers, once removed, may reenter to pitch once to complete their inning allotment				
Pitching protection		<b>Faceguards required for all pitchers, enforced by Umpires</b>				
Batter Protection		Faceguards required on all helmets, enforced by Umpires				
Courtesy Runner:	Catchers and Pitchers at all times;					
Speed Up Rule:	Catchers shall be run for with 2 outs in inning; last batted out					
Injuries:	If a player is injured and leaves game, lineup spot is skipped with no penalty					
<b>10U only:</b>	If pitcher issues 3 consecutive walks, <u><b>Umpire to "expand" the strike zone to assist the pitcher for next batter</b></u>					
<b>Umpire Chief Pat Dorfer: 516-376-2911; email <a href="mailto:Patrickad Dorfer@yahoo.com">Patrickad Dorfer@yahoo.com</a></b>						
<b>No chanting permitted, cheering of your team is always encouraged</b>						