

## 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	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	
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	Faceguards required for all pitchers, enforced by Umpires	
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		
10U only: If pitcher issues 3 consecutive walks, <u>Umpire to "expand" the strike zone to assist the pitcher for next batter</u>		
Umpire Chief Pat Dorfer: 516-376-2911; email Patrickadorfer@yahoo.com		
No chanting permitted, cheering of your team is always encouraged		