

STEVENS POINT YOUTH BASEBALL ASSOCIATION

LEAGUE RULES – AGE 9 & 10



- All players attending a game will play 6 consecutive outs on defense in each game
- All players attending a game will be placed in the batting order and will remain in that order for the entire game.
- 10 defensive players will be used. Four will play in the outfield. An extra infielder or “rover” is not allowed.
- If a team only has 9 players, the opposing team will also play 9 defensively, but no less than 9. They will still bat the entire roster.
- All players must play a minimum of 1 inning in the infield and 1 inning in the outfield for the first five innings of a game.
- In the case of more than 10 players on a team attending a game. No player shall sit more than 1 inning per game.
- Re-entry of defensive players is allowed throughout the game. (With the exception of pitchers).
- A team may start and play with 8 players. If a team is unable to field at least 8 players 10 minutes after the scheduled start, the game will be a forfeit. In the case of a forfeit, every effort should be made to borrow/split players so that a practice game may be played. In the case of a forfeit, umpires are paid and will remain to call the practice game.
- A 10 run rule will apply to all games. The game is over when the home team is ahead by 10 runs after 4-1/2 innings or the visiting team is ahead by 10 runs after 5 innings.
- A 5 run rule will apply to each half inning to enhance competitiveness and pace of play. Coaches will announce the end of the inning after the completed action of the play in which the 5th run was scored. The 5 run rule will not apply to the championship game at the end of the season.
- If a game is called because of bad weather, it is considered complete after four innings, or if the home team is ahead after 3-1/2 innings.
- Umpires are to announce the starting to team coaches.
- **There are no protested games.**
- **Pitching:**
 - Players may pitch a maximum of 2 innings per game. One pitch to one batter will be counted as an inning pitched.
 - Teams that play a **double header** are allowed to have their players pitch up to three innings between **both games**.
 - A nine-year-old player must pitch a minimum of 4 innings per week for every team, assuming a twelve-inning week.
 - **A nine year old must pitch at least one inning in the first three innings of the game.**
 - Players may pitch a maximum of 6 innings per week. A week is Monday – Sunday.
 - Pitchers must have one day of rest between pitching assignments after they pitch 2 innings in a game. (Example: A player who pitches 2 innings on Monday cannot pitch until Wednesday.)
 - A pitcher once removed from a game, as a pitcher may not pitch again in the same game.
 - Pitchers shall not wear sweatbands on either wrist.
 - 8 pitches for a pitchers first warm-up, 5 pitches before each inning thereafter.
(Common sense should be used in cold weather, more pitches may be allowed.)
 - Third strikes are outs even if the catcher drops the ball.

- **Base running:**
 - **Stealing is only allowed from 2nd base to 3rd base.** This rule is to help develop the defensive team with a force at 2nd base.
 - Stealing is allowed after the ball crosses home plate. Runners may not advance to home base on a wild pitch or an overthrow on an attempted put-out of a runner stealing any base. This rule promotes both the development of base-running skills **and** the development of catchers in 9/10 league play. When stealing home is allowed in 9/10 league play catchers are discouraged from attempting put-outs in base stealing situations.
 - Mandatory slide rule. A runner must slide on any possible close play or be ruled out for interference. **No head first slides.** Only head first slides are allowed back to previous base occupied.
 - The umpire will call missed bases, leading off, etc. an out immediately on observation. The defensive team does not have to make an appeal play.
 - A courtesy runner should be used if a catcher is on base with 2 outs. The courtesy runner will be the player that made the last out.

- **Equipment and uniforms:**
 - Every player must wear a protective helmet, which covers the ears while batting, running bases, in the on-deck area, or while coaching bases. ○
 - Steel spikes are not allowed. Shoes with molded cleats are permissible.
 - USA Bat rules apply
 - Trapper type gloves are legal for a player while playing first base only.
 - Full uniforms must be worn at all times (shirts must be tucked in). A player may remove the regular cap when wearing the protective helmet.
 - Catchers must wear a protective helmet, facemask with a throat protector, and supporter with cup.
 - Players must not wear watches, rings, pins or jewelry.

- **Sportsmanship:**
 - Umpires have been directed to insure a game that is fun and promotes good sportsmanship. To promote these goals, SPYBA umpires and league officials **HAVE THE DISCRETION** to remove a player, coach, or parent from a game for any of (but not limited to) the following reasons:
 - Deliberately and maliciously throws a bat, helmet, or other object.
 - Exhibits behavior that is not in the spirit of fair play and good sportsmanship, especially if he has been previously warned about his behavior (including contesting called balls and strikes).

Uses bad, profane, or objectionable language while on the field or in the dugout.

 - Managers and coaches are responsible for the attitudes and sportsmanship displayed by their team and should lead by example. ○ No alcohol or tobacco products shall be consumed in the dugouts or on the field during play by players, managers or coaches.
 - **All Games are 1 ½ hours long. No new inning can start after 1:30 has elapsed.**
 - Time limits may be lengthened or eliminated during the playoffs. This is a decision that will be made by the league supervisors and communicated to all coaches prior to the start of the playoffs.