

2010
9 & 10 BOYS RULES

1. All little league roster rules apply.
2. The pitcher must wear a chest protection device while on the mound (mandatory Bridgeville, optional STAA).
3. Batter must wear helmets with cage (mandatory STAA, optional Bridgeville)
4. Pitching rubber will be 46 feet from home plate. Bases are sixty (60) feet in distance.
5. No balks and no infield fly rule.
6. Only official Little League bats are allowed (2-1/4")
7. No roster additions after your first game.
8. Absolutely no jewelry, casts, or splints.
9. Throwing equipment and removing helmets while on base is means for ejection.
10. No fake tags.
11. No interference, if there is no play at the base, the baseman may not be in the runner's path or running lane. One warning per team, second offense, and the runner is awarded next base. The umpire must see it.
12. Teams will use four (4) outfielders (no rover). Outfielders must be (120) feet from home plate. Hash marks are to be placed on the foul lines and centerfield prior to the game.
13. Each team must have at least nine (9) players to start or continue a game. If at any time this rule is not met, the game is over and the team with enough players to play, nine (9) or more wins. However the game will still be played as an exhibition, the team with not enough players will borrow the "last out (s)" from the other team to play right field.
14. Bunting is allowed. No swinging bunts, no fake bunts. If the batter shows bunt, they must bunt or pull back.
15. 9 & 10s will bat the bench. Free substitution is permitted.
16. There will be no borrowing of players from 10 & under team. A team may bring enough call up players from the Midget League of their community (provided that players participate in the Midget League within the community (liability issues otherwise). If enough rostered kids show after a call up arrives, the call up will play will still play. Call ups will play right field and be placed at the bottom of the order. Community wide (Scott, and Bridgeville) call ups allowed for any team. Approval must be given from the Midget League manager and in all cases of conflict any player called up must play for the own team first. Call ups must wear their roster B8U uniform.
17. Each player will field at least four (4) innings, unless an injury occurs.
18. Stealing will be permitted at the start of the season.
19. Home plate CANNOT be stolen; it must be earned under any scenario.
 - a. NOTE: A runner on third base cannot steal home and score if the catcher makes a play to second. The runner cannot advance from third to home on the throw to second regardless of the outcome of the play. All throws from the catcher to the pitcher are dead balls. EXCEPTION: If there is only a runner on first base and the runner steal second base he/she can advance to third and home at will as a result of the overthrow to second base. A hit ball is live.
20. Pitching regulations are in accordance with Little League Rules:
 - i. Any player on the team may pitch but no more than 2 innings until May 25. After May 25, a 10 year old may pitch 3 innings. Managers use you best judgment to prevent injury.
 - ii. Before the end of the 4th inning a 9 year old or combination of 9 year olds must pitch one complete inning to its finish, 3 outs or 5 run rule.
 - iii. A player may pitch in a maximum of six (6) innings in a calendar week, Sunday through Saturday.

2010 9 & 10 BOYS RULES

- iv. Delivery of a single pitch to a batter constitutes having pitched an inning. This rule is for pitching eligibility purposes only.
 - v. A player once removed, as a pitcher may NOT pitch again in the same game.
 - vi. No restrictions on the number pitchers that can pitch in a game.
 - vii. Only four (4) walks per pitcher per inning, then they must be replaced. This rule is subject to change June 1st. based on the discretion of the league commissioners.
 - viii. Only three (3) hit batters per pitcher, per game. Then on the third hit batter of the game the pitcher must be removed. If the same pitcher hits two (2) batters in the same inning, then that pitcher must be removed. At hit batter counts as a walk for pitching eligibility.
 - ix. Only 2 trips to the mound by the coach, per pitcher. The third trip will be to pull the pitcher. Crossing the foul line is considered a “trip to the mound”
 - x. A pitcher is not permitted to wear a batting glove or wrist bands while pitching.
 - xi. A pitcher may not wear white sleeves under the uniform.
 - xii. A pitcher may only throw a fast ball or change up, nothing else.
21. The opposing team’s manager will be notified before the start of the game if a boy/girl will not be playing due to disciplinary or sickness reasons. A manager is obligated to play a player if he comes late or when the game is in progress. That player will be placed at the end of the lineup.
22. No out assessed if a child leaves the game due to sickness or injury.
23. A runner must make every effort to slide or avoid contact while running the bases. Runners are not out if they do not slide. It will be the umpires’ discretion if there was intentional contact.
24. When a runner is stealing, they may not leave the base until a pitched ball is across the plate. One warning per team, the next offense will result in an out. The umpire must see it and make the call.
25. A walk is a walk and the walked batter may not steal second base. Runners on second can advance at will, if the ball is not thrown back to the pitcher, however, the walked batter must still remain at first.
26. An out will not be assessed if a batter is skipped over due to legitimate injury or illness.
27. A player may return to the game if removed for injury or illness.
28. No head first slides except when returning to a base. One warning per team, the next offense will result in an out.
29. Lineups will be exchanged at the start of the game in any question concerning pitchers concerning pitchers eligibility over the available innings he/she has. Pitching in other leagues during our season counts towards the pitchers eligibility (safety for the child’s arm is paramount).
30. The umpire should try to call the game behind the plate. If no umpire shows up for the game then a coach or parent from both teams should handle the umpiring. Do not cancel the game because of not having an umpire.
31. Take precautions to prevent protest. When a protest is imminent the potential offender should be notified immediately. If the game is in protest, finish the game and contact your executive board immediately.
32. Managers will sign the opposing team’s book after the game, verifying pitchers innings and game score. Also have the umpire sign the book to verify the score.
33. No appeal plays. The umpire will call all plays during the game.
34. Only the manager will have a dialog with umpire, coaches and other volunteer help may not comment, or question the umpires calls (technical or not). Comments from the Manager will be conducted in a civil manner as the umpire can eject anyone (manager or coach) for misconduct or aggressive tone towards them.
- Blood rule – fifteen (15) minutes. Blood on uniform – uniform must be removed.

2010
9 & 10 BOYS RULES

35. All games end fifteen (15) minutes before the scheduled start time of the next game. Regulation games shall be six (6) innings. Official game – A game is official after 3 1/2 innings. The losing team will be the last to bat and must bat 4 times for the game to be official. If the game is tied after 3 1/2 innings and the game is stopped due to inclement weather, darkness or time constraint. The game will finish as a tie. If a game is tied after 6 innings the game will remain a tie if there is another game immediately after. If play can continue, play will continue until there is a winner with a 9 inning maximum (managers to use their discretion and agree upon this). If the game is stopped before 3 1/2 innings due to inclement weather or darkness; the game must be replayed from the start.
36. Games are a minimum 3 1/2 innings. In a lopsided game, losing managers have the option of stopping the game.
37. The home team managers must give the opposing manager three (3) dates which to play a make up game (these dates must be open for both teams). If the home team does not notify the opposing team within one week of the game date, it shall be deemed forfeiture to the visiting team. Should the visiting team decline the 3 choices, it will be deemed a forfeit to the visiting team.
38. All games should be rescheduled within one week of the original game date.
39. 5 run rule per inning, continuation of play is allowed for maximum of 8 runs per inning.
40. Ten (10) run rule after 5 innings.
41. For playoff seeding: Points will be awarded for games, 1 point for a tie, 2 points for a win, -2 points for a forfeit. The next tie breaker will be head to head. The third will be least amount of runs allowed in game.
42. If your team cannot play for any reason in the playoffs; your team will be dropped from the playoffs and the next place team (based on the final regular season) will take your slot. Regular season call-up rules will apply. Regular season rules will apply for the playoffs.
43. Rostered teams for league admission must be comprised of 10 players minimum. No exceptions. Teams may not form with the intention of calling up players from younger leagues. Teams of 11 may form with other players dissolving into the other two associations. Managers must insure that teams are fair and equitable to play in inter league competition. Grievances will be reviewed by appropriate governing members and appropriate action, including exclusion from league play, will be determined by majority rule.
44. Winning team reports stats; date, location, teams, scores and pitchers to Scores@Bridgevilleball.com within 48 hours of the game. If failed to report, the seeding for playoffs will be adjusted.