

Liberty Youth Baseball

Local League Rules

9 & 10 – YEAR OLD LEAGUE

1. Local league rules supersede all other rules. Consult Dixie youth rule Book for rules not listed.
2. Practice time may be for a maximum of one (1) hour and thirty (30) minutes per day and may not exceed (5) five days per week and Wednesdays cannot be made a practice day.
3. Foul language, tobacco, or alcohol will **not** be allowed on the field or in the park.
4. No cell phones allowed on the playing field during a game.
5. All batters will be with a helmet, face guard and chin straps are **not** mandatory.
6. Facemask or catchers helmet will be worn by anyone warming up a pitcher in a squatted position, either during a scheduled practice or during a game.
7. LYBA Board approved manager, coaches and players only in the dugout and on field, failure to comply with this could result in punishment for the Manager of the team as well as forfeiture of games being played.
8. Coaches control yourselves and your parents. This is supposed to be a fun game for children. If a problem arises from coaches or parents that cannot be resolved, stop the game and get a board member.
9. Each manager will have 3 copies of his line-up, one for the scorekeeper, one for the opposing manager, and one for himself.
10. Any player absent at the beginning of the game and is not there by his turn at bat and misses his turn will not be allowed to enter the ball game or dugout.
11. Protest must be made before the next batter to the umpire or they will not be recognized. Protest on an umpire's judgment call will not be accepted.
12. Home team furnishes the scorekeeper. The scorebook is kept at the concession stand.
13. Visiting team shall furnish the pitch count statistician. The pitch count statistician shall record all pitches including strikes, balls, foul tips and any pitches delivered to the catcher ruled a "no pitch" by the umpire. **The official pitch count statistician's pitch count is the official pitch count and cannot be protested.**
14. Base coaches may not touch a runner at any time. Umpire must make the call. The penalty is that the runner will be called out.
15. A complete game will be 6 innings or 1 hour and 30 minutes, whichever comes first. A new inning will not start after 90 minutes. There will be a 15 minute extension to finish the

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current inning if needed. If you cannot complete the inning within the 15 minutes the score reverts back to the previous completed inning.

16. There is a 5 run rule in effect, this means that you can score 5 runs per inning, and there will be a 10 run rule after 4 innings. Unless the winning team is home then there is a 10 run rule after 3-1/2 innings.
17. An inning will be complete when both teams have acquired 3 offensive outs or scored a maximum of five runs.
18. Batting order is continuous. All players will bat.
19. All players on the offense must remain in the dugout at all times unless batting, on deck, or base running. All offensive players not in the dugout must wear a batting helmet.
20. Base runners must stay in contact with the base until the ball reaches the plate. Leaving the base too soon will result in the defensive team having the option of keeping or rejecting any part of the play. (THE RUNNER IS NOT OUT)
21. No head first sliding is permitted. Any player that slides into a base head first will automatically be declared out. This shall apply only to a runner attempting to reach the next base and does not apply to a dive or attempt to return to a base.
22. Each team will be allowed a manager and 3 coaches
23. All players will play a minimum of 2 defensive innings per game. Penalty for not doing this will be forfeiture of the game. If the bottom of the 5th inning is not required, it will not count as an inning played. The only reason a player will be excused from play will be due to illness or injury. Absent players must be reported to the other coach before the game.
24. There will be 10 defensive players with no more than 6 players on the infield including the pitcher. The other 4 players will play in the outfield.
25. Infield fly rule is in effect.
26. A team that does not have enough players 15 minutes past game time will be counted as a forfeit. If both teams do not have enough players it will be counted as a double forfeit. You can play with only 8 players. Exception: If the opposing team has enough players to allow for a pool player to avoid a forfeit.
 - a. In the event a team does not have enough players to field a team, pool players will be allowed to play in order to maintain the schedule and lower the possibility of a forfeit.
 - b. A pool player is described as an extra player on the opposing team (over the required 10) that may be placed on the opposite team in order to avoid a forfeit.
27. Team rosters will consist of a maximum of fourteen (14) players. In the event a team loses a player, the manager is responsible (Mandatory) for contacting the league Vice President and

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requesting a new player from the eligible player pool (if any). If a player is lost and another player is available then the new player will be assigned to the team by the Vice President. The manager has a maximum of four (4) games after losing a player to pick up a player. If all teams have the same number of players than no new player will be assigned.

- 28. The league Commissioner will reschedule rainouts. A twenty-four (24) hour notice will be given to each team for the makeup game. If the rain out does not affect the determination of the first place team for any league the league Vice President has the final say as to if the rain out will be rescheduled.
- 29. All players on a team must play a minimum of six (6) defensive outs every game. If a game is considered a complete game, 4 innings as stated above and a player has not played at least two (2) defensive innings then that team may be subject to protest and possible forfeiture of the game.
- 30. Bunting **IS** allowed.
- 31. **Pitch Count Limitations** A pitcher shall not throw more than 75 pitches in the same game or on the same day. Exception: If the pitcher reaches the pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely or is put out.
All pitchers in local league play must adhere to the following pitch count rest requirements:

<u>League Age</u>	<u>No Rest</u>	<u>1 Day</u>	<u>2 Days</u>	<u>3 Days</u>
09-12	1-30	31-45	46-64	66+

Innings Limitations A pitcher shall not pitch more than six innings in the calendar week between from 12:01 a.m. Monday to 12:00 midnight the following Sunday. For the purposes of satisfying this rule, the pitching of one (1) pitch shall be counted as the pitching of one inning. The pitcher shall be charged only for the innings pitched. If a pitcher does not have to pitch the bottom half of an inning he is NOT charged for that inning. No innings pitched shall be charged to the pitchers that are listed in the batting order of both teams handed to the official scorer in games forfeited before actual play begins. A pitcher removed from the mound for any reason shall not return to the mound to pitch during the same game. **Exception:** A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the game. Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch in that game.