

JUNIOR BASEBALL LEAGUE OF NASSAU

MINOR LEAGUE – MUSTANG – 10-U DIVISION RULES EFFECTIVE: JANUARY 1, 2020

1. Age of Players

Players who are in their Final Year – Ten (10) Years Old – are eligible if their Eleventh (11) Birthday falls after August 31 of the current year. (Girls can play down One (1) year.)

Exceptions:

- An Eight (8) Year Old Male Player who, upon evaluation by the League will be allowed to play in the Minor League due to his advanced baseball skills.
- A Nine (9) Year old Male Player, who, upon evaluation by the League, will remain in Coach Pitch to further his baseball skills.
- An Eleven (11) Year Old Male Player, who, upon evaluation by the League will remain in the Minor League Division to further his baseball skills.

2. Coaching Staff

Each team will be allowed to have One Head Coach and Three Assistant Coaches.

3. Regulation Game

A Regulation Game is Seven (7) Innings. In order for the game to be official Four (4) Innings must be played.

There will be a 2 Hour Time Limit on games. No inning can start after the Time Limit has expired.

4. Mercy Rule

A Ten (10) Run Rule will be in effect and the game shall be called if either team is ahead by Ten (10) Runs or more after the completion of the Fifth or Sixth Inning (4 ½ Innings if the Home Team is ahead).

5. Must Play Rule

All Players present for the game must play no less than Two (2) Innings Defensively.

Offensive Requirements will be satisfied due to the Continuous Batting Order (**See Rule # 6**).

Should a player not play defensively in a game that he/she is rostered, that player must start the next scheduled game. Failure to comply with the Must Play Rule will result in the Forfeiture of **BOTH** games in which the infractions occurred.

If a player who is present and in uniform for the game does not play for physical reasons or is being disciplined by the team, the situation must be reported to the Chief Umpire and the Opposing Head Coach prior to the start of the game.

6. Continuous Batting Order

A continuous Batting Order of all players present for the game will be in effect.

Each player will be required to bat in his/her respective spot in the Batting Order.

Defensive Substitutions will not affect the Batting Order as posted at the start of the game.

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7. Five (5) Run Rule

A Maximum of Five (5) Runs will be allowed to score per inning – during Innings One (1) through Six (6). Once the Five (5) runs have scored – the umpire will declare the inning over.

There will be NO Maximum on runs scored in the Seventh (7) Inning.

8. The Pitcher

A Pitcher – once removed from that position may Re-Enter as a Pitcher – but not in the same inning that he/she was removed as a pitcher.

Pitchers are allowed to throw a Maximum of Seventy Five (75) pitches in a game.

If the pitcher reaches the 75 Pitches during an at bat he/she can finish that batter but must be removed at that point.

A pitcher who delivers 41 or more pitches in a game cannot play the catchers position in that game.

Any player who has played the position of catcher in Four (4) Innings or more is not eligible to pitch on that calendar day.

An intentional walk under the new rule will still add 4 pitches to the pitch count.

Pitchers must adhere to the following rest requirements:

66 + Pitches	4 Calendar Days Rest.
51-65 Pitches	3 Calendar Days Rest
36-50 Pitches	2 Calendar Days Rest
21-35 Pitches	1 Calendar Day Rest
1-20 Pitches	0 Calendar Days Rest

A Player who turns Eleven (11) before August 31 of the Current Season will not be allowed to pitch in this Division.

9. The Runner

Runners on an occupied base will be allowed to take leads from that base.

Runners advancing to the next base are not allowed to slide head first.

Penalty – the Runner will be called OUT.

However – runners are allowed to slide Head First into the base that they previously occupied.

Runners advancing to Home Plate must slide if a fielder is in possession of the ball and there is a play at the plate.

.If the runner does not slide the Umpire will call the runner out.

This Rule will not apply if the ball is over thrown to Home Plate and is not in possession of the catcher or a defensive player.

If the Catcher (when an offensive player) is on base with Two Out in the inning, the umpire will call for a Special Pinch Runner for the catcher.

The Special Pinch Runner will be the player who recorded the Second Out in the inning. If the second out is the Pitcher, the player who recorded the first out will be the Special Pinch Runner

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9a. The Batter

A batter swinging and missing on the Third Strike which is not caught and not controlled by the catcher is eligible to advance to First Base. The Catcher must make the Put Out at First Base in order for the Batter to be called out.

Any Batter having used an illegal bat will be called out by the umpire.

10. The Coaches

Base Coaches shall:

- Be an adult coach or eligible players in uniform.
- Be an adult manager or coach ONLY if there is at least one adult manager or coach in the dug-out.
- Remain in the Coaches Boxes at all times.
- Talk to members of their team only.
- An offending Base Coach shall be moved by the umpire if necessary.

11. Time Outs

One (1) Offensive Time Out will be allowed Per Inning.

Two (2) Defensive Time Outs will be allowed Per Inning.

The Pitcher must be removed from the mound on the second Defensive Time Out in the inning.

12. Rosters

A Team will consist of Twelve (12) Players. Rosters may vary year to year depending on Registration but no more than Thirteen (13) Players will be allowed on a team.

13. The Regular Season

The Team with the most wins during the Regular Season will be declared The Pennant Winner.

14. Play-Offs and Championship Series

The Play-Off Format will be as follows:-

- The Pennant winner will receive a bye into the Three (3) Game Championship Series.
- The Third Place Team will play the Second Place Team in a One Game Elimination. The Winner of this game will advance to play the Pennant Winner in the Championship series.
- The Time Limit Rule will be waived for the Play-Offs.

15. Equipment

- Balls must be Worth Official League – or equivalent.
- **Bats may not exceed 29 Inches and no more than Two & Five Eights Inches in Diameter.**
- **Bats must be USA Bat Standard Certified with a drop factor of -12 or lower.**
- **Wood or Aluminium Bats will not be allowed.**
- Composite Barrel Bats will not be allowed.
- Masks, Helmets and Protective Gear must be worn by all Catchers.
- Batters must wear protective helmets while batting or on base.

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16. Chain Link Fences

Any Batted or Thrown Ball which is lodged in a Chain Link Fence will be considered a Dead Ball.

A Batted Ball lodged in an Outfield Fence – Ground Rule Double.

A Ball thrown by a Defensive Player that is lodged in a Perimeter Fence will be declared dead and the runner(s) will automatically advance to the next base. A runner having rounded Third Base and the ball is lodged in the Back Stop Fence or Padding will be allowed to score. A runner on third base and a ball is lodged in the Back Stop Fence or Padding due to a wild pitch or passed ball, will automatically be awarded Home Plate and allowed to score.

17. Field Dimensions:

- Pitching Rubber to Home Plate 44 Feet
- Bases 60 Feet
- Outfield Fences - Minimum 175 Feet
Maximum 200 Feet

18. Game Eligibility

A Player arriving after the game has started, may be substituted in to the Line Up at any time provided that the THIRD Inning has NOT been completed and immediate notification is made to the Umpire and the Opposing Head Coach.

A Player arriving AFTER the Third Inning has been completed will not be eligible to play in that game.

19. Forfeited Game

Games may be started with a Minimum of Eight (8) Players and must be started on time according to the scheduled start time.

Should a team not have the required Eight (8) Players to start the game, the Umpire will allow a Grace Period of Ten (10) Minutes.

After the Grace Period has expired and the team has not fielded Eight (8) players, the Umpire will award the game to the opposing team und forfeiture.

20. Uniform Dress Code

All Players and Coaches are required to wear the issued Team Uniform including Jerseys, Hats and Pants.

Coaches are allowed to wear short pants.

All Shirts of Players and Coaches must be tucked neatly inside the pants at all times during the game.

21. Player or Coach Ejection (LLA Rule -4:07)

If the Umpire finds it necessary to eject a Manager, Coach, Player or Spectator .the person ejected shall leave the field immediately and take no further part in the game.

He or She must leave the Baseball Complex and may not sit in the stands or remain on premises.

Any person ejected from the game will also be suspended for the Team's next scheduled game and may not be in attendance at the game or game site.

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22. Athletic Cups

For Safety Reasons – ALL Players competing in JBLN Games are required to wear Athletic Cups. Failure to wear a Cup will result in a player not being allowed to compete in the Game.

Any Rule or situation not covered in these Rules will be referred to the Pony Baseball Rule Book.