

Tri-County Rules 2007

Ages 10u Revised

I. THE OFFICIAL PLAYING RULES WITH THE EXCEPTIONS AND VARIATIONS CONTAINED HEREIN SHALL BE THE "NSA RULE BOOK".

II. PLAYERS

A. LEGAL PLAYERS; All players must meet the required age by January 1 , 2007, and have signed contract in this age group.

B. INELIGIBLE PLAYER; One who is a legal member of the league, but is ineligible to play because of the rules or disciplinary action.

C. When an illegal or ineligible player is caught playing in a game,(the penalty is ejection of coach and player, and the coach is suspended for 2 games.)

D. If a child with a disability wishes to play, reasonable accommodations must be made for the child and must be honored by each community. Safety of the player with the disability and the other players must be considered at all times.

E. IF A PLAYER'S NAME AGE AND/OR ELIGIBILITY IS IN QUESTION, THE OPPOSING COACH MUST BRING THIS TO THE ATTENTION OF THE HOME PLATE UMPIRE, IMMEDIATELY.

III. LENGTH OF GAMES

A **1 Hour and 30 Minutes or 6 Innings**

B. No inning will start 1 hour and 30 minutes after the **actual** start time..

C. No extra innings, games can end in a tie

D. If time has expired and home team is unable to win or tie the game due to the 6 run rule, the game is over.

E. If a game is called for any reason, (except time) it shall be a complete game if 4 or more innings have been completed, or the home team has scored more runs in 3 ½ innings or 3 and a fraction innings, than the visiting team has scored in 4 complete innings.

F. Run spreads: 12 runs after 3 1/2 innings

10 after 4 1/2 innings

8 after 5 innings

G. The maximum number of runs a team can score in 1 inning is 6. The inning is considered over regardless of the number of outs.

H. No game shall begin after 9:00 pm.

IV. PLAYING RULES

A. ALL HELMETS MUST HAVE FACEMASK (PROPERLY INSTALLED)

Batters, on deck hitters, base runners and players coaching bases must wear batting helmets. Helmets must not be intentionally removed by players until they have reached the dugout. After 1 warning, an out will be called. If the 3rd out has already been made, the team will start the next inning with an out.

B. Catchers are required to wear catchers gear, mask and helmet with throat guard while catching behind the plate. Any player warming up pitcher must wear a mask, even in the bullpen.

C. Uniforms include a numbered shirt. A cap or visor is optional.

D. No jewelry shall be worn except for MEDICAL IDENTIFICATION.

E. Each team must have 7 players to play a game. Teams can play with 10 players on defense There will be **NO** out for lack of a full roster. Failure to field a team within **10 minutes of scheduled time will be a forfeit.**

F. All players present at game, must be in a designated position in batting order and by the end of the 3rd inning must have played at least 1 inning on defense, and if 4 or more innings are played, must have played at least 2 innings on defense. If a team fails to do so, a forfeit will be called. Players arriving late are to be added to the end of the batting order and must play on defense.

G. SUBSTITUTIONS must be reported to scorekeepers, by coaches.

H. After 1 warning for thrown bats, an out will be declared and the play will be dead.

I. A courtesy runner/batter(LAST PLAYER TO MAKE AN OUT) may only be used once per game for a player and only for an injury. If the injured player returns to play, he/she must re-enter in their original batting order, if they are unable to continue **NO OUT** will be recorded.

J. INFIELD FLY RULE is in effect, and will be called

K. The umpire shall judge if there is contact between a runner and a fielder who is in possession of the ball was incidental or a collision, but if a runner remains in the upright position, lowers his shoulder and intentionally crashes into a defensive player, the ball is declared dead, the runner called out and is ejected from the game, and all other runners returned to the last base touched at the time of the collision.

L. If a defensive player blocks a base or baseline, **clearly without the ball**, obstruction shall be called.

M. Runners can only steal one base at a time, but may not lead off until the ball leaves the pitchers hand. If she does so she will be called out. And the play will be dead

1. “A batter upon drawing a base on balls may round 1st base and attempt to steal 2nd base, as long as she does not stop. Once she stops or hesitates, she must immediately return to the base, and must stay on the base until the pitcher delivers the next pitch,(that is, until the pitch leaves the pitcher’s hand).

2. Runners may only steal one base at a time (even on an overthrow by the catcher).

a. A runner on 3rd can score **ONLY** under the following conditions:

1. Batted Ball

2. Base on Balls or hit batter with bases loaded

3. If a thrown ball leaves field of play or an illegal pitch

4. If a play is made on a runner, that had been on 3rd at least 1 pitch, the

runner may advance at the players risk of being tagged out.

N. Time outs can only last 3 minutes and each coach is allowed 2 per game, to discuss a

written rule with the umpire. (**THE COACH MUST HAVE A COPY OF THE RULES IN HAND).NOT A JUDGEMENT CALL**). No time will be added to actual game time.

Q. Any coach, umpire, player, parent or spectator using obscene or profane language or aggressive gestures toward anyone will be ejected and/or suspended for 2 games. This includes arguing with and harassment of players, coaches and umpires, and can't come to ball field or league games.

P. **Anyone involved in fighting will be ejected from league, and can't attend league games.**

Q. **Jeering, chanting, or noise making in a negative manner with the intent to distract players of the opposing team shall not be permitted.** At the umpires discretion, coaches of the offending team will be warned for the first offense and will be subject to ejection for repeated offenses.

R. **Home plate umpire has final say on all disputes, NO PROTESTS.**

V. PITCHING RULES

A. The pitcher may use EITHER the male or female feet positioning. The pitcher must start and deliver the pitch with the pivot foot in contact with and within the 24" width of the pitching rubber. The non-pivot foot may be in contact with or behind the pitching rubber (within the 24" width.)

B. Use 11" softballs of any color.

VI. COACHES

A. Players and coaches shall remain in the dugouts, on the benches, or in the prescribed areas throughout the game.

B. Umpires shall not permit more than one offensive time out in each inning to allow a coach to talk with a player.

C. **Excessive huddling between innings is prohibited.** Penalty: Warning will be issued for the first offense and a ball or strike will be awarded to the batter for additional violations

VII. RAIN OUT PROCEDURES

A. **Both teams that are involved in rained out games should call their own town representative to report rain-out as soon as possible.**

B. **Home teams' town representative should call other teams' town representative within 7 days of the rain-out to reschedule game.** The game does not have to be played within 7 days, but a date needs to be agreed upon and set. The team that can't play on the agreed upon date will forfeit. If a date can not be agreed upon, then the home town representative will need to notify MIKE DANIELS, {Board President}, to resolve the problem.