

ENYTB OFFICIAL PLAYING RULES

Last Updated 4/1/2021

Applicable To Ages 9U/10U

Governing ALL ENYTB Regular Season Play

PENALTIES FOR PLAYING RULES VIOLATIONS

All ENYTB regular season play must be played according to the official rules of the league. The following penalties will be enforced for all playing rule violations:

- a. First offense – non-playing forfeit loss imposed on offending team for that game (no fine but a loss);
- b. Second offense, same violation - non-playing forfeit loss imposed on offending team for ALL games played from start of season through occurrence of 2nd offense (no fine but a bunch of losses); and,
- c. Third offense, same violation – entire season schedule is forfeited, offending team is indefinitely suspended from ENYTB play and loses eligibility for ALL post-season play.

What You Need To Know In Addition To The Rules

- **It is strongly recommended that each team bring a copy of these rules to all of its ENYTB regular season games.**
- **IMPORTANT:** *The official playing rules for ENYTB regular season play shall conform to the official rules of Major League Baseball applicable to the National League with the exceptions and modifications denoted herein.*
- It is further recommended that the following MLB rules exceptions be reviewed with the chief umpire prior to the start of each game.

Rule 5 (Bat Restrictions)

Rule 16 (Mercy Rule = 10)

Rule 23 (Courtesy Runner)

Rule 24 (Catcher Contact)

Rule 25 (NCAA Force Play Slide Rule)

- **If you believe your opponent has violated any MLB or ENYTB playing rule as defined herein, it is your responsibility to bring the alleged violation to the immediate attention of the chief umpire. All rule violations also should be reported to league administration.**
- If you feel the umpires incorrectly interpret or apply any MLB or ENYTB rule, your only recourse for remedy is to IMMEDIATELY inform the chief umpire (before the next pitch or play, whichever happens first) that you wish to protest the game. Have the umpire sign the scorebook at the point of the alleged infraction and provide his phone number. All protests must be submitted to the League within 24 hours per Section 9.12 of the ENYTB Constitution and By-Laws.

NOTE: The rules governing ENYTB regular season play differ significantly in many instances from the playing rules governing ENYTB tournament play or sanctioned tournament play.

Section 1 – FIELD SIZE & EQUIPMENT

1. **Field Dimensions** - All regular season games shall be played on 65' diamonds with a pitching distance of 46'.
2. **Baseballs** – Baseballs equivalent to, or better than, the quality of an official Little League baseball shall be used in all league games.
3. **Provision Of Game Balls** - the team designated as the home team on the official league schedule shall provide all game balls.

EXCEPTION: Any team w/o a home field for ENYTB play shall be required to provide the host team with four new quality baseballs for each game played.

4. **Metal Spikes** – Prohibited.

5. **Bat Restrictions at 9/10U**

.USABat standard only i.e., bat must be stamped USABat;

Wood bats are also allowed

NOTE: Bat restrictions may vary for sanctioned tournaments depending on the sanctioning body i.e., PONY, AABC, NABF and ECTB, as each may have adopted its own restrictions:

Section 2 - UMPIRES

6. **Scheduling Of Umpires.** The home team shall be required to contract for two certified, fully uniformed umpires.
7. **Payment Of Umpires.** The home and away teams shall split all umpire fees equally at every game regardless of who is home and away. The team designated as the home team on the official league schedule (website) shall be responsible for any assignment fees. Payment may be required before the game, depending on the policy of the umpire organization to which the umpires belong.
8. **FAILURE OF UMPIRE(S) TO APPEAR:**
 - A Games may start with one ump, provided two were contracted for and one failed to show for reasons beyond the home team's control.
 - B If both umpires fail to appear within 20 minutes following a game's scheduled start time, the visiting team may leave without penalty.
 - C If the home team failed to contract for two umpires as required by rule 6, the away team shall be awarded a 6-0 win or two 6-0 wins if a scheduled doubleheader.
 - D If both umpires failed to show for reasons beyond the home team's control no forfeit is awarded. Instead, the game(s) shall be rescheduled AND the away team shall have the option to require the make-up game(s) to be played on its own home field. When this option is exercised, the home/away designations of the original scheduled game shall apply to the playing of the make-up game but the non-traveling team shall contract for umpires.

Section 3 - OFFICIAL GAMES

9. Length of Games.

Single Games – All single games shall be played as 6 or 9 inning games, as designated on both teams official online ENYTB schedule.

NOTE: Extra innings will be played when score is tied at the end of 6 or 9 full innings.

Doubleheaders – Both games shall be played as 6 inning games **unless** both teams agree to play one or both games at 5 innings.

NOTE: The agreement to play only 5 innings for one or both games must be in place between the two opposing managers prior to the first pitch of the first game that will be played less than 6 innings. Both teams must notify the chief umpire of the agreement to change the length of the game.

10. Time Limits - There shall be no preset time limit on any official league game with the following exception:

When the field is scheduled for one or more games immediately following the current game:

- > 6-inning games – no new inning shall begin 2 hours after first pitch
- > 9-inning games – no new inning shall begin 3 hours after first pitch

NOTES:

> The home team/field operator **MUST** make it known at the pre-game umpire conference if such a limit is in effect.

> When the time limit is activated, both teams' managers and the head umpire shall note the time of first pitch at the beginning of the game

> An inning is "complete" the moment the third out is recorded. If that happens 1:59 after the agreed upon first pitch time, the next inning shall be played.

> If an umpire determines any team to employ tactics that intentionally delay the pace of the game for their own benefit, the punishment shall be:

- First offense = warning
- Second offense = forfeit of game

> This limit does not apply to double header games if no other teams are using the field after the double header.

11. Official Length – The official length for all games at 9/10U is that the trailing team has had at least 4 complete innings at bat. This rule applies to 5 inning games as well.

Any game not completed because of darkness, time limit, curfew or any other reason shall be considered a complete game if the game is of official length.

NOTE: Tie Games – Any regular season game of official length called by the umpire with the score tied shall be officially recorded as a complete game and a "tie" game.

12. Shortened Games – If weather or darkness cause an umpire to end a game, it is a regulation game if the trailing team has 4 complete innings at bat. If a game of regulation length is called when teams have not had an equal number of completed at bats, the score shall revert to the score of the last completed inning. Unless the home team in its half of the incomplete inning scores a run(s) that tie the game or take over the lead. In that case, that score is the final score of the game.

13. **Suspended Games** - Any game not of official length and discontinued for any reason other than bad weather e.g., darkness, curfew, etc. shall be treated as a suspended game. The official rules of MLB for a suspended game shall govern resumption of play.

NOTE: Any game not of official length and discontinued because of bad weather shall be replayed in its entirety i.e., it is weather postponed and NOT a suspended game.

14. **Required Minimum Players To Start/Continue Game**

A Minimum 9 Players Needed To Start Game - No game shall officially start without a minimum of 9 league eligible players being present in uniform for both sides. Any team with less than 9 such players shall be provided 20 minutes after the scheduled start time to field a team of 9 such players. At that point the game shall be recorded a 6-0 loss for the team unable to field a complete team and the offending team shall be required to pay any ump fees due.

NOTE: If the game is the first game of a doubleheader the 2nd game shall be rescheduled but the away team, if it is not the offending team, has the option to require the make-up game to be played on its own home field. When this option is exercised, the designated home and away teams shall remain the same as in the original scheduled game (see Rule 8 (D)).

B Minimum 8 Players Needed For Game To Continue - When a team is unable to continue to field 9 eligible players because of injury or other extenuating circumstance, **but not ejection**, the game shall be allowed to continue with 8 players. The opposing manager shall choose an ineligible player from the bench, if one is available, and make him eligible to play in the field only. If no such player is available the game shall be allowed to continue with 8 players on defense. In either case, an automatic out shall be recorded each time through the lineup, in the spot in the batting order previously occupied by the injured or otherwise lost player. When a team is unable to field 8 eligible players regardless of cause or extenuating circumstance, the game is over immediately and the offending team shall lose by a final score of 6 to 0.

C If 9th and Last Eligible Player Is Ejected From Game - If a player is ejected from the game and the team has no legal substitute player available, the game is over immediately and the offending team shall lose by a final score of 6 - 0.

15. **Mercy Rule** –

There shall be a **10 run** “mercy” rule for 6 inning games.

There shall be a mercy rule for 9 inning games of:

15 runs after 5 complete at bats for the trailing team
12 runs after 6 complete at bats for the trailing team
10 runs after 7 complete at bats for the trailing team

NOTE: All games must be of official length before the mercy rule is applicable. Also, once the game is of official length, if the away team takes a 10 run lead, or greater, the home team shall have the opportunity to its full AB in the bottom half of the inning.

Section 4 - PLAYER ELIGIBILITY

16. **Line-up Cards** – Prior to the start of the game, both teams shall exchange line-up cards. Each team's lineup card should list ALL players eligible for participation in that game in addition to the starting lineup.

NOTE: Failure to include an eligible player on the line-up card does NOT make the player ineligible to enter the game.

The last name and number of each eligible player must be listed. Where there are two players with the same last name, the full first name or initial (as long as they are different) must be on the card so as to be distinguishable

17. **Use of Overage Pitchers** –
- Overage players on 9+ teams are eligible to pitch in any ENYTB game
 - Overage players on a 10+ team are NOT eligible to pitch in any ENYTB game

NOTE: The guiding principle here is players who are baseball age 9 and 10 are allowed to pitch from a 46' mound. Players who are baseball age 11 are NOT allowed to pitch from the 46' pitching mound

18. **Use of Ineligible Players** - The use of a player that is ineligible because of his age, any roster restriction or league rule governing player protection as defined in Articles XVI and XVII of the League's Constitution and By-Laws shall result in the forfeiture of all games that the ineligible player appeared in.
19. **Re-entry Rule** - Re-entry is permitted pursuant to the high school re-entry rule. Any starter, replaced by a legal substitute, may re-enter the game once, at any time, provided the re-entered player occupies his original position in the batting order.

The penalty for violation of this rule upon discovery (Rule 3 Article 1 NFHS rulebook) shall be:

- (1) Ejection of the offending player.
- (2) An illegal player on offense, whether as a batter or runner, shall be called out immediately and ejected. The penalty for illegal substitution shall supersede the penalty for batting out of order. If the player should score a run, advance or cause a play to be made that advances another runner, discovery must be made BEFORE the first pitch to the next batter of either team. This would invalidate the action of the illegal offensive player. Any out(s) made on the play would stand and all other runners return to the base occupied at the time of the pitch.
- (3) An illegal player on defense shall be replaced immediately upon discovery. If the illegal player is involved in a play and the infraction is discovered prior to the first pitch to the next batter of either team, the team on offense has the option to let the play stand or to allow the batter to bat again.

Note: Players in the starting lineup may not pitch after re-entering the game IF they made an official pitching appearance prior to being substituted for.

Section 5 - MISCELLANEOUS

20. **Dropped Third Strike Rule**

At the 9U and 10U level, a third strike is an OUT, regardless of whether the pitch hits the ground before the catcher catches the pitch.

NOTE: Managers have the option to activate the MLB dropped third strike rule for a game, IF AND ONLY IF:

- A. Managers from both teams mutually agree to activate the rule; AND
- B. Both managers inform the Head Umpire at the pre-game conference and all parties confirm the use of the MLB dropped third strike rule.

21. **DH Rule –Applicable To All Games**

A designated hitter rule is adopted as defined herein. **ANY position player** may be DH'd for and that same position player can enter the line-up later in the game at any place in the batting order in the same manner as any ordinary substitution. Once the DH takes the field or any player DH'd for enters the lineup, the DH is lost for the rest of the game. To have a DH, you must start the game with one.

22. **FREE SUBSTITUTION Rule – Applicable To 9 Inning Games Only**

In games played at 9 innings at ages 9U-12U:

Both starters and subs shall be allowed to re-enter the game without restriction other than the usual restriction that they appear at their original spot in the batting order.

Example: Sub1 comes into the game in the 3rd inning at batting order position 3. The starter in that position leaves the game and returns in the 5th inning, in his original position in the batting order. The sub1 in that position leaves the game. (Under Rule 19 that would be the end of the sub's eligibility.) Under this rule, the sub could re-enter the game in a later inning, in position 3 of the batting order. The starter in position 3 could also re-enter the game a 3rd time in the 9th inning, provided he occupies his original position in the order.

The reason for this player-friendly rule is that 9 inning games can result in a player (both subs & starters) sitting out long portions of a game (4, 5 or even 6 innings of play before entering and/or re-entering the game. No player (or parent) wants to sit on the bench for such long periods of time.

Note: Players in the starting lineup may not pitch after re-entering the game IF they made an official pitching appearance prior to being substituted for.

23. **Unlimited EH Rule – Applicable To All Games**

An extra hitter rule is adopted as defined herein. The EH rule allows a team to have a batting order of 10 or more players. Any player in the batting order is eligible to assume any fielding position at any time during the game. For example, in a 10 inning game, 10 different players in a 10 man batting order could serve as the EH for one inning each by removing a different player from the field each inning.

Beginning 2011, teams shall be allowed the option of playing with multiple EHs

where the number is limited only by a team's roster size. Players shall occupy the same spot in the batting order at all times but may be used interchangeably in the field. To have one or more EHs, the team must start the game with that number. Once started, all EHs must be continued throughout the entire game. If a team avails itself of the EH option and is without an eligible player in the batting order anytime after the start of the game, regardless of reason, that EH position shall be recorded as an out each time through the lineup.

Similar to rules #19 & #21, any player who has pitched in a game and then serves as an EH, shall NOT be eligible to pitch again in the same game.

NOTE: No player, including the EH, can bat in more than one place in the batting order during a game. Penalty for batting out of order shall apply unless superseded by ineligible player penalty in rule 18 above.

24. **COURTESY RUNNER** - To speed up the game, a courtesy runner shall be allowed for the catcher only, after the 2nd out of an inning has been recorded. The "pinch runner" in this case shall be the last previous batter to make a "batted" out in the game (failed to reach 1B safely).

25. **AVOIDING CATCHER/RUNNER COLLISIONS:**

CATCHER –When the catcher is in the process of fielding the ball in the vicinity of home plate, or has the ball and is waiting to make the tag, the catcher must leave the runner a path to part of the plate.

RUNNER - Any runner in an upright position in the vicinity of home plate must make an attempt to avoid contact with the catcher. In this circumstance, any runner failing to make an attempt to avoid contact with the catcher shall be declared out. The ball becomes dead. In the same circumstance, if the contact is further judged to be malicious, the offending player shall be ejected.

26. **NCAA Force-Play Slide Rule** - Shall be adopted for all regular season play at all age divisions beginning 2008 season.

The intent of the force-play slide rule is to ensure the safety of all players. This is a safety as well as an interference rule. Whether the defense could have completed the double play has no bearing on the applicability of this rule. This rule pertains to a force-play situation at any base, regardless of the number of outs.

- a. On any force play, the runner must slide on the ground before the base and in a direct line between the two bases. It is permissible for the slider's momentum to carry him through the base in the baseline extended.

Exception—A runner need not slide directly into a base as long as the runner slides or runs in a direction away from the fielder to avoid making contact or altering the play of the fielder. Interference shall not be called.

- i. "On the ground" means either a head-first slide or a slide with one leg and buttock on the ground before the base.
- ii. "Directly into a base" means the runner's entire body (feet, legs, trunk and arms) must stay in a straight line between the bases.
- b. Contact with a fielder is legal and interference shall not be called if the runner makes a legal slide directly to the base and in the baseline extended.

NOTE: If contact occurs on top of the base as a result of a "pop-up" slide, this contact is legal.

- c. Actions by a runner are illegal and interference shall be called if:
- i. The runner slides or runs out of the base line in the direction

of the fielder and alters the play of a fielder (with or without contact);

- ii. The runner uses a rolling or cross-body slide and either makes contact with or alters the play of a fielder;
- iii. The runner's raised leg makes contact higher than the fielder's knee when in a standing position;
- iv. The runner slashes or kicks the fielder with either leg; or,
- v. The runner illegally slides toward or contacts the fielder even if the fielder makes no attempt to throw to complete a play.

PENALTY:

With less than two outs, the batter-runner, as well as the interfering runner, shall be declared out and no other runner(s) shall advance.

With two outs, the interfering runner shall be declared out and no other runner(s) shall advance.

If the runner's slide or collision is flagrant, the runner shall be ejected from the contest.

NOTE: If the bases are loaded with no outs, a double-play attempt is made, and interference is called, all other runners must return to their original bases.

27. **Slash Bunting is Prohibited**

Fake bunts shall be prohibited. A batter that shows bunt is committed to an attempt to bunt or take the pitch. The batter may NOT pull the bat back and swing away at the pitch.

PENALTY: A batter who swings after showing bunt shall be called out and no runners may advance.

28. **Penalty for Ejections**

A. Reporting System

The League President shall be notified by both team managers whenever a player, coach, manager team representative is ejected from a game. Failure to report an ejection within 48 hours of the infraction shall result in an automatic \$50 fine.

B. Penalties For Ejections

- i. An individual ejected for verbal abuse or unsportsmanlike conduct shall be suspended.

If a player, coach, manager or team representative is ejected from a contest because of verbal abuse only, the following shall be enforced:

- a. For the first offense by an individual, ejection plus suspension from the team's next contest.
 - b. For a second offense by an individual in the same season, ejection plus suspension from the team's next two contests.
 - c. For a third offense by an individual in the same season, ejection and suspension for the remainder of the season, including postseason competition.
- ii. An individual ejected for fighting, defined as any physical

abuse of a player, including attempting to strike with the arms, hands, legs, feet or equipment in a combative manner, or intentionally spitting at an opponent, or physical abuse of game officials, umpires or coaches defined as any threat of physical intimidation or harm to include pushing, shoving, bumping, kicking, intentionally spitting, throwing at or attempting to make physical contact, shall be suspended:

- a. For the first offense by an individual, ejection plus suspension from the team's next three contests.

Exception—For a violent attack (punching or kicking) of a player, umpire, game official or any opposing coach, the offending individual shall be suspended for the team's next five contests, even if it is the individual's first offense. A second violent attack, regardless of time period, shall result in the individual's indefinite suspension from league participation.

- b. For a second offense by an individual, regardless of time period, ejection plus suspension from the team's next five contests.
- c. For a third offense by an individual, regardless of time period, ejection and suspension for the remainder of the season, including postseason competition.

NOTE: A player involved in a fight while remaining at his position on the field and judged to have been acting in self-defense and not contributing to the fight shall not be ejected or suspended.

NOTE: If a confrontation or fight develops, the head coach and assistant coaches are expected to leave their positions to bring their players under control. If a player or coach makes physical contact with another player in an obvious attempt to prevent a fight or confrontation, that individual shall not be ejected or suspended. Coaches should not involve themselves in physically restraining personnel from an opposing team.

- iii. Intentional Throwing at a Batter By A Pitcher—If a pitcher is ejected for intentionally throwing at a batter, the following penalties shall be enforced:
 - a. For the first offense by the individual, ejection plus suspension from the team's next four regularly scheduled contests.
 - b. For a second offense by the individual, regardless of time period, ejection plus suspension from the team's next eight regularly scheduled contests.
 - c. For a third offense by the individual, regardless of the time period, indefinite suspension from all league participation.
 - d. If the coach has been warned during or before the contest, the coach also shall be ejected and suspended according to the provisions of B(ii) above.

NOTE: The suspended pitcher shall not be allowed to participate in any manner during the suspension.

- C. Procedures for enforcing ejection and suspension penalties are as follows:
 - i. Immediately following an ejection, the offending individual must leave the field and dugout area immediately; remove himself from sight and sound of the contest; and, not communicate with team members or the umpires.

- ii. If a person is ejected in the first game of a doubleheader, that person shall serve any suspension beginning in the second game.
- iii. Suspended persons shall be restricted to the designated spectator areas and they:
 - a. Shall NOT be dressed in team uniform, allowed in any team area or perform any team duty;
 - b. Shall NOT take part in any pre-game activities at the site of competition nor be on the field once pre-game activities have started; and,
 - c. Shall be prohibited from any communication or contact, direct or indirect, with the team, coaches and/or bench personnel from the start of the contest to its completion — including all extra innings.
- iv. When applying the suspension rule, penalties shall be served for the team's next previously scheduled and completed contest(s). If a previously scheduled game has been postponed or halted, that make-up game against the originally scheduled opponent shall count as a regularly scheduled contest. Games may not be added after the incident in order to fulfill the requirements of this rule.
 - a. If serving multiple suspensions from a fight would cause a team difficulty in fielding a team for its next game or games, the club may request that the suspensions be staggered by the League office.
 - b. All suspension penalties shall carry over from one season to the next, and from regular-season to post-season competition.