

# ENYTB

## OFFICIAL PLAYING RULES

### 9U & 10U

Updated: April 1, 2022

All ENYTB regular season play must be played according to the official rules of the league.

*The official playing rules for ENYTB regular season play shall conform to the official rules of Major League Baseball with the exceptions and modifications denoted herein.*

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

## Section 1 ROSTERS

### 1.1 Players Age

Birthday cutoff = May 1<sup>st</sup>. This means that a players age on April 30<sup>th</sup> of the current year is the players baseball age for the entire summer season.

The chart below maps out the players baseball age based on month and year born

	2018	2017	2016	2015	2014	2013	2012	2011	2010	2009	2008	2007	2006	2005	2004	2003
January	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
February	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
March	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
April	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
May	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
June	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
July	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
August	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
September	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
October	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
November	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
December	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

### 1.2 Roster Size

A roster must have a minimum of 11 players to be eligible for play in ENYTB. (Effective August 15, 2022)

Maximum roster size: 9U – 10U = 18 players

### 1.3 Overage Players

Every team is allowed a maximum of four (4) players who are one year older than their registered age division. Note: There are some pitching restrictions on these players. See Section 4 of these rules.)

### 1.4 Eligible Players

Every team has an official league roster. This official league roster resides on ENYTB.com. Any player on that roster is eligible to play in the game. Rosters stay open all year long. Unrestricted (UFA) and inactive players can be added anytime as long as it is within league rules (i.e. you cannot take active players from other teams rosters after March 1<sup>st</sup>/April 1<sup>st</sup>).

### 1.5 Penalty For Use of Ineligible Player

The use of a player that is ineligible because of the player's age, not being on roster, or league rule governing roster protection of other teams shall result in a forfeiture of all games that the ineligible player appeared in. These games shall be defined as a "Playing Forfeit". The score shall be recorded as a 7-0 victory for the team with the legal roster.

A team with three (3) Playing Forfeits in a single season will not be allowed back in the league.

If you believe your opponent is using an illegal player, play the game, notify the league immediately after and allow the league to investigate and levy any punishment.

## **Section 2 – FIELD DIMENSIONS**

### **2.1 9U & 10U:**

Pitching rubber distance = 46' and base path distance = 65' (60' is acceptable if absolutely no other option)

## **Section 3 – EQUIPMENT**

### **3.1 BAT RESTRICTIONS**

9U – 12U: USA Baseball Bat stamp OR Wood

**3.1.1** Wood composite bats are allowed

### **3.2 Game Baseballs**

**3.2.1** For ages 9U – 12U, baseballs that are equivalent to, or better than, the quality of an official Little League baseball shall be used in all league games. Stamp is not required.

**3.2.2** Home team supplies game balls (Exception: if visiting team is “Road Only” team with no home field, the visiting team is required to provide 3 new baseballs to the home team that are of high quality.

### **3.3 Metal Spikes**

**3.3.1** 9U – 12U: metal spikes are NOT allowed

## **Section 4 – PITCHING RESTRICTIONS**

### **4.1 Pitch Count Limits (*New in 2022*)**

For regular season play, the following pitch count limits will be enforced:

9U – 12U: 85 pitch maximum per day per player

If the pitcher hits the limit in the middle of an at bat, they are allowed to continue pitching until that batter is retired, reaches base, or the third out of the inning is made.

NOTE: Umpires do not count pitches. It is the responsibility of both teams' coaches/scorekeepers to communicate throughout the game and track pitch counts.

If playing a doubleheader, the pitch count from first game carries into second. It's a per day limit.

### **4.2 Use of Overage Pitchers**

9+ team – everyone is allowed to pitch. These games are played from 46' pitching distance, 10-year-old players are allowed to pitch from 46'.

10+ teams – your over-aged baseball age 11 players are NOT allowed to pitch. Baseball age 11 players CANNOT pitch from 46'.

## **Section 5 – UMPIRES**

- 5.1** The home team is required to contract for two certified, fully uniformed umpires.
- 5.2** The home and away teams shall split all umpire fees equally at every game. The team designated as the home team on the official league schedule is responsible for any assignment fees. Umpires should be paid before the game starts.
- 5.3** Games may begin with one umpire, provided two were contracted for and one failed to show for reasons beyond the control of the home team.
- 5.4** If both umpires fail to show within 20 minutes following a teams scheduled start time, the visiting team may leave without any penalty.
- 5.5** If home team failed to contract for two umpires, as required by rule 5.1.1, the away team shall be awarded a 7-0 win, or two 7-0 wins if a double header.
- 5.6** If both umpires fail 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 makeup game(s) to be played on their own home field. When this option is applied, the home/away designations of the original game shall apply to the make-up game, but the non-traveling team shall order the umpires.

## **Section 6 - OFFICIAL GAMES**

### **6.1 Length of Games**

Single games for 9U & 10U are 6 innings.

At times the league does schedule 9 inning games. These will be designated on official league schedule as a 9-inning game.

Double headers – both games will be 6 innings, unless both teams agree before the game to shorten the games by one inning. 9U & 10U double headers can be played as 5 inning games.

The agreement to play shorter games must be made by both coaches before the first pitch of the first game. Both coaches must notify the chief umpire of the agreement before the first pitch, as well.

## 6.2 Official Games

- 6.2.1** A game in the 9U & 10U division is an official game when the trailing team has had 4 complete at bats.
- 6.2.2** Extra innings should be played if a game is tied at the end of the last scheduled inning, if time, day light, and weather permit.
- 6.2.3** Regular season games can end in ties.

## 6.3 Shortened Games

- 6.3.1** Any game not completed due to weather, darkness, time limit, curfew or any other reason shall be considered a complete game if the game is of official length.
- 6.3.2** If the teams have not had an equal number of at bats, the score shall revert to the score at the end of the last completed inning. Unless the home 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.

## 6.4 – Time Limits

There shall be no preset time limit on any official league game, with the following exception:

When the field has multiple games scheduled in one day AND is booked for every time slot for the remainder of the day, the home field operator shall declare the following time limit AT THE PRE-GAME UMPIRE CONFERENCE:

- 6 inning games = no new inning after 2:00 from first pitch
  - 9 inning games = no new inning after 3:00 from first pitch
- 6.4.1** The home team/field operator MUST make it known before the game at the pre-game umpire conference if such a limit is in effect.
  - 6.4.2** When the time limit is activated, both teams' managers and the head umpire shall note the time of the first pitch. Or, use 3 minutes after the end of the pre-game conference as your official start time.
  - 6.4.3** An inning is "complete" the moment the third out is made. If the time limit is no new inning after 2:00 and the third out is made 1:59 after first pitch, the next inning shall be played.
  - 6.4.4** 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

## 6.5 – Mercy Rule

- 10 run mercy rule for all 6 & 7 inning games once game is official length.
- 9 inning games shall have a slide scale mercy rule of:
  - 15 runs after 5 complete at bats by trailing team
  - 12 runs after 6 complete at bats by trailing team
  - 10 runs after 7 complete at bats by trailing team

## Section 7 – STARTING A GAME

**7.1 Home team is responsible for ordering umps (see Rule Section 5)**

**7.2 Home team is responsible for game balls (see Rule 3.2)**

### 7.3 Coaches in the Dugout Area

**7.3.1** Teams are limited to 3 coaches plus 1 score keeper in the dugout.

**7.3.2** Only two coaches are permitted on the field (coaching boxes) while the team is on offense

**7.3.3** Coaches need to stay in the vicinity of the dugout while their team is on defense unless they are making a pitching change or attending to an injury.

**7.3.4** Umpires should monitor the proximity of coaches to the field

**7.3.5** COACHES ARE PROHIBITED FROM SITTING ON BUCKETS IN FRONT OF THE DUGOUT OR ANYWHERE IN THE FIELD OF PLAY FOR PLAYER SAFETY REASONS.

### 7.4 Lineup 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.

Every player listed on the lineup card must also be on the teams official ENYTB roster (See Rule 1.4). The use of ineligible players shall result in a forfeit (See Rule 1.5).

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.

### 7.5 9 Players are required to start a 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 7-0 loss for the team unable to field a complete team and the offending team shall be required to pay any ump fees due. 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.

## 7.6 Minimum of 8 players are required to continue a game

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 7 to 0.

## 7.7 If 9<sup>th</sup> and Last Eligible Player is Ejected from the 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 7 - 0.

# Section 8 – LINEUP & SUBSTITUTIONS

## 8.1 Unlimited EH Rule

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 any time after the start of the game, regardless of reason, that EH position shall be recorded as an out each time through the lineup.

## 8.2 DH Rule

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.



## 8.3 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.

**8.3.1** 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.

**8.3.2** 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.

**8.3.3** Exception to rule 8.3.1, if a pitcher is pinch hit for during offensive half of inning, they can return to pitch the next half inning as long as they have remained the pitcher of record the entire time.

**8.3.4** Ohtani Rule: A starting pitcher can be used as a team's DH. They can stay in the game as a hitter when their time on the pitching mound has ended. An eligible substitute can replace them as a defensive only substitute who will NOT bat.

## Section 9 – MISCELLANEOUS PLAYING RULES

The official playing rules for ENYTB regular season play shall conform to the official rules of Major League Baseball with the exceptions and modifications denoted herein.

### 9.1 Leading, Stealing, Balks

**9U & 10U** – Baserunners are not allowed to leave the base until the pitch has reached the batter. Stealing is allowed, but only after the pitch has crossed the front of home plate.

If any runner leaves the base too early and the pitch is not hit into play, the pitch counts and ALL runners return to their previous base.

If a runner leaves the base too early and the pitch is hit into play, the runner who left early is limited to advancing the same number of bases as the batter. (i.e. A runner leaves first base early and the batter hits a single, the runner will be stopped at second base.) If the batter is put out at first base, the offending runner is limited to one base.

No balks will be called on pitchers.

### 9.2 Dropped Third Strike

**9U & 10U** - 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.

### 9.3 Infield Fly Rule

Infield Fly Rule is in effect at ALL age levels.

### 9.4 Slash Bunting

Not allowed at 9U – 12U. 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.

### 9.5 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).

## 9.6 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.

## 9.7 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.

## **Section 10 – SEVERE HEAT POLICY**

Extreme heat is a valid reason to weather postpone a game if the following conditions are met:

1. The projected "heat index" or "feels like temperature" at the home field site is 96 degrees or higher according to weather.com.
2. The projection must be based on an hourly forecast and the time the temperature is predicted to exceed the limit must be within the expected game time:
  - i. 2 hours after first pitch for a 6 or 7-inning game; or
  - ii. 3 hours after first pitch for a 9-inning game
3. The decision to postpone the game must be made no less than 2 hours before scheduled first pitch.

Both teams have equal right to impose a weather postponement if the above criteria are met. It is NOT at the sole discretion of the home team. Before canceling a game, all other alternatives should be explored such as moving the start time of game to earlier in the morning or later in evening to avoid hottest part of day.

Two teams always have the right to mutually agree to change a double header to a single game. This is option should be considered on days of extreme heat.

Any team that exercises this reason for weather postponement but FAILS to provide adequate notice (i.e. 2+ hours before first pitch) will be solely responsible for any umpire fees incurred.

## **Section 11 CONDUCT, EJECTIONS & DISCIPLINE**

### **11.1 MANAGERS RESPONSIBILITIES AND ACCOUNTABILITY**

**11.1.1** Managers are responsible for the behavior of themselves, their coaches, their players, AND their parents. Managers must control situations involving any of these members of their team. Failure to do so will result in punishment for the manager up to, and including, possible banishment from coaching in ENYTB.  
If players, parents, or coaches start engaging with the other team or the umpires, there is a zero-tolerance policy towards any person who confronts an umpire or opposing team member outside the confines of the playing field. NEVER follow an umpire off the field or into the parking lot. Umpires are instructed to immediately contact the police in such cases.

### **11.2 OFF-FIELD CONFRONTATIONS**

**11.2.1** Any person who confronts an umpire or opponent off the field will receive a MINIMUM 3 game or 10-day suspension from ENYTB games, whichever is longer. This includes tournament games.

**11.2.2** The league withholds the right to levy a harsher penalty when warranted.

**11.2.3** Any person who has a second offense of confronting an umpire or opponent off the field will be suspended indefinitely from ENYTB.

### **11.3 EJECTIONS & SUSPENSIONS**

**11.3.1** Verbal Abuse or Unsportsmanlike Conduct

- (1) First ejection of season = automatic 1 game suspension
- (2) Second offense of season = automatic 2 game suspension
- (3) Third offense of season = suspended for rest of season

**11.3.2** Any violent offense including intentionally throwing at a batter

- (1) First ejection of season = automatic 3 game suspension
- (2) Second ejection of season = indefinite suspension from ENYTB

**11.3.3** 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.

**11.3.4** 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.

**11.3.5** All suspension penalties shall carry over from one season to the next, and from regular season to post-season competition.

## **11.4 EJECTION PROTOCOL**

**11.4.1** *IMMEDIATELY* following an ejection, the offending individual must leave the field and dugout area. The person must remove themselves from the sight and sound of the game and not communicate with team members or the umpires.

**11.4.2** Failure to do so in a timely fashion will increase the length of punishment.

**11.4.3** If a person is ejected in the first game of a doubleheader, that person is suspended from the second game.

**11.4.4** Suspended players are restricted to areas designated for spectators and they:

- (1) Shall not be dressed in team uniform.
- (2) Shall not take part in any pre-game activities at the site of the competition, nor be on the field once pre-game activities have started.
- (3) Prohibited from communicating with team, coach, and/or bench personnel at any point during the contest.

## **11.5 REPORTING SYSTEM**

**11.5.1** The manager of the offending team is **REQUIRED** to report all ejections to the league within 48 hours of the ejection. Failure to do so shall result in automatic \$50 fine.

**11.5.2** Umpire Assigners are encouraged to notify the league of all ejections.