

BRANSON PARKS AND RECREATION  
**U10 Recreational League - Minor League –Youth Baseball – Specific League Rules**

- NUMBER OF INNINGS PLAYED: 5
- TIME LIMIT: 1 hour, 15 minutes
- PITCHING OUTS: 9 per game
- MINIMUM REGULATION GAME: 3 innings or 40 minutes
- NUMBER OF DEFENSIVE PLAYERS: 10
- MAXIMUM RUNS PER INNING: 5
  - When the game reaches a point where the losing team has no chance to at least tie the score (due to five-runs-per-inning limit) the game will end.
  - Example: 6 runs after 4 innings, 11 runs after 3 innings

**BASE RUNNING**

- Base runners are not allowed to lead off.
- Base runners must remain on the base until the ball is at or has passed the catcher. A runner may only steal one base per pitch, regardless of overthrow, etc. Runners may not steal home.
- The batter is out on the third strike even if the catcher drops the ball. All other base runners may advance with liability to be put out.
- When a batter is walked, any base runners that would have been forced to the next base by the walk will be allowed to advance one base before the ball is hit from a coach.
- Base runners CAN advance on a wild pitch, passed ball, or overthrow from the catcher to pitcher. This only affects baserunners from 1<sup>st</sup> base to 2<sup>nd</sup> base, and 2<sup>nd</sup> base to 3<sup>rd</sup> base.

**BATTING**

- The batting order consists of all players and stays the same throughout the game.
  - There are no offensive substitutes!
- If a player cannot take his turn at bat due to illness, injury, ejection, etc. his spot will be skipped. The next batter in the lineup will bat. NO AUTOMATIC OUTS WILL BE ASSESSED IN THIS SITUATION.
- The batter is out on the third strike, even if the catcher drops the ball.
- If a batter “walks”, the offensive coach shall come out and will give the batter two pitches in an attempt to put the ball in play instead of automatically advancing to first base.

**DEFENSIVE SUBSTITUTES**

- Every defensive half inning, all players who did not participate defensively in the previous half inning MUST enter the game defensively for this half inning.

**PITCHING**

- A pitcher may pitch no more than nine outs in any game.
- Umpires will be lenient on balks. The only balks to be called will be for quick pitches with runners on base.
  - While base runners are not allowed to lead off or steal, it is still important to teach the pitchers that they must come to a complete stop while in the set position with runners on base.
- If a pitcher walks a batter, the offensive head coach shall pitch two attempts to the batter.

**TIME LIMIT**

- No new inning shall begin with less than 10 minutes remaining in the game.

BRANSON PARKS AND RECREATION  
**U10 Recreational League - Minor League Rules –Youth Baseball & Softball**

The Branson Parks and Recreation Youth Baseball Leagues are governed by rules designed to meet the following goals:

1. All players will be given an opportunity to play each game.
2. Sportsmanship will be promoted by participation in the Branson Parks and Recreation Baseball Program.
3. Player's health and safety shall be promoted at all times.
4. All teams should be evenly matched.

**A. AGE**

1. Participants in the Minor League shall be those age 9 and 10 by May 1 of the current school year.
2. Players will be allowed to play up at the discretion of the parent or guardian. However, the Program Administrator reserves the right to move the player to their own age division if they believe it is in the best interest of the safety and development of the child.

**B. PLAYING FIELD**

1. The Minor League Baseball diamond shall have 65 foot base lines.
2. The Minor League Baseball pitching distance shall be 46 feet.
3. In the Minor League Baseball, the distance from home plate to second base shall be 91 feet 11 inches.
4. On the Minor League field, an arc will be drawn from foul line to foul line, 15' in front of home plate.
  - a. When the coach pitches, the area bordered by the arc, the foul lines, and the back point of home plate shall be considered foul territory. The arc itself is not in foul territory.

**C. THE GAME**

1. In all Minor League games, a half inning will end when a team scores five runs in that half inning or three outs.
2. A complete game in the Minor League shall consist of five innings unless any of the following occur:
  - a. TIME LIMIT. The time limit shall be one hour and fifteen minutes. No new inning shall begin with less than 10 minutes remaining.
    - The umpire will be official timekeeper for all games.
    - The time shall begin immediately following the manager's plate meeting.
  - b. RUN RULE. Whenever the game reaches a point where the losing team has no chance to at least tie the score (due to the inning-run-limit – rule H-1 above), the game will end.
  - c. REGULATION GAME. For the purposes of rescheduling games, a regulation game shall consist of at least three innings, or 2 ½ innings if the home team is ahead.
    - Any game that is stopped before becoming regulation will be replayed from the start.
    - Branson Parks and Recreation Staff will determine the date and time that the game will be rescheduled.
    - Any pitching outs accrued will not be counted.
3. Pre-game Warm-up Regulations:
  - a. No team will practice on the infield portion of the diamond after it has been prepared and lined for play. Between innings and half-innings, the defensive team may utilize a warm-up ball.
4. TIE GAMES: If a regulation or complete game ends with the score tied, it will remain a tie.

**D. PITCHING REGULATIONS**

1. Pitching Outs:
  - a. A pitcher may pitch no more than nine outs in any game.
    - For the purpose of this rule, an out is any out that occurs while a pitcher is pitching.
  - b. There will be no penalty if the second out of a double play or the second and/or third outs of a triple play cause a pitcher to be over the pitching out limit in any game.
2. When a pitcher is removed from the pitching position during an inning, that pitcher may not pitch again in that inning.

3. Only three (3) pitchers may pitch in any given half-inning. If the umpire determines that the third or subsequent pitcher cannot continue due to sickness or injury, that pitcher may then be replaced.
4. For any pitcher who has not yet pitched in a game in progress, seven warm-up pitches will be allowed.
5. Any violation of Rules I-1, I-2, or I-3, above, will result in forfeiture of that game by the violating team.
6. There shall be one minute between innings. Warm-up pitches may be subtracted for teams not hustling to their positions.

#### **E. BATTING**

1. All team members who are eligible and able to participate will be included in the batting order. Failure to do so will result in forfeiture of the game. This batting order will stay the same for the entire game. (Exception: Rules J-3, J-4, J-5, below)
2. When a coach submits a line-up card to the umpire, all team members must be included. Players who are ineligible or unable to play (for whatever reason) must still be included along with a brief explanation of why (i.e.: injured, sick, vacation, etc.).
3. If a player is unable to take or to complete his turn at bat due to injury, ejection, etc., his spot in the order will be skipped. The next player in the line-up will bat. No penalty will be assessed to his team if he/she is unable to bat or to complete his turn at bat. Any bases run or outs made during an incomplete turn at bat are legal. (NOTE: This rule differs from the "Batting Out of Turn" rule which is explained in the USSSA Rule Book.)
4. If a player who previously was unable to bat due to illness or injury is able to take his next or subsequent turn at bat, he/she will be reinstated in the batting order. The umpire and scorekeeper must be notified.
5. If an eligible player or players arrives late to the game, then he/she or they must be added to the end of the batting order. Such player(s) will bat as their turns come up. Failure to do so will result in forfeiture of the game.
6. In an attempt to reduce the number of walks in U10 games, the following rules will be in effect:
  - a. When any batter is thrown four balls, the offensive head coach will pitch to the batter.
  - b. The batter will have two pitches to put the ball into fair territory.
    - i. If on the second pitch, the ball hits the batter, the batter shall get a third opportunity.
      1. NOTE: If on the second pitch the batter fouls off the pitch, the batter shall be ruled out.
  - c. Any live ball that strikes the coach is alive and in play.
  - d. When the coach is pitching, the batter will automatically be out when:
    - i. He/she fails in two attempts to hit a fair ball.
    - ii. He/she attempts to bunt the ball or takes a half swing at the ball or chops down at the ball.
  - e. Before the coach throws the ball, all fielders must be in the normal fielding positions that they were in when the batter was trying to hit pitched balls.
  - f. When coach is pitching, base runners may not leave their bases until the ball is batted. They must return to their bases if the ball is foul.
  - g. The umpire's judgment will determine the enforcement of these rules such as whether a batter's swing is legal and where fielders may be positioned.
    - i. NOTE: See rule K-3 for the rule governing base runners on base when the batter is thrown four balls.
7. All team members of the team at bat must remain behind the dugout screen or fence except the batter and the on-deck batter who must remain in the on-deck circle until it is his time to bat.
8. After hitting the ball or in attempting to do so, the batter will not be allowed to throw or toss the bat, intentionally or unintentionally, in any manner. A player who throws his bat will be out. The ball will be dead. All base runners will return to the base last touched at the time of the pitch. The decision as to whether the bat is thrown or not will be made by the umpire as a judgment call.

#### **F. BASE RUNNING**

1. Leading off base will not be allowed in the Minor League.
2. Base stealing is allowed once the ball reaches or passes the catcher.
  - a. Runners may only steal one base per pitch regardless of overthrow, etc.

- b. Runners may not steal home.
- 3. The following rules shall govern the “crash rule,” i.e.” the situation involving contact between fielders and base runners at any base including home.
  - a. A base runner is not required to slide at any time. However, if a fielder clearly has possession of the ball and is waiting for the base runner, then it is the responsibility of the base runner to avoid contact with the fielder. If contact is made, it must be in an attempt to slide.
  - b. A fielder cannot block the base or baseline without clear possession of the ball. When waiting for a thrown ball, the fielder (including the catcher) must be positioned out of the baseline. Straddling the base is not out of the baseline. A fielder can move toward the base runner only when in clear possession of the ball.
  - c. PENALTIES:
    - 1) If a base runner makes contact with a fielder in clear possession of the ball other than in an attempt to slide, an immediate dead ball will be called. That base runner will be called out. If a base runner deliberately contacts the fielder with great force, the base runner is subject to ejection in addition to being called out. All other base runners are returned to the last base touched at the time of the dead ball.
    - 2) If a fielder is blocking a base line and does not have clear possession of the ball, any contact (other than deliberate contact by either player) shall be ruled obstruction; and bases shall be granted accordingly.
  - d. When fielder, base runner, and ball arrive simultaneously at a base, the umpire will rule on any illegal or unnecessary contact that may occur. In any case, no player may initiate deliberate contact without being subject to penalties.
- 4. When a batter is thrown four balls, any base runners that would have been forced to advance by the walked batter will be allowed to advance one base. This includes a runner being forced from third to home (which results in one run scored) when the bases are loaded.