

West Plains Parks and Recreation

U10- Youth Baseball/Softball – MODIFIED League Rules 2021

- NUMBER OF INNINGS PLAYED: 5
- TIME LIMIT: 1 hour
- MINIMUM REGULATION GAME: 3 innings (2 ½ if Home team is ahead)
- NUMBER OF DEFENSIVE PLAYERS: 10 (4 can play in outfield, but you have to have a catcher behind the plate)
- 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
- Molded Cleats Only **No Metal Spikes** (players with metal cleats will not play)
- Infield Fly Rule is not in effect (less than two outs with no chance for runner on 1st base to advance, with a pop fly 12ft and greater in the air)
- A courtesy runner for the catch is mandatory with two outs
- Must have 7 Players to Start game

BASE RUNNING

- **Base runners are not allowed to lead off.**
- **Stealing is allowed. You CAN NOT steal while a coach is pitching.**
- **You CAN NOT Steal Home.**
- **Base runners must allow the ball to cross Homeplate before stealing.**

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.**
- **No dropped third strike.** The batter is out on the third swinging strike or 5 Pitches (if final pitch is fouled off the batter will continue to bat either until ball is hit or ball passes by)

DEFENSIVE SUBSTITUTES

- This can be done at any time during the game as long as time is called

PITCHING/HITTING

- Pitchers can strike out a batter
- The pitcher will pitch until there are 4 balls called by the umpire. No bases are given for balls, so (at this time) the coach will pitch 3 pitches to the batter.

- A batter will be allowed to foul off as many pitches as they can until the ball is put into play or strikes out. A fouled ball will not be considered a 3rd strike.
- If the pitcher hits a batter with a pitch, the batter is awarded 1st base. (This does not apply to the Coach)
- Stealing is allowed therefore, wild pitches and overthrows back to the pitcher will cause the ball to be live. (Unless the coach is pitching)
- No pinch runners unless a player is injured

The West Plains Parks and Recreation Youth Baseball/Softball Leagues are governed by rules designed to meet the following goals:

1. All players will be given an opportunity to play each game to advance development and learning.
2. Sportsmanship will be promoted by participation in the West Plains Parks and Recreation Baseball/Softball Program.
3. Player's health and safety shall be promoted at all times.

A. AGE

1. Participants in the West Plains League shall be those age 9 and 10 by May 1 for Youth Baseball (January 1 for Girls Softball) of the current year.
2. Players will be allowed to play up at the discretion of the parent or guardian. However, the Director 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. Baseball/Softball diamond shall have 60 foot base lines.
2. Pitching machine is place at 35ft from home plate and will be set at 35-42mph.
3. A 16ft pitching circle will be placed starting at the 35ft and extended behind.
4. **Pitching machine is not part of playing field.** If batted ball makes contact with machine it counts as a foul ball and the batter continues to bat. All runners will return to previous base.

C. THE GAME

1. A half inning will end when a team scores five runs in that half inning or three outs.
2. A complete game in the League shall consist of five innings unless any of the following occur:
 - TIME LIMIT. The time limit shall be one hour.
 - The umpire will be official timekeeper for all games.
 - The time shall begin immediately following the manager's plate meeting.
 - 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), the game will end.

- 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.
 - In the event of lightning, players will head to dugout and play shall resume when lightning is no longer visible for 15 minutes.
 - Any game that is stopped before becoming regulation will be replayed from the start.
 - West Plains Park and Recreation Staff will determine the date and time that the game will be rescheduled.
3. **TIE GAMES: If a regulation or complete game ends with the score tied, IT WILL REMAIN A TIE.** (Live arm plays an extra inning)

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.
2. 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.
3. 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. 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.
7. 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 GIVEN A COACHES WARNING then the next batter who commits the foul 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.
8. **PLAY SHALL BE COMPLETE WHEN THE PICTHER HAS POSSESION OF THE BALL. At that point Umpire will call dead ball.**

F. BASE RUNNING

1. Leading off base will not be allowed in the U10 Draft League.
 - On a batted ball, runners are allowed to circle bases until the ball crosses the plane (8). At the call of the dead ball if the runner is passed the halfway mark they will receive the base. If not, they will retreat to previous base.
 - Runners may only steal one base on an overthrow ON AN ATTEMPT TO GET THE BALL TO A BASE.
 - 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.
 - 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.