

Rogers Youth Baseball League Rules

9/10 Year Old League Rules

1. **Bats:** Must have the USABat Marking. Barrel Maximum – 2 5/8". No BBCOR Bats are permitted in the Cal Ripken Division
2. **Game Time Limit:** 1 hour 30 minutes or six (6) innings whichever comes first (Maximum time limit of 1 hour 45 minutes regardless of which team is batting). Official time will be kept by the umpire.
3. Scheduled game times will be 6:00pm & 8:00pm on weeknights
4. Closed Bases: Pitcher's Mound (46' 6") Bases (60')
5. **Defense:** Free substitution is allowed (except pitcher). ONLY starting pitcher may re-enter the game
6. All players must play two (2) defensive innings
7. All players must bat and be included in the batting order
8. Both coaches must sign-off on scorebook after the game
9. **Stealing:** A runner may steal once the ball crosses home plate. A runner that leaves early will be sent back to the base from which he started.
10. **Run rule:** 10 runs after 4 innings
11. **Run Rule:** Six (6) runs per inning unless team batting is behind, and then can only go ahead by six (6) runs
12. **Slash Bunt:** Batters will be called out if they fake a bunt and then take a full swing. No base runners may advance on the play
13. **Balks:** no balks will be called in the 9/10yr old league
14. **Pitching Rules:** Each pitcher is allowed 6 innings per week. Once a pitcher has pitched more than two innings he must have two calendar days rest before pitching again. The week starts on Monday and ends on Sunday. A pitcher can pitch on Saturday or Sunday and then on Monday without two calendar days rest because Monday starts the new week.
15. **Courtesy Runner:** Only allowed for the catcher position and after the second (2nd) out of the inning. The courtesy runner must be the player that made the last out.
16. **Teams must have 8 players to start a game. No "automatic out" will be given for playing with 8 players**
17. **Closed Bases:** Pitcher's Mound (46') Bases (60')

City League Tournament Rules All regular season rules still apply **except rule #11**

