



2022 Town of Clayton Parks & Recreation

9-10 Boys Baseball

Local Rules & Regulations



GOVERNING RULES

- The Tar Heel Leagues, Inc. Official Rule Book will govern the Clayton Parks & Recreation Department (CPRD) for the 9-10 Midget League with the following modifications. National Federation of High Schools Baseball Rule Book will be used for rules not explicitly covered by Tar Heel Leagues, Inc. or Clayton Parks & Recreation rules modifications.

EQUIPMENT

- Catcher's mask, helmet, chest protector, shin guards and batting helmets are required. Any player warming up a pitcher must wear a catcher's helmet and mask.
- An athletic support cup is suggested for all players, and **mandatory** for any player catching.
- Metal cleats ARE NOT allowed in Midget League (9-10).
- **Bat Regulations:**
 - Tar Heel Leagues has adopted the USA Bat Standard for all baseball divisions. For Coach Pitch (8U), Midget Division (10U), Little Division (12U) and Junior Division (15U), all bats must be USA Baseball approved and carry the USA Baseball Stamp **OR** must be NFHS approved and carry the BBCOR stamp (High School) for use in Tar Heel Leagues. Bats may not exceed **2 5/8" in diameter** nor **36" inches in length**. *There is no rule regarding weight / length ratio.*
- It is recommended that all teams wear gray baseball pants.

PITCHING RULES

- No pitcher may pitch more than 2 innings per game.
- Players may not pitch more than 6 innings per calendar week. A calendar week will run Saturday – Friday.
- A pitcher removed from the pitching position or game may not return as a pitcher in the same game.
- If a pitcher delivers one pitch in an inning, he shall be considered to have pitched one full inning.
- All pitchers pitching on temporary mounds must wear tennis shoes when possible.

PARTICIPATION

- Each player present will be placed in the batting order. A continuous batting order will be used. A player that arrives late will be added to the bottom of the batting order. **All players must play in every other defensive inning. No player may sit out two consecutive innings.** A player must play three (3) outs per inning. After two (2) innings, each player should have played at least one (1) inning. After four (4) innings, each player should have played at least two (2) innings defensively.

* If a coach or parent has a disciplinary problem with a child and chooses not to play him, the coach of

LINE UPS

- Teams shall turn their line-up card in at least **10 minutes** prior to game time. Players first and last names, numbers and the starting pitcher should be designated on the lineup card. Defensive positions other than the pitcher are not necessary.

START OF THE GAME

- There will be a 10-minute grace period for the first game of the day. *All other games will have a 5-minute grace period.* Teams must have at least **eight (8) players to start a game.**
 - The 10-minute grace period for the first game of the day will NOT count toward the official game time. The 5-minute grace period for all other games WILL count toward the official game time.
- If a grace period ends and one and/or both teams have too few players to field a team, the teams shall divide players so that each team is even and then scrimmage during the allotted game time. The game will be considered a forfeit loss for the team(s) with too few players and the scrimmage will not be counted toward the standings. **Umpires will NOT be present for this scrimmage.**
- If time permits, teams playing in the first game of the night will be allowed to take infield. The visiting team will take the field first with 15 minutes prior to scheduled start time and will be allowed 5 minutes. The home team will take the field 10 minutes prior to the scheduled start time and will be allowed 5 minutes. The home team will remain on the field for the start of the game.
- *The official game time will begin **as the first pitch is thrown to the leadoff batter.*** The first pitch should be thrown out as close to the scheduled start time as possible.

OFFICIAL GAME

- Midget League (9-10) Games will consist of:
 - 6 innings
 - 1 hour and 30 minute time limit, or
 - 10 run rule (after 4 innings), whichever comes first.
- No new inning shall begin if there is fewer than 10 minutes left on the official game clock *when the last out of the previous inning is recorded.*
- Games that are tied when 6 innings in Midget League (9-10) games have been played, or when the official game time has expired, the game shall end in a tie. **NO EXTRA INNINGS WILL BE PLAYED!**
 - ***CLARIFICATION: ONCE AN INNING HAS STARTED, PLAY WILL CONTINUE UNTIL THAT FULL INNING HAS BEEN COMPLETED.** The only exception to this is if time expires while the home team is batting, and the home team is ahead. In this case the game will end once the current at bat is completed.

INCLEMENT WEATHER

- If a game is halted due to inclement weather, it shall be considered an official and complete game if a Midget League (9-10) game has **completed 4 full innings (3.5 if home team is ahead), OR 70 minutes of official game time.**

- If a game is halted mid-inning AFTER it has reached the status of a complete game, **the score will revert to the last FULL inning that was completed.** The team that was ahead as of the last FULLY COMPLETED inning will be declared the winner.
- If a game is halted due to inclement weather and it has NOT reached the status of a regulation game, then it must be continued from the exact point of interruption with the same ball and strike count on the batter and the same line-up as near as possible.

INNINGS

- Midget League Division (9-10) - innings will consist of three (3) outs, or five (5) runs, whichever comes first.

BASE RUNNING

- **Midget League Division (9-10 boys)**
 - Runners will be allowed to steal bases. There will be no lead off for base runners. Runners may not leave the base until the ball reaches the plate. Any runner leaving the base before the ball reaches the plate will be called out.
 - Runners MAY NOT steal home.
 - The runner may not advance more than one base during a steal attempt. If the runner is stealing second or third and there is an errant throw or catch and the ball gets by the fielder, the runner MAY NOT advance any further.
 - **Clarification: This includes runners standing on third base at the time an attempt to steal second base is made. The runner standing on third base MAY NOT take home plate on an overthrow of a steal attempt.**
 - Runners MAY NOT advance on errant throws from the catcher to the pitcher.
 - Base runners will be stopped once the pitcher has control of the ball in the vicinity of the pitching rubber.
 - The catcher **does not** have to catch a third strike. The batter is out and the base runner/s may advance at their own risk.
- Base runners may not slide head first.
- A pinch runner may be used for the Pitcher and/or Catcher at any time. The pinch runner will be the last out recorded. A pinch runner will be **mandatory** for the catcher with two outs.
- A base runner must attempt to avoid a collision of a defensive player that has possession of the ball or a defensive player that is waiting to catch a thrown ball. If the base runner does not attempt to avoid a collision and makes aggressive contact with the defensive player, he is to be deemed out and ejected from the game.
 - * This is a judgment call by the umpire and may not be appealed.

TEAM MEMBERS

- Only players, coaches and assistant coaches will be allowed in the dugout or on the playing field.

TOBACCO

- Tar Heel Leagues, Inc prohibits the use of all tobacco products, including smokeless tobacco, on the playing field or in the dugouts.

INJURIES AND EJECTIONS

- If a player leaves the game due to an injury or some other circumstance and does not bat, he will be skipped each time his name appears. If a player is ejected, an out will be recorded each time that player is scheduled to bat according to the batting order. If a player is injured to the extent that they miss an at-bat, they will not be allowed to re-enter that game.
- Any coach ejected from a game must leave the facility immediately. If the coach refuses to leave the facility, their team will forfeit. Any coach ejected will serve a minimum one game suspension. Two ejections in one season will result in termination from the league. Remember: Coaches should set a positive example for their players.
- Any player that is ejected may remain on site provided he is under control. If they remains verbally abusive, they will be asked to leave the facility. The ejected player will serve a one game suspension. Two ejections in one season will result in termination from the league.

FIELD DEMENSION

- Midget League (9-10 Boys)
 - Bases 60 Feet
 - Pitching Rubber 46 Feet
- The third base dugout will be the official “Home” dugout for all league game

TROPHIES

- Trophies will be provided for the tournament champion and tournament runner up.