



MINOR 10 BASEBALL (Playing Age: 10 Years Old)

1. Play will conform to the requirements of the Cal Ripken rulebook and as modified by these supplemental park rules.
2. Games will be 6 innings. A new inning cannot begin after 1.20 hours. An inning shall be completed if it began before the time expired. A new inning begins immediately on the third out of the Home Team at bat.
3. Between innings shall not be greater than 2 minutes. When the catcher is on base, the coach is encouraged to use rule # 33 to help keep the game moving. This rule can be used with 1 or more outs. If an alternate catcher is used to warm up a pitcher between innings, that catcher must be properly equipped per league rules for catchers. **To use courtesy runners in the first inning, coaches must inform opposing coach at the plate meeting who their starting pitcher and catcher is for the game.**
4. Only 1 extra inning (with International Rules, last out starts at 2nd base) will be allowed to break a tie after the time limit has expired. If the game is tied after 1 extra inning, it will be recorded as a tie during the regular season.
5. The base paths in Minor 10 shall be 60 feet. The pitching rubber will be placed at 46 feet. Pitching and catching records must be completed by both Head Coaches and emailed to their League Director at the end of their game. The field umpire will report to both coaches, the official pitch count at the end of each half inning. Coaches are required to have their pitch count book at the field during their game
6. At the beginning of the game, each team shall contribute 1 new game ball which will be returned after the game. Any ball placed into play must be given to the umpire and he has sole discretion to determine if it is an allowable ball. The balls given out on equipment day are official game balls. If a ball is found to have a team logo, it will be returned to the coach for a new ball.
7. The Home Team will occupy the third base dugout and the visiting team will occupy the first base dugout.
8. A game cannot begin with less than 8 players on the team. Game time will be determined by the Head Umpire, to the closest time possible to the scheduled game time. There will be a fifteen-minute grace period for all games for lack of enough players. If one team has less than 8 players, the game will be treated as a forfeit. Only up to 2 players may be picked up, but it MUST be approved by the League Director and/or the Baseball Director. The player(s) must bat last in the line-up and can only play in the outfield. If you only have 8 players, the 9th position will be an automatic out. You cannot just grab a player on your own.
9. The defensive team may play only 9 players on the field. Catcher, pitcher, first base, second base, third base, short-stop and three outfielders.
10. All players must play every other inning. No player shall set the bench for two consecutive innings.
11. If a player refuses to take the field, except in the case of an illness or injury, that player is out of the game and must leave the dugout. An out will be called when that player's spot in the line-up is due at bat.
12. All bats used at MJ League in Baseball 9/10U must be stamped with "USA BASEBALL". Wood bats are not allowed.
13. The batter is out for illegal action when he/she enters the batter's box or is discovered having used an illegal bat. The infraction must be discovered before the next pitch following the turn at bat of the player who used an illegal bat. A batter who uses an illegal or non-conforming bat and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. This is an appeal play. The "at bat" will be considered legal once a pitch is thrown to the next batter.
14. The Home team is responsible for the official scorebook and pitch count. The visiting team is responsible for finding an adult to run the scoreboard. No child under 13 is allowed to operate the scoreboard.

15. The Game Changer App can be an official scorebook. If there is an official protest, the game information MUST be exported. It must be sent and received by the Baseball Director and Umpire in Charge before the next pitch.
16. If rain interrupts a game, and the game is called, it shall be considered a complete game IF; three and a half innings were played and the home team is leading. Four innings if the visiting team is leading.
17. After a game or practice, coaches should not leave the area until all players have been picked up.
18. Before a coach comes on the field, he must request and receive a time out from the umpire. The Head Coach is the ONLY coach who is allowed to request a conference with the umpires.
19. Only 1 coach and 1 “on deck” batter should be outside the dugout in foul territory playing area. The coach should remain in the area just outside the entrance to the dugout. Other coaches should remain in the dugout unless they are base coaches. The “on deck” batter should warm up to the back of the batter at the plate, (for protection from foul balls). If the base coach on the field is of age to participate in Cal Ripken baseball, then said base coach must wear the proper protective/batting helmet.
20. All players on the roster shall bat. The batting order shall be as turned in to the opposing coach. If a player arrives late, he may be moved to the bottom of the line-up.
21. These special batting rules apply: A team will bat until 3 outs are recorded or 7 runs are scored, whichever comes first. It is possible that a batter may come to bat more than one time per inning.
22. If the batter is injured during their plate appearance and is unable to finish the at bat, the next batter in the line-up will hit and assume the count of the injured batter. No out is recorded for the injured player.
23. Run rule is 15 after 3 innings or 8 runs after 4 innings.
24. Each TEAM will be warned one time for accidentally slinging the bat. A subsequent offense by a team during the game will result in the player being called out.
25. An intentional walk may be given by the defensive team by having its catcher or coach request the umpire to award first base to the batter. This may be done before pitching to the batter or on any ball and strike count. The pitch count will be adjusted accordingly to the pitcher
26. Bunting is allowed. However; If a batter squares to bunt and then pulls back and takes a swing of any kind, the batter shall be called out and all runners must return to the base they occupied prior to the out call.
27. Stealing bases will be allowed for the full season. The ball is live on all over throws. Base runners can steal once the ball has crossed home plate.
28. Each TEAM will be warned one time for a baserunner leaving early. A subsequent offense by a team during the game will result in the player being called out. It is a live ball situation. Once play is stopped, the offending runner will be out. If he scored, then his run will not count. If he is the third out, then no runs will count.
29. Stealing will be allowed on an overthrown ball back to the pitcher
30. Stealing home will be allowed.
31. No delayed steals will be allowed.
32. A player must slide on a “close play” at home plate. The umpire has sole discretion as to what constitutes a close play at the plate. Normally a “close play” has three elements at home plate at the same time: a runner, a fielder and the ball in the air. Deliberate contact with the fielder at home plate will result in an automatic out and the player being ejected from the game.
33. A courtesy runner can be used for both the pitcher and the catcher so that the catcher can get suited up to keep the game moving. The player who made the last batted out will be the courtesy runner if one is requested. IF both pitcher and catcher are base runners, both may be allowed to have a courtesy runner. In such case, the courtesy runner shall be the last and second to last players who batted out.
34. The Board of Directors of MJ League, recommends that all male players be equipped with a protective cup prior to each game or practice.
35. The catcher must wear a protective cup during practices and games to reduce the chance of injury. Per Cal Ripken rules, a throat guard is required on all catchers' helmets including “hockey” style helmets. Two-piece Catchers masks are not allowed.

36. Once a pitcher mounts the rubber, they can only receive pitching signs from the catcher. Parents or coaches are not allowed to stand outside the fence behind the plate and communicate pitching signs to the pitcher at any time.
37. If a catcher catches 4 innings or more, he/she cannot play the pitcher position for the remainder of the day.
38. "Friendly" chanting is allowed, but coaches should immediately stop any mean or derogatory statements.
39. If a pitcher has thrown 41 or more pitches, he/she cannot play the catcher position for the remainder of the day.
40. Once a pitcher has been removed from the mound, he/she **CANNOT** return to the mound during the same game. A pitcher that takes the mound and throws one warm-up pitch must face at least one batter before he/she is removed unless said pitcher is deemed an ineligible player.
41. The pitcher must be removed upon the 2nd coach's visit to the mound in one inning or on the 3rd coach's visit to the same pitcher in a game. The coach is not allowed to be on, at or around the pitching mound between innings. If so, this will be considered one of the applicable coach's visits as determined by the head umpire.
42. See "Maximum Pitch Counts" & Pitching "Threshold" at the end of the rules.
43. At the end of the season, the Minor 10 teams will participate in a season ending league tournament that will be scheduled and approved by the BBOC.
44. The Minor 10 League will select one 10U Tournament Team, (i.e. Grizzlies) to compete in sanctioned tournaments as approved by the Baseball Operating Committee. The BBOC may authorize additional tournament teams.
45. Please see Park rules for ejection rules.

| MAXIMUM PITCH COUNT | |
|---------------------|---------------------|
| LEAGUE AGE | MAX PITCHES PER DAY |
| 7-8 | 50 |
| 9-10 | 75 |
| 11-12 | 85 |
| 13-15 | 95 |
| 16-18 | 105 |

| THRESHOLD | | |
|---------------|------------|-----------|
| DAYS OF RESET | 14 & UNDER | 15 & OVER |
| None | 1-20 | 1-30 |
| 1 | 21-35 | 31-45 |
| 2 | 36-50 | 46-60 |
| 3 | 51-65 | 61-75 |
| 4 | 66+ | 75+ |

Post Season Tournament Pitcher Rest ONLY

| Threshold | | | | |
|--------------|-------|-------|-------|--------|
| Days of Rest | 9-10 | 11-12 | 13-15 | 16-18 |
| None | 1-40 | 1-40 | 1-45 | 1-45 |
| 1 | 41-65 | 41-65 | 46-75 | 46-75 |
| 2 | 66-75 | 66-85 | 76-95 | 76-105 |

- **No pitcher will be allowed to pitch 3 consecutive days, regardless of pitch count.**

Revised 7/12/23