



## **2023-2024 9-10 BOYS BASEBALL RULES**

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**Carrollton Website**      [www.carrolltonboosters.org](http://www.carrolltonboosters.org)

**Commissioner of Baseball**

Ashley Chan  
[a\\_chan78@hotmail.com](mailto:a_chan78@hotmail.com)  
925-528-9087

**2023-2024 League Coordinators:**

Chris Hagale  
[Christopher.hagale@gmail.com](mailto:Christopher.hagale@gmail.com)  
832-723-7208

Matt Mancheski  
[mancheskim@yahoo.com](mailto:mancheskim@yahoo.com)  
504-210-5854

Austin Marks  
[admarks@gmail.com](mailto:admarks@gmail.com)  
504-905-1056

## **Carrollton Boosters**

We are a volunteer youth sports organization. Our goal is for Carrollton Baseball to be a rewarding experience for our players and their families. It is important to remember that having fun and learning the skills of the sport are both important parts of a quality youth sports experience. We encourage the spirit of competition but we demand good sportsmanship from all who participate in our program. Sometimes coaches and fans get frustrated or carried away in the excitement of a game. These emotions are never an excuse for anyone to lose sight of our goal to provide a safe environment where children can have fun, learn to play better baseball, and develop into responsible young men and women. It is our responsibility as players, coaches, and fans to make sure that we always act in the best interest of the kids. Winning a championship is an important goal but our greatest aspiration should be that playing baseball on this team this summer will be remembered fondly by every player on our team.

**2023-2024**  
**CARROLLTON BOOSTER BASEBALL**  
**9 & 10 YEAR OLD LEAGUE RULES**

**1.0 Game preliminaries**

1. Five balls. Three strikes. Batters are automatically out on third strike including dropped third strike.
2. Distances - mound 46 feet; bases 60 feet.
3. Intentional walks are allowed without the necessity of throwing four pitches. The head coach (or acting head coach, if the head coach is not present) must signal the home plate umpire's attention and point the batter to first base.
4. Metal cleats are not allowed.
5. Any USSSA or USABat approved bat may be used. A player using an illegal bat will be called out.

**2.0 Starting and ending a game**

1. Time Limit: Five innings or 1 hour and 15 minutes whichever occurs first. If an inning starts within the time limit, it must be completed. An inning is deemed started once the last out of the preceding inning has been made.
2. In case of rain, three innings constitutes an official game. Games rained out before three innings will be replayed from the beginning.
3. Ten run rule is in effect after 3 innings (2.5 innings if home team is leading).
4. In the event that a full five-inning game is played to a tie and there is still regulation time remaining, extra innings will be played. Normal extra inning rules will apply and no extra inning will begin after the regulation time has expired.
5. If a team fields less than 7 players at anytime during the game, it will forfeit the game.

**3.0 The Batter/Fielder**

1. All players present at the start of a game will be placed in the batting order and must bat in their assigned spots for each at bat thereafter. There will be no substitutions in the batting order. Regardless of circumstance and to emphasize sportsmanship and inclusion, coaches will NEVER encourage batters to make an out intentionally. Enforcement of this rule may be by the umpire, coordinator or commissioner of baseball; and may lead to suspension of coaching privileges.
2. There will be nine fielders and the defensive team must field a catcher at all times.
3. If a team has less than 9 players in the batting lineup, the first time through the batting order an automatic out will be assessed to those vacated spots in the batting lineup. These will be assessed at the 8<sup>th</sup> and/or 9<sup>th</sup> spot in the batting order. If a player arrives late, but before the end of the second inning (Rule 3.5) an automatic out will not be assessed for that place in the batting order if it has not yet been reached in the game.
4. The head coach will submit the batting order to the official scorekeeper 5 minutes prior to the start of the game. Batting orders may be adjusted to account for players arriving prior to the first pitch being thrown. After that Rules 3.4, 3.5 and 3.6 apply.
5. A late arriving player will be added to the bottom of the batting order. Any player arriving after the first pitch of the second inning will not be allowed to participate.
6. Unless there is an injury, no defensive player may come off the bench in the middle of his team's defensive half-inning, including a late arriving player. Exception: when a team is playing shorthanded on defense, a late arriving player may play any vacant defensive position, but under no circumstance are players to be shifted around in the middle of an

inning to allow a late arriving player to cause another player to vacate a defensive position to be assumed by the late arriving player.

7. Any late arriving player playing a partial defensive inning will be deemed to have played an inning for purpose of the every other inning rule.
8. Every player must play in the field at least every other inning. Fielding substitutions and batting order are independent of each other. No changes are allowed in the batting order once the game has begun or in the field once the inning has begun except in case of injury, illness, or umpire's ejection, or in the case of a late arriving player per Rule 3.4  
\*\*Penalty for violation of this rule is **FORFEITURE OF THE GAME**\*\*
9. Players may play different positions in different innings or in the same inning without notifying the official scorekeeper.
10. If a player becomes ill or injured during the course of a game, such that he is required to leave the field and play is resumed, he will be ineligible to participate in the remainder of the game if he does not bat in his assigned position, or if an entire inning is completed when he was supposed to play in the field and he has not participated.
11. If a starting player becomes ineligible, his position in the batting order will be vacated.
12. Bunting is allowed. However, slash bunts are not allowed (the batter may not square as if to bunt and then take a normal swing at the ball). Penalty: batter will be called out. Also, no batter shall take a position in the batter's box, and with a deliberate unsportsmanlike intent (umpire's judgment), act in a manner to distract the pitcher. Penalty: a team warning will be given for the first offense, after which a strike will be called for each subsequent offense regardless of pitch location.
13. Batters must release their bat safely after swinging at a pitch. A team warning will be given the first time a bat is thrown (umpire's judgment) after which batters will be called out for throwing the bat. If a batter is called out for throwing a bat, the ball is dead and runners do not advance.

#### **4.0 The Runner**

1. Stealing is not permitted.
2. Base runners may take a lead but the runner's foot may not cross the lead line (6' or as drawn) until the ball is hit. A team warning will be given for the first offense, after which runners will be called out when crossing the lead line early.
3. Base runners may advance at their own risk as long as the ball remains in the field of play or until time is called by the umpire. Time can not be granted until the ball is returned to the infield.
4. Major league rules apply for overthrows that leave the field of play.
5. Batting helmets must be worn by all batters and base runners while on the field of play and play is ongoing (time is not called). Any base runner intentionally (umpire's judgment) removing his helmet while play is ongoing will be called out.
6. At the coach's option, the catcher may be replaced by a courtesy runner with two outs. Last batted out is the courtesy runner.
7. **Infield fly rule:** An INFIELD FLY is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out (i.e. no outs or one out). The pitcher, catcher and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule.

In this situation, the umpire will call "infield fly" and the batter is automatically out. However, the ball is live and runners may advance at the risk of the ball being caught, or

retouch and advance **after the ball is touched**, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

- 8. Crash Rule:** Any base runner that crashes (a crash is a collision with significant force. Incidental contact is not a crash. This distinction is an umpire's judgment call) into the catcher or any other fielder will be called out regardless of whether or not the fielder has the ball (ball is dead). If the contact is deemed intentional (umpire's judgment) the runner will also be ejected from the game. Base runners must either 1) slide, 2) run around the fielder, 3) allow themselves to be tagged, or 4) return to their previous base. If the fielder blocks the base path without the ball in his possession and is not in the process of receiving a throw, obstruction will be called and the runner will be awarded the base.

### **Point of Emphasis**

THIS IS A SAFETY RULE it is designed to address the significant size disparity between players in our leagues. What we intend is that \*any\* crash will result in an out. Base runners must avoid a crash into a fielder making a play at home or any base. In the event there is an obstruction, either in the field, at a base or by the catcher, it is the umpire's judgment call as to the obstruction. But if there is a crash into an obstructing fielder, no obstruction is called and the base runner will be called out (umpire's judgment call on the crash). Base runners have an affirmative duty to either 1) slide, 2) run around the catcher, 3) allow themselves to be tagged, or 4) return to their previous base.

## **5.0 The Pitcher**

- 1. *Pitchers are allowed to pitch every other game only.*** For purposes of this rule, two innings constitute a game. One pitch constitutes an inning. A pitcher may pitch one inning in a game and still be allowed to pitch in the next game. If a pitcher pitches two innings in the game, the pitcher will not be allowed to pitch in the next game.  
\*\*Penalty for violation of this rule is **FORFEITURE OF THE GAME.**\*\*
2. Partial games which are rained out constitute a "game" for purposed of the every other game limitation on pitchers. Rescheduled games follow the every other game rule.
3. Pitching rotation rules restart in (a) the first game to break any ties, (b) the first game to determine playoff position, (c) the first playoff game, and (d) in the true championship game. The true championship game is defined as the playoff game that, regardless of the outcome, is the absolute last game of the playoffs.
4. On the second trip to the mound by a coach in the same half-inning, the pitcher must be removed from the mound. For the purposes of this rule, a half-inning is deemed started once the first pitch of the half-inning is thrown. It is considered a trip to the mound if a coach crosses a foul line, except in the event of an injury.
5. Once removed from the mound the pitcher may not return to the mound in the same inning but may return to pitch in a different inning, subject to the pitcher's availability pursuant to Rules 5.6 through 5.9 below.
6. The coach must remove the pitcher when said pitcher reaches 75 pitches, but the pitcher may remain in the game at another position. **Exception:** If a pitcher reaches the 75 pitch limit while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.
7. A pitcher may not start a new inning, or return to the mound, once he has thrown 64 pitches.
8. Each team must appoint a person to count the pitches thrown by all pitchers. The official scorekeeper must record the number of pitches thrown by each pitcher and the number of innings in which each pitcher appeared in the official scorebook. If there is any discrepancy regarding the number of pitches thrown in an inning by a pitcher, the individuals keeping the pitch count will arrive at an agreed-upon number, prior to the next inning, which number shall be recorded in the scorebook. Each coach is responsible for knowing his pitcher's pitch count for purposes of complying with these rules.

### **Point of Emphasis**

The pitch-count rule, like the pitch-every-other-game rule, is a safety rule. Carrollton Boosters expects that all head and assistant coaches will work together to enforce this rule and avoid any violations. In the event of a violation of pitch-count rule, if the timing of the violation can be established with relative ease, the coaches should agree to undo the effects of the unauthorized pitches. For example, if the violation is discovered while the pitcher is throwing to or has just completed throwing to his first batter after the violation, the coaches should agree to remove the pitcher and start the batter's pitch count over. Any outs recorded or runs scored should be removed from the score. If both coaches are negligent in such a manner that the game continues with an illegal pitcher for several batters and the actual timing of the violation is difficult to determine, the game should simply continue to completion after the pitcher is removed. Any instances of pitch-count violations should be recorded in the official scorebook. **NOTE:** The coordinators will be watching this rule closely. We recognize that inadvertent violations of this rule may occur; however, any coach that is involved in a pitch-count violation of this nature will be reviewed by the league coordinators and the Commissioner of Baseball who will have the ability to enforce additional penalties against the coach and team, including forfeiture of the game and suspension of coaching privileges. Coaches will not be allowed to gain an unfair advantage by allowing a pitcher to throw beyond the pitch-count limit.

9. If a pitcher hits 4 batters during a game or 3 batters in an inning, he must be removed from the mound for the remainder of the game.
10. **Balks:** The purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. The umpire will give each team one warning regarding balks; thereafter, balks will be called. Balks will be called on the pitcher but not on the catcher. Balks will be called if there is a runner or runners on base and the pitcher, while touching the rubber 1) makes any motion naturally associated with his pitch and then attempts to pick off a runner without properly disengaging the rubber, 2) fakes a throw to first base, 3) throws or fakes a throw to an unoccupied base, 4) unnaturally stops in his motion and does not complete the throw to the plate, 5) is astride, near or on the rubber without the ball or 6) moves toward any base without properly disengaging the rubber. Also, the pitcher must have foot contact with the rubber from the commencement of his motion until the ball is pitched or else balk will be called.
11. **Pick off plays:** All base runners may advance one base at their own risk only after the ball has been thrown to a base by the pitcher or catcher. Time may be added to the game if the pick off play is used with a deliberate unsportsmanlike intent (umpire's judgment) to delay the game.

### **6.0 All boy's baseball leagues**

1. Major league baseball rules and park rules will apply in all situations not addressed in the league rules.
2. Home teams will use the first base dugout and keep the official score. Visiting teams will use the third base dugout. After each game, each team must clean their dugout and return league bats, helmets, and catcher's gear to the league equipment bag. Post-game team meetings may not be held on the field of play or in the dugouts unless there is no other game scheduled on that field for the day.
3. Only players, head coaches and their designated assistants, and league officials are permitted in the dugout. All coaching assistants must be at least 18 years old. A maximum of three (3) non-players (head coach and all assistants) will be allowed in each team dugout. One additional adult serving as a scorekeeper/pitch counter is permitted in the each dugout. Home team is the official scorekeeper. Only the on-deck batter is allowed in the batter's warm-up cage. Bats may not be swung in any other part of the dugout area.
4. Coaches must not enter the field of play until time has been called by the umpire.

5. Only the head coach may discuss an issue with the umpire. In the absence of the head coach an acting head coach may have such discussions.
6. Coaches may not agree to circumvent any rule. In a situation where coaches agree to violate a rule where the penalty is a forfeiture of the game, both teams will be awarded a forfeiture.
7. An official protest may be filed if the head coach (or acting head coach) disagrees with an umpire's interpretation of the rules of the game. Protests may not be filed regarding an umpire's judgment call. Protests must be filed before another pitch is thrown. Time is suspended while the protest is being made. A protest arising on a game ending play must be filed within 10 minutes following the end of the game. If the league coordinator is present he will attempt to rule on the protest immediately. If the league coordinator is absent or cannot rule on the protest immediately, an entry must be made in the score book describing the situation exactly (inning, outs, balls/strikes, runners on base, time on game clock, etc.), the ruling by the umpire, and the alleged misapplication of the rules. In all protested games, the decision of the league coordinator is final unless his/her decision violates a specific rule of the Booster Club. Even if it is held that the protested decision violated the rules, no replay of the game will be ordered unless in the opinion of the Commissioner of Baseball the violation adversely affected the protesting team's chances of winning the game. If the protest is upheld, the game will be replayed from the time of the protest. The umpire will add time to the game clock if necessary to make up for lost time.
8. Any batted ball that strikes an overhead object, in fair territory, will be played as a ground ball. If the ball travels over the outfield fence after striking the object in fair territory it is a home run.
9. Any player wearing a hard cast or splint or any part of his arm or leg is ineligible. Violation of this rule will result in forfeiture of the game.
10. Players may not wear watches, necklaces, earrings, bracelets or other jewelry.