



2018 CLARENCE 10U TRAVEL LEAGUE RULES

The Clarence Travel League will be functioning under Little League Baseball Regulations and Playing Rules under the 9-10 Year Old Division Rules with the following exceptions:

GAME PLAY AND GENERAL RULES

1. Both the home and opposing teams Head Coach will meet 5 minutes prior to game time for Ground Rules.
2. Games will be six (6) innings in length with a 2 hour time limit. No new inning will start after 2 hours.
3. If a game is tied after the completion of 6 innings, a 7th inning will be played assuming the time limit has not been reached. This applies only to preliminary games. Semi-finals and finals will be played to conclusion.
4. Teams must have a minimum of 8 players at the start of the official game time or the game will be considered a forfeit.
6. A **twelve-run mercy rule** is in effect after 3 ½ innings if the home team is winning and every complete inning after that. SIX (6) Run Max per inning with the exception of the final inning.
7. All games are considered complete after four complete innings (3 ½ if home team is winning)
8. In the event of a rain delay, no game may be delayed more than one hour until the game is called and either rescheduled or terminated. All Rainouts need to be rescheduled between the two teams.
9. If a game is suspended for any reason prior to reaching complete game status, the game will continue in the situation (score, outs, count, etc.) where it stopped. It will not revert back to a new game.
10. Tie breakers are listed below.
11. Home teams are responsible for umpires. Standard is two umps per game. Umpire fees will be split evenly by both teams.

OFFENSIVE RULES

1. All teams will bat all uniformed players during the course of the game. Players that arrive after the game begins will be placed at the bottom of the batting order. If a player is injured and cannot continue to play, the player's position in the batting order will be skipped without penalty.
2. Bunting is allowed at any time during the game. Foul bunts with 2 strikes will be considered an out.
3. Stealing is allowed when the ball crosses the plate. Any player who is deemed to have left the base early by the umpire is given a warning. The pitch is considered a no pitch and all runners must return to their original bases. If at any time thereafter, the same player or another player from the same team is deemed to have left the base early, the runner is automatically out. The pitch is considered to be a no pitch and all other runners must return to their bases. If multiple players leave the bases early after a warning has been issued, all runners who have been deemed to have left early will be out.



4. There can only be one coach in each of the coach boxes, plus one coach in the vicinity of the dugout when that team is up to bat.
5. Players must slide to avoid contact at any base.
6. Players may NOT slide head first going into any base. Any player deemed to have slid head first will automatically be called out. Players ARE allowed to dive headfirst when going back to a bag.
7. Players can use any 2 1/4" bat or any USA Baseball-stamped 2 5/8th" bat. If a batter is found to use an illegible bat ("used" defined as held the bat in the batter's box for at least one pitch), the batter will be declared out, and the runners will not advance. If the bat is discovered after the player hits, the batter will be declared out, and the runners will return to the positions they were at the beginning of the batter's appearance. If the bat is not discovered until after the next play (i.e., next pitch), play continues with no penalty.
8. Batters may advance as a result of a dropped ball third strike.
9. Stealing home is allowed.

DEFENSIVE RULES

1. Defensive Positioning. Teams may field nine players on defense. Three outfielders, four infielders, a pitcher, and a catcher.
2. At no time should an outfielder be placed in the infield as an oversight. Minimum 10ft off infield grass.
3. Defensive substitutions may be made freely.
4. Catchers must be in full protective equipment.
5. "Speed Up" rule allowed for catchers, with two outs only.
6. Infield fly rule applies.
7. All plays end when playing action ends with control by an infielder. Players must request and be granted time by the umpire for a dead ball to occur. Coaches may not call time for their players when a player is getting up from sliding into a base.

PITCHING RULES

1. A player is allowed to pitch no more than (6 outs) PER GAME – (12 outs) PER DAY. Most importantly, we request that you respect the safety and wellbeing of your players as you coordinate this rule and monitor their pitch counts.
2. Once a pitcher is removed from the mound for any reason, he/she may not return to the mound during that game.
3. Balk rule is not applied.
4. There are no intentional walks.
5. Pitchers must wear protective helmets while warming up.



PARENTS/COACH/SPECTATOR BEHAVIOR

1. All parents, coaches, and spectators are required to behave themselves in an adult-like and sportsman manner.
2. Coaches may NOT argue judgment calls. All umpires judgment calls are final. An umpire may ask for help from his/her partner umpire in the case of an obstructed view, however, coaches may NOT ask for an umpire to appeal to a second umpire on a "Bad Call".
3. The Manager of the team is in charge of his entire team, including but not limited to his coaching staff, players, parents and spectators.
4. Any player, coach, or spectator ejected from a game is also ejected from the park for the remainder of the tournament. If an ejected party refuses to leave the site, all games will be considered forfeit.