

Flat River Youth League Edition

Minor Youth Baseball Rules

10 years old or younger

1. All players will bat and all players will play at least 2 innings per game defensively.
2. All Games will start at 6:15 with a 10 minute grace period granted after the scheduled start time to meet minimum player requirement or they will have to forfeit. Games are 5 innings in length. Games can be considered complete after 3 innings and games that end in a tie will remain a tie. No inning will start after 8:00 p.m.
3. Players will shake hands with the opposing team at the end of every game. Unsportsmanlike conduct, such as spitting in hands, will result in a one game suspension
4. There will be 90 seconds allowed between innings or 7 warm up pitches whichever comes first.
5. Some games may be played in the rain. If games are cancelled in advance, the coach will be contacted and it is their responsibility to contact the players. In some cases a game may be cancelled or delayed at the field. When lightning is observed or thunder is heard, the game shall be suspended. Players/Parents/Coaches must seek appropriate shelter and shall not return to the playing field until lightning has been absent from the local sky and thunder has not been heard for 30 minutes. The home team's league coordinator will make the on-site cancellations/suspensions. Umpires will make on-site decisions in the coordinator's absence. Both teams' coaches must remain available and must inform the league coordinator/umpire where they will be located during the delay for any additional updates, cancellations or delays.
6. **If there is a close play at any base, except first base, the runner must slide. Failure to slide will result in an automatic out. The runner does not have to slide if there is not a close play at the base. The runner must avoid contact with the defensive player at all times. Failure to do so will result in an out. A defensive player cannot block the base or the runner will automatically be called safe. If a defensive player is in possession of the ball they are NOT blocking the base. There will be no warnings.**
7. **Courtesy runner may be used for the Catcher and Pitcher. The courtesy runner will be the last out.**
8. If a player arrives late for a game (after the first pitch), they may be added to the bottom of the line-up even if that spot would have batted earlier in the game.
9. A batter will be advanced to first base when hit by a pitch, if they made an attempt to get out of the way. No exceptions, batter may not choose to continue to bat.
10. It is the umpires' discretion to remove a pitcher from the game for hitting batters with wild pitches. This will only apply when the umpire feels the batter has made an attempt to move away from the wild pitch. If the batter doesn't make an attempt or is crowding the plate, the umpire will call the pitch a ball or strike and it would not count against the pitcher.
11. Each team will be given one warning per game for throwing a bat. After the team warning, each subsequent offense will be an automatic out.
12. **Umpires calls are final and may not be protested. Complaints about an umpire may be made to the league coordinator, at an appropriate time off the field.**
13. Each team has one head coach and is allowed two assistant coaches. If the head coach is unavailable, an assistant must assume head coaching position in their absence. Adults (over the age of 18) designated by the coach, may act as base coaches.
14. Home team maintains the official scorebook; teams must compare scores after every inning.
15. Players must wear their team shirt and long pants, preferably baseball pants, to all games. Players are not allowed to alter their game shirts. Any player who alters their shirt WILL NOT PLAY, until a replacement shirt is provided at their own expense.
16. Players are not allowed to wear any jewelry, wristbands, etc.
17. No metal cleats allowed.

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18. If a blood injury occurs, it must be cleaned and covered before the player is allowed back on the field.
19. No player will be cut or added to the roster without permission from the league
20. The league age for a player is determined by their age as of April 1st effective 2012.
21. Players cannot practice or play in the games until league fees are paid and the player's parent or guardian signs waiver.
22. **Cheering on your team is expected. Negative comments toward any team/coach/umpire will not be tolerated. Coaches and parents are expected to promote good sportsmanship at all times. League coordinators and umpires are permitted to dismiss any player/parent/coach/spectator who is not following the Flat River Youth League Rules philosophy. Coaches are responsible for their own players, assistant coaches and fans.**
23. There is a 5 run limit per inning, for the first 4 innings. There is no limit after the 4th inning. If a team leads by 15 runs after 4 complete innings, the game is finished due to the mercy rule.
24. A team may compete with a minimum of 7 players and a maximum of 10 players (6 infield and 4 outfield). Outfielders must position themselves 15' beyond the baseline. If a team has 8 or fewer players available for a game, they may select a pick up player from another team. The player must be from the same league or lower to qualify. Make sure the opposing team's coach and umpires are aware of the pick up player(s). The added player must play in the outfield and bat at the bottom of the line up.
25. All batters and runners must wear a helmet.
26. All bats must be "Little League" approved. 2-1/4" max barrel dia.
27. The pitching mound is 40 feet from the plate. Bases are 60'
28. Pitchers may pitch a total of 3 innings per game (6 innings per week), with one pitch considered an inning. No deliberate curve balls will be allowed. Once a pitcher is removed from the mound, he cannot re-enter the game as a pitcher. If a pitcher is removed for an injury, he can re-enter the game as a pitcher as long as he didn't play another position after the injury occurred.
29. Bunting is not allowed in the Minor Division.
30. First base stealing on a dropped third strike is not allowed
31. The infield fly rule will NOT be enforced in the Minor Division.
32. Catchers must use a catcher's glove.
33. First base gloves may only be used by the defensive player covering first base.
34. All players must wear a protective cup
35. **Players must wait until the ball crosses home plate to steal. Runners that leave the base early will be called out. 1 warning will be given per team per game.**
36. A pitcher may not walk a batter. If/when the pitcher acquires a 4-ball count, the offensive teams coach will continue pitching until the player strikes out or hits the ball. The pitcher must be within 5 feet of the coach pitching. The coach must pitch from the pitching rubber. There is NO stealing when the coach is on the field pitching.
37. Home team will supply one new game ball and one good back up ball
38. The MHSAA (NFHS) rules will be enforced, superseded only by the FRYL rules as listed above.