

2014 U-10 (Player Pitch – Modified T) League Rules

The primary goal of the Windsor Recreation Summer Baseball Program is to help each participant experience success as they develop their skills and abilities. An emphasis is placed not only on the basic skills of baseball, but also upon the development of important character qualities such as sportsmanship, teamwork, honesty, courtesy, leadership, and self-discipline. Our philosophy of success is based upon the premise that a winner is someone who gives his or her best effort whether it is in practice or in games.

The following rules and reminders will be in effect for the current Youth Baseball Season:

Field of Play:

- A. Bases will be set at a distance of 60 feet
- B. Pitchers will pitch from a distance of 40 feet
- C. When batting tee is used a 7-foot arc will be in front of home plate. If, at any time, a hit ball does not go beyond this arc, the ball is dead and the batter will hit again.

Players and Substitutions:

- A. Nine defensive players on the field, only six in the infield including the pitcher and catcher. Outfielders must position themselves beyond the outfield grass line.
- B. **Playing time should be equitable for all players who attend practices regularly.**
- C. **Continual subbing is permitted and no one should sit out for consecutive innings.**
- D. Make sure you rotate kids throughout the game to an outfield and an infield position and within the lineup. (Exception would be someone who, because of ability level, could possibly hurt themselves at a certain position.)

Player Pitch:

- A. A pitcher should only pitch 4 innings per week, one pitch equals a full inning (Sun - Sat).
- B. Player can strike out but cannot walk.
- C. If batter has four balls, a batting tee will then be placed at home plate. Batter will have only one (1) attempt to hit off the batting tee. Batted ball from tee must be fair and exceed the seven foot arc. If batter swings and misses, or hits a foul ball, batter is out.
- D. A seven foot arc will also be used. If the ball lands and stops before the seven foot arc in front of home plate, the ball will be declared a foul ball and the batter will re-hit.

Equipment:

- A. Catchers must wear full protective gear, including athletic supporters.
- B. Batters and base runners must wear protective helmet.
- C. It is strongly recommended that players in the pitcher position wear a heart guard.
- D. Players must wear issued hat and jerseys.
- E. No metal cleats allowed.
- F. No jewelry may be worn by players. This includes watches, necklaces and earrings.
- G. All players are encouraged to wear baseball pants or sweats. (No shorts)

Coaching:

- A. Teams are asked to practice at least once a week and no more than twice a week.
- B. Players and coaches shall not verbalize in any way with the opposing team for the purpose of intimidation.
- C. Players and coaches shall conduct themselves in a sportsmanlike manner.
- D. Players and coaches shall advance around the bases in a legitimate manner.
- E. Players or coaches shall not argue with umpires. If a concern arises as to a rule interpretation, the coach shall approach the umpire in a calm and respectful manner to discuss it. The final decision will rest with the umpire.

Start and End of Game:

- A. Six (6) innings or a time limit of 75 minutes. If game ends in a tie – No extra innings will be played
- B. Clock will begin at the start of the pitch.
- C. No new innings shall start after the time has expired.

Game Play:

- A. Three outs or 8 batters, whichever comes first.
- B. No leading-off. No stealing.
- C. On any overthrow, runner is awarded 1 base. The ball is dead immediately. An over throw is considered to be a ball that leaves the inside of the chalk lines or hits the fence.
- D. Players shall not intentionally or maliciously run into fielders. Runners must stay within the base path or they are automatically out.
- E. There will be no bunting allowed.
- F. There will be no mercy rule enforced.
- G. No infield fly rule