



**GENEVA BASEBALL ASSOCIATION
2009 MINOR LEAGUE RULES –9, 10 Year Old Divisions
(Revised 01/22/2009)**

PURPOSE:

This is a competitive league with emphasis on full skill development and good sportsmanship. Rules as published by the *Pony Baseball, Inc.* will apply with the following amendments:

OPERATIONAL GUIDELINES:

I. GENERAL:

1. A game shall be forfeited by a team that cannot field a minimum of eight (8) players at the scheduled start time, or any time during the game.
2. **The league age of players will be the player's age as of July 31st of the current season.** Players participating in the in-house program will have the option to play at their school grade level, with the understanding that he/she will be restricted from any travel team tournaments if their legal age violates tournament rules.
3. Regulation game length is six (6) innings. The length of the game shall not be limited unless terminated by darkness or field availability. Umpire(s) decision with regard to darkness is final. **The score of any game terminated due to darkness or field availability shall revert back to the last completed inning. Four (4) innings constitutes a complete game (3 1/2 in the event that the home team is ahead). Any game terminated at a point in the game prior to four (4) innings (or 3 1/2 if the home team is ahead) shall be considered a suspended game and resumed at a later date at the discretion of the League President.** In the event that there is another game scheduled on the field immediately after the game being played, the length of the game will be limited to not starting a new inning after the game is in progress for two(2) hours from the timing of the first pitch. Players previously unable to play are allowed in resumed games.
4. The infield fly rule shall not apply.
5. Formal protests are to be handled by the League President.



6. Players coming into the division will be drafted by managers (or their representatives) as follows:
7. **At the end of each season, the League President will gather all player evaluation forms from their league managers to be used for the next year's draft.** The League President will cross-reference these evaluations with the list of the next year's registrants. The League President will also note each player that participated in the League All Star game and travel teams. The League President will add to this, the player evaluations for all "new" players that participated in the beginning of the year, new player evaluation day. Once this information has been gathered, the League President will organize the players into draft rounds. The players draft round will be based upon the evaluation forms, their participation in the All Star game and travel All Star tournaments.
8. On draft night, the players will be drafted by the managers of each team as follows:
9. Numbers will be drawn out of a hat before every odd round. Drafting will commence starting with the #1 position and continue through the last position. Round 2 will begin with the last position drafting 1st and continuing in reverse order to the #1 position. Round #3 will again run from position #1 through the last position. Round #4 will go in reverse from last position through position #1. This pattern will continue until all evaluated players have been selected. Non-evaluated players will continue in this pattern.
10. The manager's son/daughter and one coach's son/daughter will be drafted in the round they have been assigned.
11. If both a manager's and coach's children are assigned to the same round, then the manager's selection for that round (and the following round) will be their children.
12. Trades of players can be addressed on draft night and must be approved by all managers and the League President.
13. No throwing of helmets, bats, or equipment will be tolerated by coaches or players. Managers will discipline as needed. Under no circumstances will there be any arguing on the field. Managers are responsible for the conduct of their players, parents and coaches. Any such actions will be reported to the League President.



14. Postponed or suspended games are to be rescheduled by the League President.
15. Uniforms are to be worn properly, shirts tucked in, proper baseball pants, socks and hats. Additional stickers or patches (i.e. stars, etc...) are not allowed on team uniforms.
16. Disciplinary action toward a player or association member (beyond benching during a game in progress) must be approved in advance by the League President. Action toward a manager, coach or association member must be approved by the Executive Board.
17. If an umpire fails to show by game start time, both managers will agree on a suitable umpire substitute. This umpire substitute will be the only umpire allowed on the field and will remain for the entire game or until the scheduled umpire arrives.
18. In order to provide a source of replacement players, Managers may call-up players from lower league teams. When a manager has knowledge that he will have less than ten (10) players for a given game, he may arrange for replacement. In the event that a manager brings up a replacement player(s), both the league official and the opposing manager (at the game time) should be notified. Replacement players must bat last in the lineup and will not play more defensive innings than a regular rostered player. Replacement players may not pitch or catch. In all cases, the replacement player cannot go over travel player limitations that are in place.
19. Rubber cleated baseball or all purpose shoes are recommended. No metal spikes are allowed. There is no slaughter rule.
20. Teams may warm up a minimum of thirty minutes prior to the start of the first weekend and weekday games. The visitors will have the first 15 minutes and the home team will have the last 15 minutes. For example, a 9:00am start for a Saturday game, the visiting team will have the field from 8:30am – 8:45am. Home Team will have the 8:45-9:00am slot.
21. If an Umpire sees lightning, he/she is required to stop the game immediately. Whenever lightning is present, all players, coaches and spectators are required to leave the playing area and proceed to a vehicle or shelter area. The game will NOT resume until 20 minutes have passed since the last sighting of lightning. If a Manager/Coach sees lightening, he/she is required to inform the Umpire immediately. The umpire will then postpone the game until 20 minutes have passed since the last sighting of lightning. Parents are also responsible for reporting lightning. If a parent sees lightening they should inform their team's Manager/Coach who will immediately inform the Umpire at which time the game



will be suspended until all is clear.

22. Pitchers Mound for both Minor 9 and 10 will be set at 44”.

II. BATTING:

1. All team members present at a game will bat in continuous rotation.
2. **If a player becomes injured or unable to play, his spot in the order will not be considered an out unless the batting roster falls below 9 players.**
3. **Each half inning will be limited to either three (3) outs or five (5) runs with the following exceptions:**

Minor 9: There is no limit to runs starting in the sixth (6th) inning.
Minor 10: There is no limit to runs starting in the fifth (5th) inning.
4. A manager, coach or other adult shall be allowed in each coach's box (1st and 3rd base) while his team is at bat.
5. Only the on-deck batter is allowed in the on-deck portion of the field, this includes the manager, coaches and other players.

III. FIELDING:

1. All players must rotate positions throughout the season.
2. All team members must play three (3) defensive innings and not sit out two (2) consecutive innings. **The exception would be due to injury or illness.**

All team members must play a minimum of two (2) innings in the infield per game. No player can play more than two (2) consecutive innings in the same position and may not play the same position more than 3 innings per game.
3. Free substitution is allowed so players may re-enter the game. This **DOES NOT permit pitchers** to re-enter as a pitcher after having been removed from that position.
4. All catchers are **REQUIRED** to wear an athletic supporter with a cup while participating as a catcher in games, practices and warm-ups. It is **STRONGLY SUGGESTED** that all players wear this safety equipment at all times.



5. Catchers must wear full catcher's gear (catchers glove, shin guards, chest protector, mask and cup) while a catcher in games and practices. A mask must be worn during warm-ups on or off the field of play.

IV. PITCHING:

1. No intentional walks.
2. No pitcher can pitch more than two (2) innings in any game including extra inning games. Delivery of a single pitch constitutes an inning pitched.
3. No player may pitch more than eight (8) innings during that week.
4. No player may pitch three (3) days in a row.
5. A calendar week will begin at 12:01 a.m. Monday and will end at 12:00 midnight on the following Sunday.
6. The throwing of breaking pitches is not allowed. If, in the opinion of the home plate umpire, a breaking pitch has been thrown, the umpire shall immediately call a ball and warn the pitcher that repeated violation of this rule can cause the subject pitch to be called a ball and the pitcher removed from the pitcher's mound. Should the pitcher throw a breaking ball following the warning, the pitch shall be called a ball and the pitcher removed from the pitcher's mound. However, if the breaking pitch is made and a batter reaches first on a hit, an error, a hit baseman or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation.
7. A manager, coach or other adult is permitted to warm-up a pitcher at home plate or on the sidelines.
8. There will be no balks called.
9. In order to speed up play, the pitcher will be allowed a maximum of three (3) warm-up pitches at the beginning of an inning. A relief pitcher will be allowed a maximum of eight (8) warm-up pitches when entering the game.
10. **If a pitcher hits 2 batters in one inning or 3 batters in a game, that pitcher must be removed from the mound but is still eligible to play in other positions.**



V. BASE RUNNING:

1. Base Stealing - **Base stealing will not be allowed until the 4th Saturday of the season for the 9 year old Minor League (Minor 10 can steal from the first day).** Runners cannot leave the base they occupy until the ball has crossed the plate or has been hit. Stealing of home plate will not be permitted. This includes passed balls, wild pitches and balls thrown from the catcher to the pitcher. A runner on 3rd base can not advance on a throw down to 2nd base. A runner on 2nd may steal 3rd, but will NOT be allowed to continue home. **Minor 9: Runners may not advance to the next base on overthrows due to base stealing.**
2. **Advancing on overthrows for batted balls:**
Minor 9: Runners may not score on overthrown balls to any base unless the runner on third is played on.
Minor 10: Runners may score on overthrown balls.
3. No head first sliding (except when returning to a base): If a runner slides head first, that runner will be called out. (This is done for the safety of the players.)
4. For safety reasons, if a play is made at a base, a player must attempt to avoid contact preferably by sliding on close plays at any base (except 1st base). A player may not jump (leave the ground) over the catcher to avoid contact with the catcher. If it is determined by the umpire that the player jumped over a catcher to avoid contact, that player will be called out. If the act is determined to be flagrant, the offender shall be ejected.
5. If, in the opinion of the umpire, the runner violates any of these rules, he/she will be called out.
6. The umpire's decision on the sliding rules is final.
7. In order to speed up play, if a catcher is on base with two outs, he must be replaced by a pinch runner. That pinch runner will be the last player to make an out.
8. All fields will use a safety base at first base. If there is a play at first base, the runner must use the safety (orange) base only. The first baseman must use the regulation (white) first base only. If there is no play at first base the runner has the right to either base.

VI. MANAGERS:

1. Managers shall be selected by the League President.



2. The Executive Board, by a majority vote of the total number of Officers currently serving terms on the Executive Board, may suspend, expel, or terminate the assignment of any Manager whenever in its judgment, the best interest of the Association will be served thereby. Any such action taken by the Executive Board shall be justifiable, without prejudice and with cause.
3. A League President shall not be permitted to serve as a Manager in the same league that he serves as President.

VII. IN-HOUSE ALL STARS:

Each year the league will conduct an All Star game to be held in-house with the regular Minor League rules governing play except as follows:

1. An equal number of players will be chosen from each team. They will be elected by the players with the manager having at least one (1) player selection. Ballots must be collected from ALL players currently on the team. The Executive Board will determine the exact number of players selected by each team.
2. The names of each player elected to the All Stars shall be given to the League President who will be responsible for the assignment of the players onto two (2) competitively balanced teams. These teams shall be called the "American" and "National" teams.
3. The League President will select two (2) managers to serve as managers of the "American" and "National" teams. The remaining managers will serve as All Star team coaches.
4. During the in-house All Star Game, pitchers will be limited to a maximum of one (1) inning pitched.

VIII. TOURNAMENT TEAM:

Each year the league shall select a Tournament team to participate in tournament play. This Tournament team will be selected as follows:

1. All respective League Managers will vote at, or shortly after, the in-house All Star game on the best twelve (12) players. The top eleven (11) vote getters plus one (1) player (from the Geneva Baseball Association) selected at the discretion of the Tournament team manager will be rostered on the Tournament team. In the event that the player chosen by the Tournament team manager is selected from outside the pool of players selected to the ten (10) year old minor league "in-house" All Star teams, that player must receive the concurrence of a majority of ten (10) year old Minor League managers. Furthermore, only players rostered and having played in the ten (10) year old Minor Leagues during the current



season are eligible for selection to the Tournament team. There will be NO ALTERNATE PLAYERS selected to the Tournament team with the following exception: if there are less than nine (9) players available to play in a tournament game, the Tournament team manager may select the number of players from the in-house all stars which would be needed to field a team of nine (9) players.

2. Each manager of the Tournament teams will be selected by the League President from their perspective age group of Minor League managers willing to serve as manager of the Tournament team. The Tournament team manager should be presented to the Executive Board no later than the June Board Meeting. All coaches of the Tournament team will be selected by the Tournament team manager and League President from their perspective age group of Minor League managers and coaches.
3. Geneva Baseball will abide by the rules of the individual tournaments that it enters.

IX. IN-HOUSE TOURNAMENT RULES:

1. All regular season rules, including pitching rules, shall apply to the in-house tournament.
2. In all rounds of the tournament, the home team will be determined by a coin flip.
3. The seeding of teams will be done through a blind draw.
3. All tournament games must be completed. Any suspended game must be picked up where it was left off and played to its completion. The pitching rules of the previous week will apply.