GENOA YOUTH BASEBALL RULES AND REGULATIONS
U10 Year Old Division

GENERAL

1. All teams must pay the required fees and file a team roster with Genoa Little Association before the start of the season.
2. No player shall play on any other team affiliated with The Genoa Little League.
3. Using a player in a game that is not on your roster will result in a forfeit of all games that player has played in. Forfeited games will be a discretion of the league president. This includes games not made up.
4. If a team is short 2 players on game day that team may bring up 2 players from their 8 & younger league. Those players will play only if needed. Notify the opposing coach of the 8 & younger players you are using.
5. If a team is short a player on game day, they may play with eight players with the 9th position in the batting order being an automatic out. If a player comes to the game late, that player shall be placed in the 9th position in the batting order. The team will then not be penalized if the late player does not get the 2-consecutive innings of playing time in. Also, an 8 & younger may be used as the 7th & 8th player.
6. All players must play two consecutive innings and have one plate appearance, except in the case of a pitcher that is removed. He or the player he replaces must play 2 innings but not in a row.
7. 6 innings shall constitute a game. If tied after 6 innings, extra innings will be played until a winner decided. No inning can start after 2 hours of play. Coaches will coordinate the actual start time. During the league tournament no time limit is in effect.
8. Bases shall be set at 65 feet apart.
9. Pitching distance shall be 46 feet.
10. A maximum of 5 runs per inning can be scored per team during the 1st 5 innings. In the 6th inning 3 outs shall conclude the inning.
11. Run rule be 15 runs after 4 innings and 10 runs after 5 innings. If a team is down by the run rule or more, they may score enough runs to get within the run rule if this is more than 5 runs.
12. All players must remain in the team bench area when not participating. This includes those players who have completed there playing time.
13. All player changes in the game must be reported to the official scorekeeper for the opposing team prior to or at the time of entry. The home team is the official scorekeeper.
14. The official scorekeeper of the opposing team must be notified before the game when a player will not play.
15. If a player fails to play without reason, the game will be forfeited by the umpire with the confirmation of the official scorekeeper.
16. Starting lineup does not take effect until start of the game.
17. All teams must roster bat. If a player is injured that player will be skipped in the batting order. If a team goes to 7 players or below in the batting order then an out will be taken in the spot of the last injured player.

18. If the game is stopped because of bad weather and cannot be resumed and it is before 4 complete innings, the game will be rescheduled as a new game. In tournament play the game will be resumed where it was left off.
19. If the game is stopped because of bad weather after 4 complete innings (3 ½ innings if home team is leading), the leading team shall be declared the winner.
20. Weather related delays shall last no longer than 15 minutes. Use common sense.
21. The umpire is in complete charge of the game once it begins.
22. No protests of games are allowed. The umpire's decision is final.
23. 1 team warning will be given to a team if any player on that team throws the bat while batting. Any player on that team who throws the bat again will be called out.
24. No player shall intentionally knock down a defensive player attempting to dislodge the ball. The runner will be automatically out. If the ball is dislodged on a slide, the play stands. If the umpire feels excessive force was used, the runner may be ejected from the game.
25. If a runner misses a base or leaves too soon on a fly, the umpire will call the runner out. No appeal is needed.
26. No infield fly rule.
27. A batter is allowed to bunt.
28. A foul ball while attempting to bunt with 2 strikes is a strikeout.
29. The catcher does not have to hold the ball on a third strike for the batter to be out.
30. No base stealing or leading off from the base.

PITCHING

31. A pitcher may only pitch 2 innings per game.
32. 1 pitch to a batter constitutes an inning pitched.
33. Innings pitched must be consecutive.
34. No balks will be called.
35. No intentional walks. All batters must be pitched to.
36. A coach may talk to his pitcher during an inning. A second trip to talk to the same pitcher in the same inning results in an automatic removal of that pitcher.
37. When a coach changes a pitcher, he may stay and watch his pitcher warm up. This is not a charged trip to the mound.
38. A coach may watch a pitcher warm up between innings. This is not a charged trip to the mound.
39. An injury will not be considered a charged trip to the mound.
40. Warm for the starting or new pitcher is limited to 7 pitches. 5 pitches for the same pitcher.
41. No more than 2 minutes between ½ innings.

EQUIPMENT

42. Home team will supply umpires and game balls.
43. All catchers must wear a protective athletic support cup.
44. No metal spikes.
45. Batting helmets shall be worn at all times while at bat, on base and on deck. If a runner intentionally removes his helmet or if he flips it off while running the bases, he will be out.

CONDUCT

46. The head coach shall be responsible for the conduct of players and assistant coaches and his team bench area.
47. No abusive language will be tolerated!! Coaches try to keep control of your fans. At the umpire's discretion, in the event of a fan or parent being out of control, the game will be stopped, and a warning will be given to the fan or parent. If the problem persists, the game will be stopped again, and the fan or parent will be asked to leave the park. If the fan or parent refuses, the game will be forfeited by the team the fan is from.
48. Any coach or player displaying unsportsmanlike conduct will be ejected from the game and may be ejected from the league.
49. Only 1 third base coach and 1 first base coach is allowed on the field while their team is batting. All other coaches and players must remain in the bench area out of play. Fielding team coaches and non-participating players must remain in bench area out of play also.
50. Batting team coaches must remain in coach box except when a fielder is trying to make a play. If there is interference, the batter is out.
51. No tobacco or alcohol on the playing field or in the vicinity of the bench area.

TIMEOUT/DEAD BALL

52. Timeout will occur when the ball is in control by a player on the infield. If a runner is halfway to the next base the runner will be allowed to advance at their own risk. If the runner is not halfway time shall be called and runner will return to the previous base.

Ejection: Coaches

If ejected from a game, you will serve a two-game suspension starting immediately with the next two games. If ejected again, you will be suspended from the league.