



10U and 12U Division Rules and Bylaws League Director: Zach Benko

Rules listed in italics apply only to the 10 & Under Division
Rules listed in bold type are new within the last 2 seasons

1. Rule or by-law change requests should be submitted to the **league director** in writing within 2 weeks of July 4th.

TEAM ROSTERS & PLAYER ELIGIBILITY

1. Team rosters must consist of 11-15 active players.
 - a. a minimum of 11 players must be submitted by the roster deadline date.
 - b. players can be added to the roster at any point during the regular season. They must be submitted to the league office before they will be eligible to play in league games.
 - c. once a team's roster reaches 15 players no other players may be added to the active roster.
 - d. a player added to the roster after the initial roster submission date must play in at least 2 regular season league games to be eligible for the post-season tournament.
 - e. once a player has been submitted on a town's travel team roster (12U and/or 10U) that player will not be eligible to be placed on any other town's travel team roster during that current season.
 - f. a player may not be on both a 10u and 12u roster for a single district simultaneously. If a player is removed from a 10U roster and placed on a 12U roster- they may not return to the 10U roster for competition the rest of the season, or league tournament. The league director and division director should be made aware of any such changes.
2. Players cannot reach the age of 13 before May 1.
Players cannot reach the age of 11 before May 1.

3. Team rosters must be submitted to the league director 2 weeks before the first schedule regular season game.
 - a. Failure to submit a roster by the above mentioned day may result in forfeit losses until a roster is turned in.
 - b. Rosters shall consist of each player's name and their birth dates.
 - i. Birth certificates will not be required unless a player's age is challenged.
2. To be eligible to play players must live or attend school in the school district of the town their team represents.
 - a. Special circumstances may be submitted to the board for player eligibility approval
 - b. Teams found guilty of playing with an eligible player will forfeit all games played with that player

GAME ROSTERS

1. Games rosters will consist of teams hitting 12 players and fielding 9.
 - a. If a team has less than 12 players attending the game then all players must hit in the batting lineup.
 - b. If a team's opponent has less than 12 players in their batting lineup a team may opt to hit the same number as their opponent.
 - c. A team may not participate in any league sanctioned contest with fewer than 9 players.
2. All players that start the game in the batting lineup must play at least 2 innings (6 outs) in the field defensively.
 - a. Players not starting in the 12 player batting lineup that are substituted into the lineup during the course of the game have no minimum playing requirements either defensively or offensive.
3. If a team starts the game with 10 or more players in their batting line-up and a player must leave the game due to injury, sickness or emergency that team will not be forced to take an out when the players batting position comes up.
 - a. If a team starts with or reaches the 9 player point and a player has to be removed from the game then that team will have to take an out when that players batting position comes up.
4. If a game is ended early due to weather or the mercy rule the defensive "2 inning" rule will not apply.

GAME TIMES, LENGTHS, RESPONSABILITIES

1. Game Times
 - a. All Wednesday night games will start at 7:00 p.m.
 - b. Saturday games
 - i. 12-U games will start at 7:00 p.m.
 - ii. *10-U games will start at 5:00 p.m.*
2. Game Lengths
 - a. All games will be 7 innings long

All games will be 6 innings long

b. The 10 run mercy rule will be in effect after 4-1/2 innings for the home team or 5 complete innings for the visiting team.

c. *(in addition to the 10run rule) The 15 run mercy rule will be in effect after 3-1/2 innings for the home team or 4 complete for the visiting team.*

3. Game Responsibilities

a. The Home team will be responsible for scheduling and paying umpires and providing game balls for each contest.

4. Suspended or shortened games

a. Games that are shortened due to weather or other reasons must

have at least 4 offensive innings completed.

• If the home team leads after the top of the 4th inning is completed the game shall be considered official

• If the visiting team leads after the bottom of the 4th inning is completed the game shall be considered official

• If the game is called after the 4th inning the game's final official score will revert back to the last fully complete inning played unless the home team has taken the lead in their half of the inning. Then the home team shall be declared the winner.

b. If less than 4 innings have been played (3-1/2 if the home team leads) the game shall be resumed at a later date agreed upon by the teams playing. The game will start at the exact spot where it was suspended.

4. Postponed games

a. Any scheduled league game that is postponed for weather related conditions or other reasons must be rescheduled and played before the end of the regular season.

o This date will be determined by the two team's head coaches.

o The last Wednesday before the post-season tournament will be left open to accommodate any late season postponed games.

b. The teams involved in the postponed game must reschedule the game at an available date and time that works for both teams.

b. A team requesting a game postponement, other than weather related issues, will bear the responsibility of taking a forfeit loss if the game is not completed.

SCHEDULING

1. League play will begin within the last week of April or first week of May, and end before the 4th of July.

2. Single games will be played on Wednesday nights and scheduled Saturdays.

3. When possible, each team will play every other team in their division at least once during the regular season.

GAME RESULTS

1. The winning team will be responsible to notify the league division director of game results within 48 hours of completion of the game. **Failure to do so will result in a “loss” being recorded for both teams involved.** This will affect regular season results, and tournament seeding.

2. Cancellations and postponements will also be communicated to division directors **by the host site head coach** to avoid teams being penalized for not reporting scores.

3. Division Directors: *12U* Zaine Moore-
gocubszam@gmail.com

10U Jim Kraft- Kraftyman89@gmail.com

4. Results reports will include- Teams, Final Score, Date Completed

AWARDS

1. Regular Season

a. The regular season champion will be decided by the team with the best overall record (win/loss percentage)

i. Tie breakers will be decided by:

1. head to head win /loss record

i. If teams have played each other more than once in a current season the first scheduled game will be considered the tie-breaker head-to-head game.

b. Along with individual player’s trophies, the regular season champion will also be awarded a league championship team fence sign.

2. Post Season Tournament

a. Individual player trophies will be award to the tournament champion and medals to the runner-up.

UNIFORMS

1. All players must wear like jersey’s and hats to be eligible to play.

2. Pitchers on the mound may not wear any white item on either hand or white long sleeve jerseys or under shirts.

LEAGUE FEES

1. League fees will be \$225 per team and are non-refundable.

2. Fees will be due 2 weeks before the first regular season scheduled game.

3. Failure to pay the entry fee on time will result in the fee doubling should the team be allowed to participate.

4. Checks can be made payable to “Boys of Summer Baseball League”

5. Payments should be mailed to...

Zach Benko
7652 Charlton Rd
Knoxville, TN
37920

PITCHER AND PITCHING LIMITATIONS

1. A player may pitch only 4 innings per game.
A player may pitch only 3 innings per game.
2. 1 pitch constitutes 1 inning
3. Once a player is removed from the mound he may not reenter to pitch again during that game
4. A pitcher can throw only fastballs and straight change-ups.
 - a. If the home plate umpire considers a pitch a breaking ball a warning will be given to the pitcher and a no-pitch will be called.
 - b. On the 2nd called breaking ball pitch by the same pitcher the pitcher will be removed from the mound.
5. No balks will be called.
6. Intentional walks will be allowed, however any individual player may only be intentionally walked once per game.
 - a. A coach only needs to request an intentional walk from the home plate umpire. No pitches need to be thrown.

POST-SEASON TOURNAMENT

2. A seeded single elimination tournament will be play on the weekend before July 4th.
 - a. Seeding will be based on teams regular season win/loss records with the tie breaker system listed under "Awards" used to decide all ties in the standings.
3. The previous year's post-season tournament champion will host the post-season tournament.
3. Games will start on Friday night and conclude on Sunday afternoon.
4. The host team will be responsible to supply umpires for the tournament. The league will supply \$50 per game to pay the umpire fees. The full sum of all of the games will be paid to the host site. The host site will be responsible for paying umpires individually for each game.
5. Both teams will supply 2 new game balls for the tournament games.
 - 4 new balls will be used for each game.
 - The host team will keep the balls at the end of the tournament.
3. Little League, Town and Country or IHSAA patched umpires must be used behind the plate for all tournament games.

TOURNAMENT PITCHING LIMITATIONS

1. A player may only pitch a maximum of 4 innings per day and 8 innings for the tournament.
2. *A player may only pitch a maximum of 3 innings per day and 6 innings for the tournament.*
3. An Innings Pitched affidavit sheet will be supplied by the winning team for each coach to sign after every game played to verify players pitched innings for the tournament. Sheets reflecting Friday's

pitching totals should be presented to Saturday's host site prior to the commencement of any games. The tournament host team will be responsible to maintain the pitching affidavit sheet. Any sheet used to track pitches and innings- accompanied with both winning and losing team head coach signatures, will be considered a pitching affidavit sheet.

BASERUNNING AND BASERUNNERS

1. Lead-off

a. A player may not leave the base before the ball crosses the plate

b. If a player is caught leaving a base earlier the umpire will call the base runner out and the pitch will be called a no-pitch (there will be no warnings)

2. Dropped 3rd Strike

a. The batter/runner can attempt to advance to first base on a dropped 3rd strike. The rule will be played consistent with that of Town and Country.

b. The batter/runner cannot attempt to advance to first base on a dropped 3rd strike. The batter/runner shall be considered out.

3. All base runners must slide or attempt to get around a fielder who has possession of the ball and is waiting to make a tag.

a. A player failing to slide or avoid contact with a fielder waiting to make a tag will be called out regardless of the outcome of the play.

4. No head first slides will be allowed at any time. A team will be warned if a headfirst slide is attempted. The second offense will result in an "out" on the play. A headfirst "fall" or "dive" (often back to a bag after rounding too aggressively) is permissible. The difference between a "slide" and a "fall" or "dive"... a slide has a running start, a "fall" or "dive" is a knee jerk reaction with little speed toward the base/plate.

5. Base runners on 3rd base may advance to home on a wild pitch or pass ball.

Base runners starting a pitch on 3rd base may only advance to home on a ball put into play by the batter or if a play is made on the runner at third.

a. *The start of a new pitch sequence will be considered once the current play is over and the pitcher has possession of the ball on the rubber.*

a. *A runner advancing to home and touching home plate without the ball being put into play by the batter or a defensive attempt made on him will be ruled out.*

SUBSTITUTIONS

1. Free defensive substitution rules apply to all positions except pitcher.

2. Courtesy Runners

a. Courtesy runners will be allowed for the pitcher and catcher with 2 outs.

GENERAL RULES

1. Infield Fly rule does apply.
2. All in-game rules not listed will follow standard little league rules.
 - a Excluding any rules specifically address in the Boys of Summer By-Laws and Rules
 - b Excluding pitch counts