

Ennis Baseball Association Rules

10 u rules

Playing rules not specifically covered herein, shall be governed by The Official MLB Rules of Baseball – National League. If any conflict in rules between these Official EBA Rules and The Official MLB Rules of Baseball – National League, these Official EBA Rules shall govern. In the event of any conflict in language between any printed version of these Official EBA Rules and the ennisbaseball.org online version, the ennisbaseball.org online version shall govern.

7 runs per half inning

10u – 75 minutes or 5 innings

In the event a game is tied at the end of regulation time one extra inning will be played. After completion of extra inning and score is still tied then it will be considered a tie in the standings.

7.01.C (Chart 7.01.C-1) All bats for age divisions 12U and younger

must be permanently stamped with the new USSSA 1.15 BPF

Mark, USA Baseball or BBCOR.50 Certified Mark or made of wood

Runners are only allowed to steal one base per pitch. If a pickoff attempt is made and the ball is over thrown the runner can only advance one base, even if ball goes out of play.

Running to 1st base on a dropped third strike is NOT permitted. The batter is out and base runners may advance at their own risk.

PITCHING RULES

Maximum pitches per pitcher per day is 5 times the pitchers age.

0-20 pitches equals zero days' rest.

21-40 pitches equal one days rest.

41-60 pitches equal two days' rest.

61-Max pitches equal three days' rest.

(Example: If a player pitches on Monday and requires 1 day rest he cannot pitch until Wednesday,

If a player pitches on Monday and requires 2 days rest he cannot pitch until Thursday, If a player

pitches on Monday and requires 3 days rest he cannot pitch until Friday)

If a Pitcher exceeds his pitch count (not including finishing a batter started before exceeding the pitch count) the manager and pitcher will be ejected from the game. The manger will also be suspended from the next scheduled game. The pitcher may play a regular position in the next game and can pitch after the appropriate days of rest.

Pitcher can exceed maximum pitch count per day to complete current at bat. Managers are responsible for notating reason for exceeding pitch count.

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The official scorekeeper of the official score book will keep the official pitch count and record it at the bottom of the book each half inning.

If a pitcher is removed from the pitching mound he may not return to pitch for the remainder of the game.

10u Balks shall be called with a warning per pitcher per game. After the warning if a balk is called on the same pitcher in the same game. the runners will be allowed to advance a base.

DIVISION OF PLAY	BASEPATHS	PITCHINGDISTANCE
10U	65'	46'

LENGTH OF GAME	RUN DIFFERENTIAL	START INNING
5 Innings	15	3 rd Inning
5 Innings	8	4 th Inning

7.01K All leagues with kid pitch will play normal baseball rules (i.e. drop third strike, lead offs and pick offs)

7.02.D.1 Teams Must bat the entire roster which allows for free substitution.

7.02.D.1 (a) No player may sit out two (2) innings consecutively in the field.

Coaches found in violation of this will be ejected from the game and suspended for the next scheduled game. If it is found out after the game is over the coach will be suspended for the next scheduled game.

7.02.D.1(c) If a team uses a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions with the exception of the pitching position. Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up. When using the continuous lineup and a player has to leave the game for any reason, that position in the line-up does not become an out when that at bat comes around.

7.02.F Teams may play an official game with an eight (8) player line-up. If a team plays with an eight (8) player line-up, an out shall be declared for the ninth (9th) position in the batting line-up each turn at bat. A ninth (9th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.

7.02.G A team may continue a game with a minimum of eight (8) eligible players.

FORFEITS

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Any team with less than 8 players at game time will forfeit the game. IF a coach knows they will not have enough to play they can forfeit the game by contacting a league official and the opposing coach if possible. This is preferred to waiting until game time if it is possible.

INTENTIONAL WALKS

10u,: the manager may point the batter to 1st base. (A player can only be pointed for a walk once per a game, they must pitch to the batter in their next bat if they choose to walk the player)

BUNTING

10u,league batters are not allowed to wiggle bat while bunting or fake bunting at any time. If batter wiggles bat automatic dead ball and strike will be called.

SLASHING

Slashing is not allowed in any league. Slashing is when batter shows bunt and then pulls bat back and then swings bat. Penalty: Batter is automatically out and 3rd base coach is ejected from game.

RULE 14.00 – SPORTSMANSHIP & EJECTIONS

14.01 All players, coaches, managers, sponsors and spectators are expected to conduct themselves in a sportsmanlike manner at all times.

The league board members have the authority to remove anyone from the event at any time for unsportsmanlike conduct. Any player, coach, manager, sponsor or spectator whose conduct is unbecoming or abusive shall at a minimum be reprimanded with a warning. If warranted, the offending party shall be ejected from the game at the discretion of the Umpires and / or the League

14.02 Any player, coach, manager, sponsor or spectator leaving their position or base, in the field, on the bench, in the dugout area or grandstands to participate in a fight, brawl or altercation shall be immediately ejected from the game and may be disbarred / suspended.

14.03 Any coach, manager, sponsor or spectator ejected from a game shall immediately remove themselves from the vicinity of the playing field and / or grandstands for the remainder of the game. Any player ejected from a game shall either immediately remove them self from the vicinity of the playing field for the remainder of the game or be confined to the dugout area for the remainder of the game at the discretion of the League. Any Coach or Manager that is ejected from a Game will be suspended for the next scheduled game for their team. Additional penalties may be assessed at the discretion of the League

14.04 If necessary, a team may be forced to forfeit a game and / or be removed from the league /