



Minors Rules

Player Pitch League

9 & 10 Year Olds



General Game Rules

1. All players will bat, whether they are playing in the field or not.
2. An inning will consist of 3 outs, 5 runs or a team batting through their line up, which ever comes first. (If one team has more players, the team with the least number of players bats the same number of players as the team with more).
3. Bats must be kept within the dugout. There is no on-deck area. **Under no circumstances, should the players be swinging the bats near the dugout or inside the dugout.**
4. All players that are not batting must stay in the dugout.
5. One coach should be in the dugout at all times.
6. No infield practice before the first game or in between games.
7. Games are 6 innings or 1 hour 30 minutes. You can start the top of the next inning as long as it starts before the time limit is up; you then finish out the inning. The last game of the day can be played until it gets too dark to play, and the managers will agree when to call the game.
8. Rotation of players: we suggest that all team members play every position at some point in the season to determine where they are best suited.
9. An 8-player minimum is required to field a team. You can pick up players from other teams, but they must be 8 years old or younger and a Cedarburg Little League player. If you pick up players from another team, they can only play in the outfield and they will bat at the end of the batting order.
10. There is a 10 run rule. If the home team is ahead by 10 or more runs after 3 ½ innings (**this rule applies for any time thereafter 3 ½ innings**) they don't bat in the bottom of the 4th inning. If they are ahead by less than 10 runs heading into the bottom of the 4th inning, the home team bats. If the home team crosses the 10 run threshold in the bottom of the fourth inning, the game stops when this 10 run threshold is reached, even if the inning has not been completed. If the away team is ahead by 10 or more runs at the end of the 4th inning, the game ends and they are declared the winner. If a team wins via the 10 run rule, the losing team may stay to practice, and the winning team would leave.
11. There is NO infield fly rule.
12. We suggest all boys wear protective athletic cups.

Running

13. There are NO lead-offs; the runner must wait until the batter makes contact before leaving the base.
14. The first over throw is a live ball. Runners can advance at their own risk for a maximum of one base.
15. Running the bases: when a ball is hit into the outfield, and the outfielder has the ball, you run at your own risk. When the ball is returned to the infield, you may not run. This is defined as when a player has possession of the ball in the infield. We do not want everyone running until they get tagged out.
16. A courtesy runner for the catcher is recommended when there are 2 outs. The player making the last out will be the runner. This allows you to get your catcher ready for your next defensive inning.

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Pitching

17. **Player pitch is to be the default method of pitching; coach pitch may be allowed as noted below to speed up play.**
18. Pitching rules for player pitch:
 - a. There will be strikeouts and walks using player pitch. The mound will be placed at 46 feet. This is from the back tip of the plate to the front of the rubber.
 - b. When using player pitch, there are 2 walks per inning per team, after that, once 2 walks have been given, and the count goes to 4 balls, the coach for the batting team will come in and pitch to that batter. The number of strikes stay on that batter when the coach comes in to pitch. The umpire will continue to call balls and strikes. The batter will remain batting until 1) They strike out swinging or called strike three by the umpire 2) they hit the ball in the field of play. Then the Minor league pitcher will come back in to pitch to the next batter, and if that batter gets to a 4 ball count, then the coach will come in again and pitch to that batter.
 - c. If a pitch from another player hits the hitter, the batter receives first base and it does NOT count as a walk for that inning. If a player hits three hitters in any inning, a coach will come in to pitch and finish the inning. If a coach hits a player, they do not receive first base.
 - d. When using player pitch, the Little League pitch count rule will be used. Each team coach will designate a parent to keep a pitch count. After the game, both managers will update their teams pitching eligibility sheet.
 - e. Pitchers with the following league age are limited as follows:
Age 9-10 limited to 75 pitches per day
 - f. Pitchers league age 14 and under must adhere to the following rest requirements:
 - 66 or more pitches in a day = four calendar days of rest
 - 51-65 pitches in a day = three calendar days of rest
 - 36-50 pitches in a day = two calendar days of rest
 - 21-35 pitches in a day = one calendar day of rest
 - 1-20 pitches in a day = no calendar days of rest
 - g. If a pitcher pitches 41 or more pitches in a game they cannot play the position of catcher that day.
 - h. Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.
 - i. A pitcher once removed from the mound cannot return as a pitcher.
 - j. A player may not pitch in more than one game in one day.