

Tri-Conference Rules **Minor Boys (9-10)**

1. Dixie Youth League Rule Book will govern play with the following exceptions.
2. A standard game will not exceed six (6) innings in length except on the case of a tie. If a game is called due to inclement weather, then four(4) innings is considered a complete game. The first game will begin at 6:00pm and the second game at 8:00pm or 10 minutes after the completion of the first game if it runs over. No new inning will begin after an hour and forty five minutes of play has elapsed at which the game will be determined a complete game. In the case of a tie, the game shall proceed until the tie is broken. Teams may start the game with a minimum of eight (8) players. Teams may not finish a game with less than eight (8) players. If starting with 8 players, an out does not have to be taken when the ninth spot comes up in the batting order. The only way an out shall be taken is when a team starts with 9 players and one is ejected or leaves the game for reasons other than illness or injury
3. Suspended games will be picked up at the time of suspension if before 4 innings of play have been completed, or after 4 innings and a winner cannot be determined. Play will continue in accordance with the time and innings that are remaining for a standard game.
4. **New Mercy Rule: If a team is behind 12 runs in the 3rd inning, 10 runs in the 4th inning, or 8 runs in the 5th inning the mercy rule is in effect. The home team must bat in the bottom half of the inning if behind.**
5. Pitching mounds are set at 40 feet.
6. Pitchers are allowed to pitch a total of three (3) consecutive innings per game. One pitch constitutes an inning. No pitchers are allowed to re-enter as pitchers after they have completed their three consecutive innings. Once a pitcher is removed from this position, re-entry is forbidden. Pitchers hitting 4 batters in a game shall be removed from the game as pitcher. Re-entry in the pitching position shall be prohibited.
7. If a team wishes to use the Intentional Walk they must pitch to the batter. The catcher may stand and take the pitch.
8. Both teams will receive the same warning from the umpire for leaving the base too early. On the next infraction of this rule by either team, the player is out.
9. In a six (6) inning game each player must play at least six (6) outs, that is two full innings. Within these two innings a player shall be allowed to play defensively in the field. All players that are listed on the roster must bat. The only exception is a game that is governed by the "10 run rule". Violation of this rule is a forfeit. When subbing in the last 2 innings, you must enter that player or players in the 1st 6 positions so that that player has the opportunity to play his 2 innings in the field.
10. Hats are a part of the uniform and must be worn by every player except the catcher.

11. If a player is not allowed to participate and yet sits in the dugout dressed to play, then a written explanation must be received by the umpire prior to the start of the game.
12. Steel spikes are not allowed.
13. All players must stay in their respective dugouts when not participating in the field.
14. Every player must wear protective head gear while batting, or running bases. If a helmet is taken off intentionally, the runner is out. Protective head gear must also be worn when a player or legal minor is used to coach the bases.
15. If a team is short of players, the coach may pick up players (limit of 4) from the Rookie Boys (7 – 8) division (respective towns). Picked up players may play any position but pitcher and bat after regularly rostered players. A player may not be picked up when the time of the game is in conflict with the player's regularly scheduled games. Players that are picked up may not start before a regular roster player. The consequences of an infraction of this paragraph is forfeiture. **Teams may only pull up players if they have less than 10 players at game time.**
16. Games will be cancelled due to weather related reasons only. Any sign of lightening by an umpire, a coach, or a league administrator, the game will be cancelled. The second game will then be placed on a "wait and see" alert. If the weather is still threatening, that game shall be cancelled as well. If weather breaks and the field is still in good playing condition, the second game may resume as scheduled. Games will not be cancelled due to the lack of players or so-called coaches' agreements. When rainouts occur it is the responsibility of the home teams board to reschedule games. Games must be made up before the second Saturday following the rainout.
17. If a game is not rescheduled it is a forfeiture by the home team. If the game is rescheduled and any team fails to show, the game will be forfeited by the team(s) that fail to show.
18. It is important that if you wish to file a protest you must follow these rules:
 1. The coach must notify the umpire at the time of the infraction that he/she is protesting that rule infraction.
 2. The coach then has 24 hours to submit a written form to a Tri-Conference representative, along with the protest fee of \$20.00.
19. Substitution Rule: Free substitution.. Meaning a player may enter the game at anytime in any spot in the field. Players must still fulfill the playing requirements as stated in rule #9.
20. The courtesy runner may be used for the catcher. The person making the most recent out shall be used as the courtesy runner for the catcher if the catcher is on base with 2 outs.
21. These rules are intended for the benefit of the kids and timely proceedings of the game. They are not meant to be manipulated for personal gain. Any protest will be handled with the intent of the rule.

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