

Minor League 9-10 Baseball

Olive Branch Parks and Recreation baseball program will be governed by Dizzy Dean Baseball along with the following local rules.

OBJECTIVE: This is designed to provide fun and enjoyment for the participants along with teaching them the fundamentals of the game of baseball.

1. Games will consist of six (6) innings or a 1 hour and 30 minute time limit, which ever comes first. No new inning will begin with 5 minutes or less remaining in the time limit.
2. If the score is tied at the end of regulation we will play one (1) extra inning. If still tied at the end of the extra inning the game will be recorded as a tie.
3. There will be a six (6) run limit per inning except for the 6th inning, or any inning after the 6th. There will be No run limit in the 6th inning, or any inning after the 6th.
4. The game will be called if a team is up by fifteen (15) runs at the end of the 3rd inning, or ten (10) runs at the end of the 4th inning, or any inning thereafter.
5. Teams will be allowed to play with 8 players. Less than 8 players will constitute a forfeit. Teams will have to take an out for their 9th player. The first game of the night will have a five minute grace period.
6. The head coach, assistant coach, 1 helper and players are the only people allowed in the dugout.
7. Each team will bat the number of players on their roster.
8. There will be open substitutions, all players must bat at least once and play two innings in the field.
9. Batting order/line-ups must be presented to the umpire and scorekeepers prior to each game. Each should include player's full name, jersey number and position.
10. A designated hitter CAN NOT be used in this league.
11. All equipment must be kept inside the dugout.
12. No metal spikes are allowed.
13. The bases are 60ft and the pitching distance is 46ft.
14. The pitching rules are on pages 43– 44 of the Dizzy Dean rulebook.
15. There are no intentional walks. All batters must be pitched to.
16. Three strikes is an out, even if the ball is dropped on the third strike. The batter can not advance to first on a dropped third strike.

17. The infield fly rule will be enforced in this league. This is defined as a fair fly ball that, in the judgment of the umpire can be caught with ordinary effort when there are runners on first and second or first, second, and third and less than two outs.
18. Any base runner leaving the base before the ball reaches home plate is out (umpires decision). The ball is dead and all other runners return to the base they occupied prior to the pitch. The pitch will not count.
19. If a runner misses a base it will be an appeal play to the umpire, and must be appealed before the next pitch is thrown. If manager is correct the base runner is out.
20. Coaches are responsible to ensure their players are ready to take the field immediately after the inning is completed. Defensive positional lineups should be completed and players assigned prior to the last out of the offensive inning.
21. A courtesy runner can be used for the catcher only, anytime during the game. The last batted out is to be used as the courtesy runner.
22. Bunting is allowed.
23. If a batter squares to bunt and then swings, he will be called out (umpires decision).
24. If there is a close play at home the runner must slide. This will be a judgment call by the umpire and can not be protested.
25. No Jewelry. A medic alert bracelet can be worn, but must be taped securely to the body.
26. The head coach is responsible for the conduct of players, parents and fans. One warning will be given to the head coach and then ejection takes place. The ejected person will have one minute to go to the parking lot. Failure to do so will result in forfeit for the offending team. Standing by the outfield fences will be considered part of the playing field. No second warnings will be given. Any coach or player ejected from a game will have to sit out their team's next game. **NO EXCEPTIONS.**