



Little League®: Minor 9-10 (Ages 9-10)

- I. General Personal Conduct Rules: Little League rules are used except where noted herein.**
- A. Grove City Little League has a ZERO-TOLERANCE POLICY that includes, but is not limited to, the following: fighting; physical contact; aggressive behavior towards coaches, fans, parents, players or other participants; belittlement of coaches, fans, parents, players or other participants; and violations of safety, substitution and/or pitching rules. This type of behavior could result in indefinite suspension to a lifetime ban from Grove City Parks & Recreation activities.**
 - B. If a coach, fan, parent, player or other participant is ejected from a Grove City Little League practice or game for ANY reason, that individual must leave the facility immediately, is suspended, and will not be permitted at any future practices or games until the Grove City Little League Coordinator or designee has reviewed the incident. The individual ejected, potential witnesses and the official(s) must submit an incident report form explaining the situation that resulted in the ejection. Based upon the information provided, the suspension may result in a minimum of a one-game suspension up to a permanent removal from all future league activities conducted by Grove City Little League.**
 - C. If an individual is ejected from two separate games, that individual will be immediately removed from the league without a refund and will not be permitted at any facility for games for the remainder of the season.**
 - D. Unsportsmanlike conduct will not be tolerated from parents, fans, coaches or players. Offenders will be ejected. Chattering or yelling at players will not be tolerated.
 - E. Coaches, fans, parents, players, or other participants are not to question the strike zone of an umpire. If there are any questions concerning rule interpretations or their application, the head coach only may approach the umpire before the next batter.
 - F. Only approved coaches with an application on file for the current season with the Grove City Parks and Recreation Department office are permitted on the playing field or in the dugout during games and practices.
 - G. Each team will be permitted a maximum of three (3) coaches. **One coach is required to remain in the dugout at all times.**

II. General Game Information

- A. Canceled games are made up the next available assigned day for the league. Coaches will receive a schedule outlining the game information as soon as possible. No exceptions are made.
- B. Standings will be kept to determine play-off seeding. Ties will count as ½ game won, ½ game lost. Standings will be determined by the following: Overall record, head-to-head record, total runs scored for the season, coin toss. End-of-season tournament will be single-elimination.
- C. Teams may begin a game with eight (8) players and will not be penalized an out for a vacancy in the lineup. A team with seven (7) or fewer players will be rendered a forfeit. There will be a 15-minute grace period, to begin from the original start time of the game, before a forfeit will be rendered. The 15-minute grace period does not change the original start time of the game.
- D. All games will consist of six (6) innings unless the following occurs:
 - 1. No new inning may be started after one hour and 45 minutes. A new inning begins once the third out of the current inning is recorded. Teams are encouraged to hustle on and off the field to keep the game progressing. The maximum time between each ½ inning is 1 minute or 5 warm up pitches.
 - 2. The umpires will confirm the start time and will keep the necessary game time.

3. All innings started must be finished.
 4. In the event of a stoppage of play, due to inclement weather or curfew, a game is considered complete if play has gone beyond four (4) full innings, 3 ½ innings if the home team is ahead. If after the fourth (4th) inning, revert back to the last completed inning. Any game stopped in the first (1st) inning will restart. After the first (1st) inning, all games will resume.
 5. The umpire shall declare the end of a ½ inning once a team scores 5 runs.
EXCEPTIONS: Play will continue until the umpire declares the ball dead; a team may score more than 5 runs in a ½ inning if subsequent runs are scored in the same play.
 6. Mercy Run Rule: If a team is ahead by 10 or more runs after the completion of four (4) innings, three and half (3½) if the home team is ahead, or if a team is ahead by 6 or more runs after the completion of five (5) inning, four and half if the home team is ahead, the game is complete.
 7. Extra inning(s) will be permitted, provided there is time remaining.
- E. The pitcher's plate is 46 feet from home plate.
 - F. The bases are 60 feet apart.
 - G. The home team occupies the first base dugout.
 - H. Coaches and players are responsible for cleaning their dugout and bench area after each game.
 - I. All players who are not on the field of play (defensive players) or at bat must remain in the dugout.
 - J. All male players must wear athletic cups.
 - K. Casts may not be worn during the game by players or umpires.
 - L. Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic/decorative items. This applies regardless of the composition of such jewelry, hard cosmetic item or hard decorative item. (Exception: jewelry that alerts medical personnel to specific condition is permissible.)
 - M. Players may use any glove or mitt at any position. No player may use a first-baseman's mitt at any position other than first base.
 - N. Players are not permitted to wear metal cleats.
 - O. Teams are not permitted to hit soft-toss into any fence unless a tennis ball or Wiffle ball is used.
 - P. A player is not to sit out a second defensive inning until all other players have sat at least one defensive inning. A pitcher may remain in the game until the following:
 1. A pitcher removed at the end of an inning must sit the next defensive inning if all other players have already sat out an inning.
 2. A pitcher who is removed in the middle of an inning is allowed to finish the inning in the field, but must sit the next defensive inning if all other players have already sat out an inning.

If found in violation of this rule during the regular season.

- **1st offense: head coach is suspended**
- **2nd offense: head coach is suspended and game is forfeited**

If found in violation of this rule during the playoffs: Game is forfeited.

III. Specific Rules Information

A. Batter and batting order rules

1. If found in violation of this rule during the regular season.
 - 1st offense: head coach is suspended
 - 2nd offense: head coach is suspended and game is forfeited
2. If found in violation of this rule during the playoffs: Game is forfeited.

B. Base running rules

1. Orange Safety Base Rule:
 - a. A defensive player must touch the white portion of the base to record an out.
 - b. The baserunner must touch the orange portion of the base to be considered safe.
 - c. EXCEPTION: If a batted ball in the infield is an errant throw and causes the fielder to move to the orange portion of the base, the runner must then proceed to the white portion of the base.

- d. Umpire discretion will allow for safety considerations. This must be addressed at the pre-game meeting.
 - e. The baserunner will then use the white portion of the base when returning to first base after overrunning it, running on a base hit to the outfield (the player may elect to touch the orange portion here), or to re-tag and advance on a fly ball.
2. Runners are never required to slide. However, if they elect to slide, it must be a legal slide. Also, runners must avoid excessive contact with the defensive player or be declared out. This is an umpire's judgment call.
 3. Coaches may not physically assist players in running the bases or fielding.
 4. A courtesy runner is mandatory for the catcher of record once two outs have been recorded. A courtesy runner is permitted for the pitcher of record or the catcher of record at any time. The courtesy runner will be the player last declared out.
 5. Leadoffs are not permitted.
 6. Stealing bases is permitted, but not until the pitch crosses home plate. Leaving a base early results in the umpire throwing a flag and the player(s) returning to the previous base. An out is not issued.
 7. Stealing home is permitted.
 8. Head-first sliding is not permitted, unless the baserunner is retreating to a previously touched base, i.e., returning on a caught fly ball, returning on a pickoff attempt, etc.
 9. Batters do not have the right to advance to first on a dropped third strike.

C. Fielding and fielder rules

1. Each catcher must wear a catcher's mask, chest protector, shin guards and athletic supporter/cup.

D. Pitching rules

1. Any player may pitch.
2. A player may not pitch in more than one game in a day.
3. A player may not pitch on three consecutive days.
4. Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day.
5. Pitchers are not permitted to wear gray or white sleeves that extend past their jersey sleeve on their pitching arm.
6. Any part of the pitcher's undershirt or T-shirt exposed to view shall be of a solid color.
7. Pitchers are not permitted to use a glove that includes the colors white or gray.
8. Pitchers may wear a batting glove unless it has white or gray visible or is deemed a distraction.
9. Any coach visiting the same pitcher in the field of play two times in any inning, or three times during a game, must remove the pitcher from the game; player may not return to pitch.
10. If any coach, regardless of reason, violates the following pitching rules, the coach is suspended the following game.
11. Both teams are required to track and confer between each half inning the accuracy of the pitch count. In the event of a dispute, the home team is the official record. Pitch count sheets and scorecards become official once the umpires have left the playing field.
12. Pitchers must be warmed up by a player who is wearing a mask. Coaches are not permitted to warm up a pitcher.
13. A pitcher must pitch all pitches for an intentional walk.
14. An illegal pitch (balk) results in a ball being called and all baserunners returning the last base occupied.
15. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
16. The maximum pitch count for a Minor 9-10 pitcher is 75 pitches in one day.
EXCEPTION: If a pitcher reaches the limit imposed (75 pitches) while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
 - a. The batter reaches base
 - b. The batter is out

- c. The third out is made to complete the half-inning
17. Mandatory rest days for Minor 9-10 pitchers:
- If a player pitches 66 or more pitches in a day, four calendar days of rest must be observed.
 - If a player pitches 51-65 pitches in a day, three calendar days of rest must be observed.
 - If a player pitches 36-50 pitches in a day, two calendar days of rest must be observed.
 - If a player pitches 21-35 pitches in a day, one calendar day of rest must be observed.
 - If a player pitches 1-20 pitches in a day, no calendar day of rest is required.
 - Notes: In a suspended game resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
 - Example 1: A 10-year-old pitcher delivers 70 pitches in a game Monday that is suspended. The game resumes the following Wednesday. The pitcher is not eligible to pitch in resumption of the game because the pitcher has not observed the required days of rest.
 - Example 2: A 10-year-old pitcher delivers 70 pitches in a game Monday that is suspended. The game resumes Saturday. The pitcher is eligible to pitch up to 75 more pitches in the resumption of the game because the pitcher has observed the required days of rest.
 - Example 3: A 10-year-old pitcher delivers 70 pitches in a game Monday that is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 75 pitches in the resumption of the game, provided the pitcher is eligible based on pitching record during the previous four days.

1 Calendar Day of Rest		2 Calendar Days of Rest	
Pitched	Can Pitch	Pitched	Can Pitch
Monday	Wednesday	Monday	Thursday
Tuesday	Thursday	Tuesday	Friday
Wednesday	Friday	Wednesday	Saturday
Thursday	Saturday	Thursday	Sunday
Friday	Sunday	Friday	Monday
Saturday	Monday	Saturday	Tuesday

3 Calendar Days of Rest		4 Calendar Days of Rest	
Pitched	Can Pitch	Pitched	Can Pitch
Monday	Friday	Monday	Saturday
Tuesday	Saturday	Tuesday	Sunday
Wednesday	Sunday	Wednesday	Monday
Thursday	Monday	Thursday	Tuesday
Friday	Tuesday	Friday	Wednesday
Saturday	Wednesday	Saturday	Thursday

IV. Coaching Guidelines

Each coach and his/her assistants are to conduct practices and games in a way that provides the best opportunity for all players on their team to acquire skills the Grove City Little League® determines they should learn at their current level of play. Skills are cumulative. At each level, players should master:

A. Minor 9-10/Major (9-12 year olds)

- Minor / Major
- Proper base stealing
- Sign recognition
- Proper bunting techniques
- Proper defense for bunting – both infield and outfield
- Importance of signs – where the player should look and how signs are given
- Advanced outfield techniques and the importance of outfield play
- Proper positions for relay men, how to play pop-ups
- Advanced sliding techniques
- Advanced pitching techniques
- Improve batting techniques

B. Throwing Drill

Throwing and catching the baseball is often the most overlooked and under-coached fundamental of the game. A coach who dedicates extra time toward this will have success.

1. Cradle: elbows out, not tucked into stomach
2. Throwing position: palm facing away from player
3. Maintain eye contact on target through entire motion
4. Pointing lead toe at target
5. Four-seam grip
6. Tuck glove hand away to allow body to come through
7. Arm position (don't get hung up on throwing over the top)

C. Catching

1. Arms must have some bend and remain relaxed
2. On balls above the waistline: fingers of glove should point up; glove hand and throwing hand should be “thumb to thumb”
3. On balls below the waistline: palm of glove hand should be toward ball; glove hand and throwing hand should be “pinky to pinky”
4. Do not allow players to “stab” at the ball; encourage them to shift their bodies to get in front of off-target throws
5. Drills
6. Relay lines
7. Throwing circle
8. Bucket drill

D. Hitting

1. Stance/Balance
 - a. Feet must be squared
 - b. Stance must be as wide as the shoulders at minimum
 - c. Weight should be 75 percent back, knees bent, balanced on inner parts of feet, not on heels
 - d. Knees and belt buckle should be pointing at the plate
 - e. Hands should be up and back
 - f. The bottom hand arm should have some flex, forming an angle at the elbow
 - g. Head and eyes should be in the zone; chin should be able to touch front shoulder

2. Grip
 - a. Place the bat in the players' hands and line up the "door knocking" knuckles, rotate the bottom hand slightly clockwise (counterclockwise for left handers) and rotate the top hand slightly counterclockwise (clockwise left handers)
 - b. Have players place both hands on the bat and point the bat at the pitcher's mound
3. Approach/Contact
 - a. Keep hands inside the baseball
 - b. Hands move down, taking the knob of the bat toward the ball
 - c. Keeping bat head level, bottom hand palm toward the ground, top hand palm facing up
 - d. Head should stay down through impact so that the chin begins on the front shoulder and the back shoulder touches the chin after contact
 - e. Hands begin to roll over, after contact, to gain full extension
4. Drills
 - a. Soft toss
 - b. Bottom hand drill
 - c. Two tee drills
 - d. Two color soft toss
 - e. Batting practice