

QUINCY PARK DISTRICT

9U-14U COMPETITIVE BASEBALL RULES

1. 13U & 14U mound will be 54' and bases will be 80'. 11U & 12U mound will be 50' and bases will be 70'. 9U & 10U mound will be 46' and bases will be 70'.
2. Games will not exceed 6 innings, unless tied and game has not reached the 1 hour and 20 minute limit. No new inning will start after 1 hour and 20 minutes. Finish the inning if home team is behind or tied. Games can end in a tie.
3. 15 run-rule after 3 innings or 2 ½ if home team is ahead and 10 run-rule after 4 innings or 3 ½ if home team is ahead.
4. In the 9U & 10U leagues there will be a maximum of 7 runs per inning.
5. Teams will bat all players in their lineup, bat everybody. Teams will have free substitution on defense. 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 becomes an out when that at bat comes around.
6. 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. Regular baseball rules (lead offs, stealing, etc.). 9U & 10U not allowed to steal home.
8. Dropped third strike rule is in effect for all competitive leagues except 9U.
9. A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game.
10. An Intentional Walk may be issued upon announcement from either the pitcher or catcher without throwing pitches.
11. At any time, the offensive team may use a courtesy runner for the pitcher and catcher of record from the previous inning on defense. The courtesy runner must be the player who made the last out.

OVER ON BACK

12. If a game is called due to rain, Weather, light failure or other acts of Nature and cannot be resumed it is a regulation game if: (3) innings have been played or if the home team is ahead after two and one half (2 1/2) innings. If the game is less than 3 innings it will be suspended and the game will be re-played.
13. The catcher shall wear all appropriate protective gear including a catcher's helmet with facemask and throat guard, chest protector, shin and/or leg guards, and protective cup. The catcher's helmet shall fully cover both ears.
14. All offensive players shall use a double ear-flap batting helmet whenever at bat, on deck, on base or any other time outside of the dugout and the ball is live and in play.
15. **PLAYERS ARE NOT PERMITTED TO WEAR METAL CLEATS.**
16. **NO SUNFLOWER SEEDS ARE ALLOWED ON THE TURF FIELDS.**
17. Please fill out a lineup card before the game. Include full name, number and who is starting pitcher. Turn in to scorekeeper.
18. There is not a "must slide" rule. However, runners are required to avoid contact with the defensive player. Any attempt to cause a collision will result in the runner being out and possible ejection from the game.
19. Batters may not indicate a "fake bunt" and then pull back and swing. This will result in an automatic out.
20. 9U and 10U pitchers will be given one warning before a balk is issued. 11U-14U pitchers will not be given a warning before an umpire issues a balk.
21. Umpires will have full authority during all games. While you may not agree with every call they make, unless you would like to work some games behind the plate, please show them the respect that they deserve. Remember, this is still a kid's game and as a coach your responsibility in this league is to teach your players character, respect, and sportsmanship. Any disputes that might come up during a game should be handled in a calm and respectful manner.
22. Any coach or player ejected from a game, for any reason, is automatically suspended from the team's next game.