

Walworth County Cactus League
10 & Under
Baseball Rules

All rules are in effect for all league games and end-of-season league tournament.

Dates

Each community must confirm the number of teams participating in the league by Friday, April 6, 2012. The team fee of \$125 will be due on Friday, April 13 and will cover the cost of the league and awards. Please make the check payable to Walworth County Cactus Baseball League. League games will begin the week of May 14 (avoid late games after 8:00 pm while school is still in session).

Tournament Information - Tournament Dates July 6-8, 2012

All teams participating in the league will also participate in the tournament. Each team must play a minimum of 12 games to be seeded for the Tournament. The tournament bracket will be determined by the number of teams participating in the league, and will be distributed prior to the commencement of the tournament weekend. Tournament seeds are based on league results

Schedule Changes

All games should be played as scheduled, however each team may change days during the week to meet local conditions or field availability.

All games must be completed by 9:00 am on Thursday, July 5, 2012.

The winning team's coach is responsible for submitting the final scores via e-mail to the league at recasst1@ci.delavan.wi.us the next day so the standings and results can be updated on the league website at <http://www.eteamz.com/walworthcountycactusleague>

Also include in the email distribution the losing team's coach and league president, Brett Surges.

Game scores posted on the website for more than 7 days shall be deemed the Official outcome of the game. Make sure you are checking scores regularly and the information provided is correct.

Standings

As the league progresses, the standings are defined by the following criteria:

- 1.) Total Wins & Losses of best 12 games from the season
- 2.) Head to Head competition between teams with the same record
 ↳ head to head run differential
- 3.) Average Runs Allowed for the season (*any forfeited game automatically loses ARA competition*)

General Rules

I. Rosters

1. **Team Roster must be stored with the local board representative and submitted to the President of the Cactus League Board by Friday, May 11, 2012.**
2. Rosters must show players age as of May 1, 2012 and their date of birth.
3. All players must be 10 years of age or younger as of May 1, 2012, and must be on one official Cactus League roster (players cannot be on more than one roster).
(Note: Younger players can be brought up if a team is short defensive players (10) for a particular game(s). However, those players can only participate in a game if the team has less than 10 available players present and the younger players cannot pitch in the 10U league games..)

4. **Teams must be divided equally based on age and abilities of the players registered to play for the community. The League will not accept teams with all 10 year olds. A workout to divide teams is required. Failure to comply may result in expulsion from the league.**

II. Playing Time

1. Coaches must play every player present at the game.

III. Game Time

A regulation game will last 6 innings. No inning shall start after 1 hour 45 minutes from the start of the game. Notification of the last inning must be given to both coaches by the umpire when approaching time limit.

1. In the event of a weather or severe injury delay, the game time will stop during the delay and be controlled by the umpire, otherwise the gametime is continuous.
2. The following tiebreakers will be used if the game ends in a tie:
 - a. If there is time left in the allowed time limit, the team will play normal rules and attempt to break the tie.
 - b. If a tie still exists once the time limit expires, then the California TB rule will be applied. This consists of placing a runner (last batted out from previous inning) on 2nd base with one out and allowing both teams to attempt to score and break the tie. This will continue until tie is broken or field/light/weather conditions do not allow safe continuation of play (in which the game will be declared a tie)
 - c. Tournament games will be played until a winner is determined.
3. Games will start at the time they are scheduled. There is no grace period.
4. **PLAYERS MUST HUSTLE IN AND OUT BETWEEN INNINGS!**
5. Teams must have a minimum of 8 players to start the game. If a team does not have 8 players, a forfeit will be declared. Teams may still play but a forfeit will be recorded for that team.
6. If a team only has 8 players, they do not have to take an out for the 9th or 10th batter in the line-up.
7. In case of an injury during the game, the team may finish that game without forfeiting if they started with 8 players.
8. **10 Run Rule:** At the end of 4 complete innings (3.5 if the home team is winning), if a team is ahead by 10 runs, the game is over and that team wins.

IV. Fields/Equipment/Supplies/Uniforms

A. Fields

1. The bases will be set at 60 feet.
2. The distance for the pitching rubber will be 46 feet.
3. Field conditions must meet the approval of both coaches prior to the game.

B. Equipment/Supplies

1. The home team must supply two Regulation Little League baseballs for the game.
2. Both teams must keep a legible scorebook for review by the umpire or the opposing coach at any time during the game.
3. For safety purposes, all batters and base runners must wear batting helmets.
4. Players coaching the bases must wear a helmet.
5. Bat size diameter is limited to 2-1/4"

C. Uniforms

1. Players are not allowed to wear jewelry.
2. Little league baseball shoes are recommended but not required. Metal spikes are not allowed.
3. All teams must have numbered uniforms and players must wear baseball caps.

V. Batting

1. Bunting is allowed.
2. Teams will bat all players on the roster and have free substitution on defense. In the case of injury, the injured player's spot can be skipped without an out being recorded.

3. A player who throws his bat will get one warning. If it happens again, he will be called out.
4. **The inning will be over after three outs or 6 runs are scored.**
5. **The last inning will be played until 3 outs have occurred.**
6. On a dropped third strike, the batter is out and other runners are allowed to advance.
7. Intentional walks are not allowed – must pitch to all batters.
8. There will be no fake bunting. If a player presents a bunt, they must bunt or pull back. If a player tries to fake bunt (offers and then pulls back and swings), they will be called out, all runners will return the base at which they began the pitch, and the offending team will receive a warning from the umpire. If same team repeats the offense, the player and coach will be ejected from the game.

VI. Base Running

1. Base runners are allowed one base on an overthrow on a play of a batted ball and pick-off throws. All other overthrows are live. If the ball goes out of play, then it is a dead ball and the umpire awards the base runner the next base.
2. Runners are not allowed to lead off, but are allowed to steal one base at a time, either 2nd or 3rd base after the pitched ball crosses home plate. By judgment of the umpire, if a runner leaves early, then that runner is out.
3. Runners are not allowed to advance on an overthrow occurring during an attempt to throw out a runner stealing a base, but all runners can advance on a pick-off throw by pitcher or catcher at an occupied base (this includes runners at 3rd base).
4. Runners cannot steal home on a wild pitch or passed ball.
5. A courtesy runner must be used for a catcher when there are 2 outs and may be used for a pitcher or catcher at any time. The courtesy runner should be the batter that made the last out.
6. Base runners must attempt to avoid contact on the base paths. Failure to do so will cause the runner to be called out. If deemed flagrant by the umpire, the runner may be disqualified. Runners must slide to avoid contact when a play is being made on them at a base/plate. By judgment of the umpire, failure to do so will result in the runner being called out.
7. There will be NO Infield Fly Rule.
8. The ball is considered live on throws back to the pitcher.

VII. Coaches

1. Coaches are in charge of scorekeeping for their team, both teams shall keep a scorebook. If any discrepancies, umpire will confer with both teams and have final decision on correcting any errors
2. All coaches must pass a copy of the rules to each player and parent prior to the first game.

VIII. Sportsmanship

1. **Unsportsmanlike conduct by players or spectators will not be tolerated.**
Repeated occurrences will result in the ejection of the players and/or spectators involved in the disturbance.
2. Parents are not allowed on the field unless a coach has requested their assistance.
3. No swearing or profane language will be tolerated. This will lead to immediate ejection from the game.
4. No throwing of bats, helmets or other equipment in anger. This will lead to a minimum of a warning to the player and team making the offense and potential ejection from the game based on judgement of the umpire.
5. There will be no badgering of a player, umpire or coach! Poor sportsmanship by players, coaches, family members or spectators will lead to ejection from the park and potentially from any future Cactus League games, as well as possible forfeiture of the game.
6. Alcoholic consumption of any kind at a game field will be cause for forfeiture of the game and possible expulsion of that community from the Cactus League.

7. Head coaches will be required to sign a Cactus League Code of Conduct prior to starting the season to confirm understanding of the Sportsmanship policy and agreeing to take responsibility for their players and fans.
8. **THERE WILL BE ZERO TOLERANCE FOR BAD BEHAVIOR!**

IX. Pitching

1. The strike zone shall be from the armpits to the bottom of the knees.
2. Any player warming up a pitcher must wear a catcher's mask.
3. Warm-up at beginning of games will be limited to 8 pitches; between innings will be limited to 5.
4. Relief pitcher is entitled to 8 warm-up pitches.
5. No curve balls allowed. If the umpire rules that a curve ball has been thrown, the pitch will counted as a ball, the pitcher will be warned and any offensive play that occurred will be allowed to stand or be declared void at the option of the offensive coach. In the event that the batter hit the ball and safely reaches base, the play can stand and the pitcher will still receive a warning. Two occurrences in a game require the pitcher to be prohibited from pitching any more that day.
6. The count will be 4 balls and 3 strikes.
7. Pitchers may pitch 2 innings per game and 6 per 7 calendars days. One pitch in an inning is considered a full inning. A pitcher cannot re-enter the game as a pitcher once they have been removed. Pitchers are allowed to pitch 2 innings per game in the league tournament with a maximum of 6 innings for the tournament.
8. If a wild pitch hits a batter, they must take 1st base. If a pitcher hits two batters during an inning or three batters during a game, they must be taken out and can not return to the game as a pitcher.

X. Defensive Positioning

1. There will be ten (10) players on the field at a time, including four (4) outfielders.
2. There must be 4 outfielders at all times, unless the team has less than 10 players available to play.
3. Roving fielders will not be allowed.

XI. Inclement Weather/Cancellations

1. All postponed games should be made up as quickly as possible.
2. Both teams must work together to reschedule a cancelled game within 72 hours of the game being cancelled. The rescheduled game should be played within 2 weeks of the cancellation when possible.
3. No game, cancelled due to lack of players, shall be rescheduled if canceled within 24 hours prior to the scheduled game time. These games shall result in a forfeit for the team short of players.
4. If a game is started and not finished due to inclement weather, the game is considered suspended and will be continued from the point where it was suspended on a date and time agreeable to both coaches. No game is to be started over. The pitching rule will remain in effect. Four innings is considered a complete game if weather forces the completion of a game.
5. Lightning: If the umpire can hear thunder, a lightning strike is possible and teams must be removed from the field of play. Players, coaches, and spectators should seek shelter away from chain link fences, trees, and bleachers. Thirty (30) minutes after the last visible lightning strike or audible thunder the game can resume.

XII. Umpiring

1. Each home team should schedule two qualified umpires for each game.
2. The home plate umpire must be 18 years or older or a HS Varsity Baseball Players.
3. The home plate umpire must umpire from behind the plate.
4. EXCEPTION to Rule #3. If the assigned home plate umpire does not show up for the game, and a volunteer is taken from the stands, the volunteer may call the game from behind the pitcher if he/she does not have the proper equipment to call the game from behind the plate.

5. The base umpire must be 16 years old or a Junior Varsity Baseball Player (Not Softball) and be familiar with our rules.
6. Failure to comply with the Umpire Rule will mean a Forfeit for the home team.
7. The umpires have total control of the games. They may stop the game at any time for any reason they see necessary.
8. The umpire must conduct a pre-game conference with both head coaches. During this conference the umpire will ask the coaches to verify that their team's equipment is legal (umpire may check bats and helmets prior to the conference) and go over the ground rules of the field.

XIII. Injury Situations

1. If a player has an injury that causes bleeding, they must leave the game and can not return until the bleeding has stopped and the injury has been properly treated.
2. If a player is injured and removed from the game but then later is able to continue, he may return to play in the field anywhere but pitcher in less than one inning and return to his original place in the batting order.
3. If a player gets injured while batting and is unable to complete his turn at bat, then the at bat does not count and the next batter starts with a 0-0 count. The player that could not finish his at bat, must sit out at least one full inning and his next at bat if he is able to return to the game. If this player was pitching, he cannot return as pitcher after leaving for an injury.