



RULES AND REGULATIONS 10U AND 12U DIVISIONS

GOVERNING RULES

The Southern Johnston Baseball Association (SJBA) will be governed by the Tar Heel Leagues, Inc. Official Rule Book. National Federation of High Schools Baseball Rules will be used for rules not covered by Tar Heel Leagues, Inc.

PITCHING RULES

A pitcher in 10U will be allowed to pitch in no more than two innings per game. A pitcher in 12U will be allowed to pitch in no more than three innings per game.

A pitcher may not pitch more than 6 innings per calendar week. The calendar week will run from Monday – Sunday.

A pitcher removed from the mound or game may not return to the mound as a pitcher in the same game.

If a pitcher delivers one pitch in an inning, he shall be considered to have pitched one inning.

A manager will be allowed to use more than 5 pitchers in any one game.

PARTICIPATION

Each player present will be placed in the batting order. If a coach or parent has a disciplinary problem with a child and chooses not to play him, the coach of the opposing team and the umpire must be notified prior to the beginning of the game. A player that arrives late will be added to the bottom of the batting order. Each player must play at least two defensive innings in the field.

LINE UPS

Teams shall turn their line-up card in at least 10 minutes prior to game time. Players first and last names, numbers and the starting pitcher should be designated on the line up card. Defensive positions other than the pitcher are not necessary.

START OF THE GAME

There will be a 10 minute grace period for the first game of the night only. All other games will start at their scheduled time. Teams must have at least eight (8) players to start a game.

There will no infield practice before any game. Teams will play from scratch.

OFFICIAL GAME

10U and 12U Games will consist of:

6 innings

1 hour and 20 minute time limit (finish the inning), or

10 run rule (after 4 innings), which ever comes first.

If a game is tied after six innings have been played or time has expired, **it will remain a tie. No extra innings will be played.**

If a game is called before it is a regulation game, it must be replayed from the exact point of interruption with the same ball and strike count on the batter and the same line-up as near as possible.

RUN RULE

In the 10U a team may only score five runs in an inning.

STEALING BASES

In 10U, runners will not be allowed to leave the base until the ball crosses the plate. A player that leaves early will be called out and will be removed from the base. No runners will be allowed to advance. (This is a delayed dead ball.)

In 12U, bases are open and runners may advance any time the ball is live with the liability to be put out.

TEAM MEMBERS

Only players, coaches and assistant coaches will be allowed in the dugout or on the playing field.

TOBACCO

Tar Heel Leagues, Inc. prohibits the use of all tobacco products including smokeless tobacco on the playing field or in the dugouts.

INJURIES AND EJECTIONS

If a player leaves the game due to an injury or some other circumstance and does not bat, he will be skipped each time his name appears. If a player is ejected, an out will be recorded each time that player is scheduled to bat according to the batting order. If a player is injured to the extent they cannot bat, he cannot re-enter that game.

Any coach ejected from a game must leave the facility immediately. If the coach refuses to leave the facility, his team will forfeit. Any coach ejected will serve a one game suspension. Two ejections in one season will result in termination from the league. Remember: Coaches should set a positive example for their players.

Any player that is ejected may remain on site provided he is under control. If he remains verbally abusive, he will be asked to leave the facility. The ejected player will serve a one game suspension. Two ejections in one season will result in termination from the league.

PINCH RUNNING

A pinch runner may be used for the Pitcher and/or Catcher at any time. The pinch runner will be the last out recorded. A pinch runner will be mandatory for the catcher with two outs. **Pinch Runners may only be used for the pitcher and/or catcher of record.**

FIELD DIMENSION

Midget League:	Bases	60 feet
	Pitching Rubber	46 feet
Little League:	Bases	70 feet
	Pitching Rubber	50 feet

SLIDE RULE

A runner is out when he does not slide or attempt to get around a fielder who has the ball and is waiting to tag the runner, or if he maliciously runs into a fielder. If it is determined by the umpire as a malicious act, the umpire has the right to eject the player. This is a judgment call and cannot be protested.

SHOES

Shoes with metal cleats or spikes are NOT permitted by any player, coach or manager.

FARM SYSTEM

In order to prevent forfeits, a farm team system may be used. 12U teams will be assigned at least one 10U team by their area director. If a team does not have enough players to field a team, a coach may call the coach of his farm team for a list of eligible players. Farm team players can only play in the higher age group if they do not have a game with their own team at the same time. 10U teams may farm up 8U Coach Pitch players using the same method.

Farm team players may only be called up to ensure a 9 player roster. Farm system players may not start above regular team players nor may they play more than regular team players. Farm system players must bat at the bottom of the line-up. The minimum two defensive innings will apply to farm team players. Players farmed up may not pitch in the higher age group.