



## Players Choice Indoor 10 and under Baseball Rules

### General

- The goal of Players Choice is to obtain a quality, competitive atmosphere with the focus on the enjoyment of the sport.
- Sportsmanship will be closely monitored.
- If ejected, you are ejected from the next scheduled game.
- Absolutely no climbing on outside walls/fences.

### Playing Rules

- All games are 1 hour and 20 minutes in length or 6 innings, whichever comes first. A new inning may not be started after the 70<sup>th</sup> minute.
- All games will be played on 60' base paths.
- Coaches are responsible for having players on and off the playing field in a timely manner between innings.
- To speed up the game, an inning will consist of 6 outs for the offense and 6 outs for the defense with the bases being cleared after three outs. (for first 4 innings)
- There will be a 10 batter maximum rule per inning.
- All players must be contained within the designated dugout protective screens. **THIS INCLUDES THE ON-DECK BATTER.**
- Only roster coaches and players allowed on field. No parents or spectators.
- Any pre-game warm-ups must be conducted on the playing field.
- Free substitutions on defense. Batting order must remain unchanged.
- No collision rule-must avoid contact if at all possible.
- Minimum of 7 players on defense.
- A ball lodged in the ceiling net or the field divider-dead ball-automatic replay.
- Catchers must wear protective gear.
- Runners can advance any base on a passed ball. Runners may not advance to home unless the defense makes a play on them. Runners can steal 2<sup>nd</sup> base only, after the ball crosses the plate.
- A ball hitting the ceiling within the ribbon area designating the infield is an out (This is at the umpire's discretion, if it is close run it out).
- A ball hitting the ceiling outside the ribbon area designating the outfield in fair territory is a live ball. A ball caught off the ceiling in fair territory is an out.
- A ball lodged in the ceiling net or the field divider-dead ball-automatic replay.
- A ball that is hit below the orange ribbon anywhere on the wall on a line drive is an automatic "SINGLE".
- A ground ball hit below the orange ribbon anywhere on the wall, that is not touched, is a guaranteed "SINGLE". A ball hitting any fielder's glove, then hitting the wall, is a live ball.
- A ball hit above the orange ribbon is an automatic "DOUBLE". Players may advance further at own risk.
- Fair ball caught off back wall netting is NOT an out (Green Monster Rule). Runners advance at own risk.
- A ball thrown into the dugout area is a dead ball, one (1) base advancement.
- Pitchers are allowed two (4-5) warm-up pitches at the start of an inning.
- There are no walks. If a pitcher throws ball 4, the umpire/coach will continue the at bat with the same count, until the batter gets a hit or an out. Strikeouts will be enforced.
- All equipment must be kept inside the dugout.
- All final decisions and calls are at the discretion of the Umpire.
- A pitcher can only throw 4 innings per contest