



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 70th 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 2nd base only, after the ball crosses the plate.
- A passed ball or wild pitch that gets through the tarp or behind the net and is out of play the base runners get one base. Can only move up to third base.
- 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**

Updated 1/09