

Mississippi Valley Boys Baseball

Cal Ripken- Age Division 10U

Ages 9-10

(Players cannot be 11 years old before May 1st cutoff date.)

1. Pitchers pitch from 46 feet and cannot pitch more than 6 innings in one week including any and all games in a week such as make-up games and tournament games included. It is strongly recommended that a pitcher does not pitch more than 5 innings in a week.
2. Stealing is allowed anytime all year.
-Rule Clarification 2019: A runner can steal any base at any time, including home. A runner or runners on any base may advance if played upon since it is considered a live ball or in play.
3. Lead off after pitched ball crosses the plate. If player leaves early, he will get a warning and sent back. If ball is put in play, it will be dead. Batter is out on dropped 3rd strike, with no runner advancement.
4. A pitcher who hits 4 consecutive batters must be removed and cannot pitch the rest of the game but can play another position.
5. No steel spikes.
6. Bunting is allowed.
7. No infield fly rule.
8. A runner may take as many bases as possible including home base when ball is in play. Ball is dead if pitcher has the ball and is in the area of the mound and catcher is in position at the plate.
9. Games are 5 innings or 1 ½ hour time limit. ~~No time limit during tournament games.~~
-Amendment 2019: All 9-10 Boys games will have a 1 ½ hour time limit in regular season games and in the first game of the tournament. Then the medal round games of the tournament there will be no time limit.
10. Each team is allowed to score 7 runs per inning or have 3 outs. No more runs than 7 per inning, except during tournament play.
11. There is a 15 run rule after 3 innings played or 10 run rule after 4 innings of play.
12. A portable mound is required. The mound can be no more than 8 inches above home plate.
13. A team can play with less than 9 players but must have at least 7 to play. If a team plays less than 9 players, that team with less than 9 players will be required to take an out for each of the missing players. EX: If one team has 9 players and the 2nd team has only 7 players, the team with the 7 players will be required to take two outs in the batting order. If you choose to bat all and one leaves the game injured, you must take an out for that at bat.
14. If agreed upon by both coaches (the umpire must be present for the agreement), a team will be allowed to play with 4 players in the outfielder positions, making a total of 10 players on the field. However, the commissioners will enforce the 9-player rule only.
15. MSV Rules are to be kept in the concession stand at every ball field in the league as well as each town organization is to supply each coach with a set of the rules for his/her age group to be kept in the coaches' possession for game time use if necessary.
16. No pre-game warm-up allowed on the field after actual game time. Game time is game time.

17. Coaches from both teams and the umpire shall have a meeting prior to each game starting to discuss current rules and agree how to handle a situation where the rules are not clear.
18. Per Babe Ruth Rules, each player in every game must have one at bat and one inning on the field. One inning is considered 3 outs in the field and 1 time of batting.
19. No game shall end in a tie. If there is a tie at the end of regulation time, then a modified international tie breaker rule will apply. The batter that made the last out the inning prior will be put on 2nd base with one out and the game will resume until the tie is broken.
20. If a game is stopped prior to finishing regulation time for whatever reason, even if agreed upon by both coaches and the umpire, then both teams will be required to take a loss unless the coaches agree to finish the game another time in which case there would then be a winner and a loser.
21. Umpires for all the season games should be umpires familiar with the rules, both MSV rules and Babe Ruth rules. These umpires do not have to be licensed umpires for regular season games nor tournament games. However, for tournaments, the host team is to consult the 1st, 2nd, and 3rd place teams' coaches to verify if there are any problems with the umpires the host tournament director has selected. If there is a problem and it cannot be worked out between the host director and the coaches, then the host director will turn the decision over to the commissioners as to whether as umpire can be used or not for the tournament.
22. Free substitution is used when batting all players on the bench. When doing so you may sub in and out on the playing field at any time with no restrictions, except the batting order has to stay the same throughout the game. This usually requires an injured player to be counted as an out if they come to bat and are not able to bat. This is sometimes waived at certain ages and can be waived by opposing coach if they wish. Both teams do not have to use this in the same game, one could only bat nine and the other use free substitution for example.
23. EH and DH may be used. These are tools to get more players involved and reduce substitution headaches. The DH is simply a batter hitting for someone playing the field. It can be any position on the field and is not limited to the pitcher. This would get you to 10 players active in the game. By rule if the DH enters the game to play the field you would then lose the DH position and the player he went in for would be done and cannot re-enter. Exceptions are commonly made for this situation when it is being done to allow more players in the game and not just to mask a weaker player situation. You can also use an EH which is an extra hitter. This person would be a hitter placed anywhere in the lineup that would only hit. Usually, this player is not allowed to be put on the field but exceptions can easily be made as long as the intent is for maximum player involvement. Using both the DH & EH you can end up with 11 players in the active lineup. You can then sub in other players for any one of these 11 positions.
24. There are no bat restrictions for local play. However, if going on beyond local play, you will be required to use a 2 ¼" barrel bat.