

Northwest Georgia Baseball League

9-10 Baseball Rules

2026 Season

The Northwest Georgia Baseball League for 9-10 boys is a GRPA sanctioned league. The following regulations will be in effect in all local league games. The 2026 GRPA athletic manual will govern anything not covered in this set of rules. The Age Control Date for 9-10 Boys is age as of June 30th of the current year.

Player Eligibility

All players must meet the following eligibility requirements:

1. Players may sign up and participate with any NWGA League member organization.
2. If a player signs up and participates on a department's team then they will be locked into that department until they advance in age group. **Example:** If you sign up and play in Summerville as a 9 year old then you will be required to play in Summerville as a 10 year old. Once the player enters their age 11 season, they will again have the choice to move within the county.

Exception A: If a department doesn't field a team in that particular age group then players will be free to move to a different department.

Exception B: If a player physically moves or changes schools then they will also be eligible to move.

3. All players must register with their member organizations and pay all associated registration fees to be eligible to participate in the league.
4. **Player Eligibility:** At least 50% of a team's roster shall include players that live in the zip code of the participating recreation department. **LaFayette 30728, Summerville 30747, Trion 30753, Menlo 30731, Lyerly 30730**

League/Department Requirements.

1. Official team rosters must be added to the Tourney Machine team page prior to a team's first regular season game.
2. Team rosters MUST include a player's first and last name as well as their jersey number.
3. Each Department will be responsible for game administration at their home site. This includes having qualified scorekeepers and umpires.
4. Due to the number of teams in the league and the limited field space, every effort needs to be made to play all games on the schedule as they are scheduled. All scheduling requests must be communicated to the Summerville Recreation Department prior to the release of the schedule. Wednesdays and Fridays may be used as make-up days.
5. Any coach that refuses to play or quits play before a game is complete will be subject to an automatic 1-year suspension from the league.
6. Scores will be submitted by site directors via the Tourney Machine App. Each department will be responsible for entering scores for the games played at their parks.
7. Awards for league champions such as trophies, medals, rings, plaques, etc. shall be the responsibility of the winning team's recreation department.
8. **Drafts:** Any department that has enough sign-ups for two (2) or more teams, must conduct a player draft that equally distributes the number of players available and the talent amongst the teams.
9. **Freezes:** The head coach may "freeze" up to three (3) players before the draft begins. If the same player is frozen by two (2) or more coaches, the parents / guardians of the player will make the decision which team to play for.

Playing Field

Baselines - 60 Feet in length

Pitching Rubber - 46 feet

Equipment

1. All Cleats shall be made of rubber only.
2. Batting helmets with a protective face mask are allowed (Optional)
3. Catchers must wear a full protective uniform including a throat protector
4. The Bat shall be an unaltered baseball bat (non-softball), no bat restrictions in league play.

Length of Games

1. All games shall be six innings in local league play with a **one hour and fifteen minute** time limit. No inning will start after 1 hour and 15 minutes of play. New innings begin if time exists when the last out is made. New innings must be completed once started. The official scorekeeper is in charge of keeping the time.
2. Run Rule: There will be a five (5) run limit per inning. After five (5) runs are scored the teams will switch sides. In local league play the run rule will be as follows: 15 runs after three innings, 10 runs after four or five innings. Once a team has been mathematically eliminated then the game will be declared over.
3. A game which is tied at the end of regulation shall continue until a winner is determined unless the time limit has expired. If the time has expired and a new inning has not started, then the game will be recorded as a tie game. All new innings (once started) **MUST** be completed and finished before the game ends in a tie.
4. Any game stopped in the event of rain or darkness before 3 innings have been completed will resume from the point at which it was stopped.

Game Format

1. Prior to the game each team must turn in a lineup consisting of its batting order. This list should include a player's first initial, last name and jersey number.
2. In the 9-10 baseball division, ten (10) players will be used on defense at the following positions: pitcher, catcher, first base, second base, shortstop, third base, and four outfielders.
3. **Nine players are required to start the game. Any team that does not have nine players at game time will forfeit. There is no grace period. Teams are allowed to pick up players in order to have 9; however, those players must be age eligible for the division and must be registered through the short-handed team's rec department. Pick up players MUST bat last and play in the outfield.**
4. The second game will start 10 minutes after the first game or will start at the regularly scheduled time provided the first game ends early.

5. League Standings: The team with the best record at the end of the season wins the league championship. If two or more teams are tied at the end of the season then the tie breaker will be as follows:
 - a. Head-to-head record
 - b. Runs Allowed
 - c. Run Differential (Runs Scored minus Runs Allowed)

Substitution rule

1. In a six inning game all players must play. Playing is defined as batting, running or playing in the field. **IMPORTANT**: All substitutes **MUST** be reported to the official scorekeeper! Anytime a player is entered into the game they must be reported to the official scorekeeper. If you do not report your substitutes then there is no record that you played all of your players. Violation of this rule will result in an automatic forfeit. This must be reported within 10 minutes following the game.
2. Any team that decides not to play a player due to disciplinary reasons must report the player to the opposing coach, the scorekeeper and the umpire.

Lineup Options - Teams will be given the option to either (A) bat their entire team in the lineup or (B) bat 9 or 10 if using an EH and substituting.

- A. If a team elects to bat their entire team then every player present at the start of the game will be placed in the lineup. If a player comes in late they will be added to the bottom of the lineup. Defensive substitutions can be made freely and don't need to be reported; however, the batting order must remain the same.
- B. If a team elects to bat a regular lineup then they will substitute with the following rules:
 1. A player in the starting lineup may be re-entered in the same spot in the batting order at any time provided he is reported to the official scorekeeper.
 2. A substitute may be re-entered in the lineup in the same spot in the batting order at any time provided he is reported to the official scorekeeper.

Pitching Rules

1. A player may not pitch in any more than six innings between Monday and Sunday night.
2. A pitcher after pitching in three or more innings in the same game shall have a minimum of TWO calendar days of rest before becoming eligible to pitch in another game. The throwing of one pitch is counted as the pitching of one inning in local league play.
3. Once a pitcher has been removed from the mound, he may not return to the mound in the same game.
4. **Charged Conferences** a. Each team when on defense may be granted no more than three conferences during a game without penalty, to permit a coach or his representatives to confer with a defensive player or players, including his pitcher. A request for time for an obviously incapacitated player shall not constitute a charged conference nor shall a conference be charged whenever the pitcher is removed as pitcher. In extra-inning games, a team on defense may have one conference per inning without penalty. The penalty for using conferences in excess of times listed in (a) above shall be removal of pitcher from the pitching position for the balance of the game.
5. If a team plays two games in a week the pitching rule will apply. If a team plays three or more games in one week, then the total innings limit will be waived on the THIRD game. However, a pitcher must still have his TWO calendar days of rest if he pitches in three or more innings the game prior and will be limited to three total innings in the third game.
6. **There are NO Balks in 10U Baseball.**

Base Stealing

1. A base runner may steal more than one base at a time or may steal home at his own risk.
2. Any base runner leaving the base before the ball reaches home plate is out (Umpires Decision)
 - a. The pitch shall be declared a no pitch
 - b. The ball is dead and no base runner shall advance.

3. Once the pitcher has possession of the ball and is in contact with the pitching rubber, any base runner who does not immediately advance to the next base or return to the previously occupied base is ruled out. **Base runners are no longer allowed to hover in between bases in an attempt to get in a rundown for the purpose of luring the fielder with the ball to chase them or throw the ball to another fielder (umpire's judgment).**

Special Rules

1. The batter can not advance to first on a dropped third strike
2. **The infield fly rule is in effect.**
3. No fake bunts. If a batter squares to bunt and then swings, he will be ruled out.
4. A courtesy runner will be allowed for the catcher only.
 - a. The courtesy runner shall be any player who is not currently in the game.
 - b. Use of a courtesy runner does not burn the substitute.
 - c. If no substitutes are available, the last batted out is to be used as the courtesy runner.
 - d. If there is no substitute or last batted out, the courtesy runner option cannot be used until the above listed criteria can be met.
5. After one warning per game, per player for slinging his bat, the batter will be out, a dead ball declared, and no runners advance.

Policy Related to Ejections - Coaches and Players

Ejections

1st Ejection - 1-game suspension defined for:

Coach - may attend game as a spectator ONLY. All coaching privileges suspended from the time of entry into the facility until the end of the game. Upon entering the facility, the suspended coach shall report to the spectator seating. Also, the suspended coach shall not coach or instruct from the spectator seating. Violation of these provisions will result in a 2nd Ejection.

Player - may attend the next game but must remain on the team bench. The player cannot be dressed out in the team uniform. Violation of these provisions will result in a 2nd Ejection.

2nd Ejection

If a player or a coach is ejected for the second time during the same season, then he or she will be required to meet with the governing body to determine if coaching privileges or playing status will be suspended indefinitely or reinstated.

Protests and Appeals

Formal protests can only be made on a rule interpretation and not on a judgment call. For example a safe or out call is an umpire judgment call and can not be protested. If a team leaves the field before the game is complete, a protest will not be considered under any circumstance.

To protest an official game, the head coach must:

1. Communicate to the official(s) the desire to protest the game and the reason before the next pitch. The official(s) will then record in the official scorebook that a protest was requested.
2. The coach must submit in writing or email outlining the protest to the Summerville Recreation Department along with a \$50.00 protest fee within 24 hours.
3. The governing body will then decide whether or not the protest is valid or not.