

**2026**  
**MADISON BASEBALL ASSOCIATION RULES**  
**(SUPPLEMENT TO OFFICIAL BASEBALL RULE BOOK)**  
**9 & 10 YEAR OLDS**

**AGE RULE:** Players born on or after January 1, 2015 through December 31, 2016, are eligible to play in the 9-10 year old age division. If a player has completed one season in the 8U age division and their ability matches that of the 10U age division, their parents can choose to move them up one age division. They can only play in one division, so if they move up to 10U, they are not eligible to play in the 8U division.

**REGISTRATION:** Registrations submitted after the draft will not be accepted unless a player moves into the area. The MBA board will place the new player(s) on a team at their discretion.

**PRACTICES:** Teams will sign up for a schedule practice time & location. Practice duration are one hour, unless there are no practices schedule on that field after you. If others are waiting, keep practice times to 1 hour. Baseball has use of Baughman fields on Monday's & Thursday's, softball has use of Baughman fields on Tuesday's & Wednesday's. Practices on un-used diamonds at Baughman on Friday - Sunday are on a first come, first serve basis.

**PLAYER ELIGIBILITY:** Games in which an ineligible player has been used, as specified in paragraph 2 and 3 of the Official Baseball Rule Book, shall be forfeited. A second offense will result in the team being suspended from the league.

**TIME LIMIT: No game will exceed a 2-hour time limit.** If a game is tied, the results will be recorded as ½ game win for each team. Do not start extra innings after 1 hour and 50 minutes, if the game is still tied at that point the game is considered a tie; however, if the game is tied after 6 complete innings and you've played for only 1 ½ hours, continue playing for another 20 minutes to see if a winner can be declared. Coaches for each team must discuss the time limit if it approaches before the game is to be called.

**NUMBER OF PLAYERS:** Teams must have at least 7 players to begin a game. If a team only has 8 players, an out will be taken for the 9th spot in the batting order. If a team has 7 players, an out will be taken for the 8th & 9th spot in the batting order.

**PICK UP PLAYERS:** Teams may pick up players from within the league to reach the minimum of 9 players for a game. The players may not be from another team in the 10U division. The pickup player must be registered in the 8U division. Coaches must make the opposing team aware of the pickup player(s) prior to the start of the game. Pickup players must bat at the bottom of the order and only play in the outfield.

**LATE ARRIVALS:** Players arriving late may begin at anytime. Their name will be placed at the bottom of the lineup. If the team was playing with only 8 players, the new player will bat at the end of the lineup and the automatic out will be removed.

**LINE-UP:** All available players must be in the batting lineup throughout the entire game in both league and tournament play unless removed due to injury.

**DEFENSIVE PLAYERS:** Ten (10) defensive players are allowed. Four (4) outfielders will be played if ten (10) defensive players are used. **No players may be used as a rover.**

**DEFENSIVE INNINGS:** All players must play at least one defensive inning per game except for called games. Playing of two innings or more is encouraged.

**BUNTING:** Bunting is allowed.

**INFIELD FLY RULE:** No infield fly in 10U.

**DROPPED THIRD STRIKE:** The batter is out on a dropped third strike and cannot attempt to advance to 1st base.

**STEALING:** Baserunners may lead-off once the ball has crossed home plate. If a runner leaves the base before the ball crosses home plate they can be called out by the umpire. There will be no stealing of any base on a throwback to the pitcher. If a runner on first base or second base attempts to steal second base or third base and the catcher makes a throw the runners cannot advance past that base. This rule allows catchers to attempt a throw with no penalty for a bad throw. **Home is closed** - runners cannot advance home on a past ball.

**SLIDE RULE:** Slide rule is in effect if a fielder has the ball before the runner reaches 2nd, 3rd, or home. The runner is out if contact is made, umpire discretion will be applied, and decision is final. If the defensive player has the ball and a play is being made, the offensive player must either slide or give themselves up to avoid contact with the defensive player. Any runner obstructing a throw to attempt a double play will result in a double play being called. Should a baserunner intentionally run over or collide with a defensive player, the runner will be out and will be ejected from the game. If a defensive player is in the base path without the ball and makes contact with, or impedes the path of the offensive player, interference may be called on the defensive player and the runner will be allowed to advance to the next base.

**SUBSTITUTIONS:** There will be free substitutions except for the pitcher.

**PITCHING LIMITATIONS:**

1. A pitcher in the 10U division league shall only pitch 2 **consecutive** innings a game. If a pitcher delivers 1 pitch in an inning that pitcher shall be charged for 1 inning pitched.
2. If a pitcher starts an inning inappropriately, he shall be removed from the mound as soon as the situation is brought to the attention of the umpire and coaches.

3. **A coach's second trip in the same inning to the same pitcher shall automatically result in the removal of that pitcher from the game as a pitcher only.**
4. Once a pitcher is taken off the mound he may not return as a pitcher.
5. No Curveballs are to be thrown in 10U division. If a curveball is thrown it will be counted as a ball. If a curveball is put into play, the offensive team can take the play or a ball.

**RUN LIMITS:** The 5 run limit per inning in both league and tournament play will be enforced in all but the 6th inning. A game may be called after a team is ahead 10 or more runs after 4 innings or if the home team is leading after 3 1/2 innings. Playing the entire game is recommended.

**RAINOUTS:** The home team will decide if a game needs to be canceled or postponed due to unfavorable weather conditions or if diamonds are unsuitable for playing. For games played in Madison the decision to cancel or postpone games will be decided by the MBA with input from Madison Parks & Recreation staff. If possible, all rainouts or incomplete games will be rescheduled by teams involved.

**UMPIRING:** The home team is responsible for furnishing the umpires for both behind the plate and in the field.

**UMPIRE'S EQUIPMENT:** The home team is responsible for picking up the umpire's equipment and returning it after the game.

**PITCHING PLATE:** All 9 & 10 year old games shall have the pitching rubber 46' from home plate.

**CAPS:** All defensive players must wear a cap while on the playing field.

**PROTECTIVE HEADGEAR:** Shall be worn on deck, at bat, when base running and by players in the coach's box during practice and all games. It is highly recommended, but not required, that players wear a helmet with face guard. **PENALTY** - Failure to wear this equipment will cause the player's removal from the game.

**CATCHER'S EQUIPMENT:** The catcher is required to wear protective facemask, chest protector, shin guards and protective cup in the game. It is recommended that any player warming up a pitcher at any other location shall wear a mask. **PENALTY** - Failure to wear this equipment will cause the player's removal from the position of catcher.

**BATS:** All bats used in the MBA league will need to meet the [USABAT](#) regulations. Bats may not exceed 2 5/8 diameter, may not be more than 32 inches in length, and shall include the official stamp USA Baseball. Any illegal bats will be removed from the game and the batter is out.

**SHOES:** Shoes with metal cleats or spikes are not permitted by any player, coach, or

manager.

**COURTESY RUNNERS:** A courtesy runner is allowed for the catcher and pitcher when there are two outs. The last batter out will be used as the courtesy runner(s).

**INTENTIONAL WALKS:** If a coach makes a decision to intentionally walk a batter, the coach informs the umpire and opposing coach. No pitches are required to be thrown and the batter is awarded first base.

**CONDITIONS FOR REMOVAL:** Any player, coach, umpire or fan swearing or using foul language, consuming alcoholic beverages, or tobacco products will be removed from the game immediately. A player or coach removed from a game cannot remain in the dugout.