

Chanhassen 9-Year-Old In-House League Rules – Majors League

Updated: **May 11, 2025**

This league is an instructional program directed at 9-year-old players. All managers in the Majors League are encouraged to stress baseball skills, teamwork, and sportsmanship. Players will build upon batting, base running, and fielding skills. Players will also be introduced to pitching, catching, bunting, and base-stealing skills, along with team defensive strategies. During post-season tournament games, managers may rotate players to specific defensive positions.

Fundamentals Practices for Majors

Fundamentals practices are for *all in-house-only players* (though tournament team players are welcome and encouraged to join). The main purpose of the fundamentals practice is to provide an opportunity for the in-house-only kids to gain some extra baseball training, while being mindful of the amount of practices that tournament team kids are facing. Fundamentals practices are generally held on Mondays.

9's In-House Baseball Rulebook

Any rule not specified below shall be governed by the Metro Baseball League (MBL) 9U Rules, found [HERE](#).

1. Teams

- As far as possible, teams are formed with an objective of achieving parity across the teams.
- A team shall consist of 10 to 13 registered players of league-age 9.
- Each team shall have a Head Coach and one or more assistant coaches.
- Only the Head Coach and rostered coaches (background checks done) are allowed on the field pregame and in the dugout. One coach must be in the dugout at all times.

2. Game Format

- **9 players comprise a team in the playing field.**
- 2 adult base coaches are allowed on the field at 1st and 3rd bases. Any player-coach must be positioned at 1st base and at all times must be wearing a batting helmet.
- **A team must have 7 players to start a game or they forfeit that game**, which will be recorded as a 6-0 win for the other team. A grace period of 15 minutes from scheduled start time is allowed. This grace period will be monitored by the umpire and they will call the game a forfeit if one team doesn't have 7 players on the field 15 minutes after the scheduled start time. The game may still be played, but the outcome cannot be changed.
- Late-arriving players can be inserted into the field between at-bats during any inning; however, the player(s) must be added to the end of the established batting order.
- **Games are scheduled to start promptly at the designated time and have a 2-hour limit. The 2-hour game clock begins at the scheduled start time of the game, no exceptions.** For example, if the game starts 5 minutes past the scheduled start time, this represents 5 minutes of lost time and shall not be made up at the end of the game (i.e., the game is NOT extended 5 minutes). As noted above, a 15-minute grace period past the designated start time is allowed for a team to reach the required 7 players to avoid forfeit. However, if a grace period (up to 15 minutes) is granted, this also represents lost time and shall not be made up at the end of the game.

Edited: May 11, 2025

- **A game consists of 6 innings or 2 hours; however, no new inning will start after 1 hour and 45 minutes has elapsed.** For example, for games scheduled for 5:30pm, no inning shall start after 7:15pm. Likewise, for games starting at 7:30pm, no inning shall start after 9:15pm. Again, these times shall not be extended if the game did not start on time. For innings beginning near this time limit, both managers must confer with the umpire to decide upon continuation of the game. If limited time remains and all parties agree to start a new inning and the game has not ended within the 2-hour time limit, the final score will be the total of runs scored BEFORE the new inning commenced. For example, if the score is 6-5 at the bottom of the 5th inning and a 6th inning is started, but a complete inning is not achieved due to time constraints, the final score is 6-5, regardless of what occurred in the partial sixth inning (i.e., the final score= score before the new inning commenced). Please note, pitch counts do apply in all innings (i.e. in this example, the pitches thrown in the partial 6th inning would apply).
- **A half-inning consists of 3 outs or 5 runs, whichever comes first --- including the 6th inning.**
- **Any team leading by 10 runs at the completion of 4 innings will be declared the official winner of that game.** At the discretion of both managers (and within the inning start rule found in the general amendments) the game may continue for the purpose of practice for the players. However, any player who pitches during these practice innings will have the pitches count if a game is called. (See: Section 4. Pitchers)
- **It is a regulation game if 4 innings have been completed.** If a game is called before it has become a regulation, but after (1) or more innings have been played, it shall be resumed exactly where it left off.
- If the score is tied after six complete innings, play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning; or (2) the home team scores the winning run in an uncompleted inning. If the time limit has been reached, the game will end in a tie.
- Prior to the start of the game, if unplayable weather conditions occur the game should be called at the field by agreement of the managers. Thereafter, the umpire is responsible for calling the game. **Games must be called if lightning is sighted.** The home team should attempt to reschedule the game through the game scheduler.

3. General Amendments

- **Pitch Count.** All games will use a standard 0-0 pitch count to start at-bats. (We are tabling the old "start with a 1-1 count" rule for 2025 and will re-evaluate after the season.)
- **Continuous Batting Order.** All players on the roster present for the game shall bat in a **continuous order**. Continuous order means that your batting order is set at Game 1 for the season. If the #4 batter makes the last out of a game, #5 Batter will be the first batter of the next game and the team keeps the same batter order. Teams may adjust the line-up **once on June 1** and **once at the start of postseason play**. After these two allowed adjustments, the continuous order rule shall remain in effect.
- **Dropped Third Strike.** On a dropped ball by the catcher on a 3rd strike, the batter will be out. For the batter, this will be the rule for the entire season. However, the ball is live and base runners can advance at their own risk.
- **Bunting.** Bunting is allowed. An attempted bunt that is fouled with two strikes is a strikeout.
- **Sliding into Base.** Base runners are **NOT** required to slide when a play is made at the base. They are required to avoid physical contact between players whenever possible. Intent is at the discretion of the umpire (e.g., a catcher blocking the plate without the ball or a runner putting a shoulder down).
- **Stealing.** Runners may steal bases after the ball has reached the plate, including pitches and passed balls not controlled by the catcher.
- **Runner advancing home from 3rd base.** Runners may advance to home base when the ball is put in play by the batter, a walk forces the runner home, a batter is hit by a pitch, or the defense specifically attempts to make a play on the runner on

third base. MBL rules will be followed for this issue, and may be found [HERE](#). (For example, runner cannot advance home on a wild pitch or an overthrow from the catcher back to the pitcher.)

- Runners Back to Base. Runners not committed to advancing (umpires judgment) must return to their base when the pitcher steps onto the mound with the ball and must remain on the base until the pitched ball crosses the plate.
- Protective Cups. Protective cups are required for all catchers and recommended for all other players.
- Illegal Equipment. Any equipment worn by players that is not provided by the league is subject to the rules of MBL. Players wearing illegal equipment will not be allowed to play until the equipment is removed.
- Defensive Substitutions. Free defensive substitution is allowed, except in the case of pitchers.
- Rotating Defensive Positions. Managers are required to put players in a variety of defensive positions during the course of a season, both infield and outfield. In no case will any player play less than 2 innings in the infield when participating in a complete 6-inning game. In addition, players must play at least 1 inning in the outfield.
 - **Note: The catcher position is considered an infield position for purposes of these Rules.**
 - A player may not play the same defensive position for more than 3 innings, including pitcher in any game.
 - A player may not sit the bench for a second inning unless all other players on the team have sat the bench for at least one inning. A player may not sit the bench for a third inning unless all other players on the team have sat at least two innings. Every player must play at least one inning in the outfield.
 - All players will play a minimum of 3 innings at defensive positions in each game, except in the case of disciplinary action taken by the manager. Players regularly missing practices or games may have reduced playing time at the discretion of the manager.
- Unsportsmanlike Conduct.
 - Team "chatter" directed toward the other team will not be permitted and will be viewed as unsportsmanlike taunting.
 - One warning per team will be issued by the umpire prior to the start of each game for unsportsmanlike conduct from any manager, assistant coach, player, parent, or spectator. After that warning, any unsportsmanlike-like conduct will result in the automatic dismissal of the offender from the game. The offending individual will be expected to leave the premises. Unsportsmanlike conduct is at the discretion of the umpire for that game.
 - **The use of profanity and/or violence will be cause for automatic dismissal from a game. If the ejected person fails to leave the game (premises), the game will be forfeited by the team, the CAA Board will review all ejections to determine the appropriateness of the action and determine the potential need for further action.**

4. Pitchers and Catchers

- Players will be encouraged to develop their pitching and catching skills. The manager must "pitch" and "catch" a number of players throughout the season, with consideration of the physical and emotional development for their players.
- In any sequence of 2 games (current and previous game), each team must pitch at least 4 different pitchers a minimum of one inning.
- If the umpire believes that a pitcher intentionally tried to hit a batter, the pitcher will be removed.
- Coaches should exchange lists of restricted pitchers at the start of the game.

- Pitch count will be monitored for all pitchers. Teams will record the number of pitches for their players and the opposing team's players, with the following required rest:
 1. 1 – 20 pitches in a day, no (0) calendar day of rest must be observed.
 2. 21 – 35 pitches in a day, one (1) calendar day of rest must be observed.
 3. 36 – 50 pitches in a day, two (2) calendar days of rest must be observed.
 4. 51 – 65 or more pitches in a day, three (3) calendar days must be observed
 5. 66 or more pitches in a day, four (4) calendar days of rest must be observed
 6. 75 is the maximum number of pitches for a 9-year-old in a week
- Any player who pitches and catches in the same game is limited to a total of 35 pitches in the game.
- A player may pitch no more than 2 innings in a game, regardless of pitch count in those innings. If a player pitches part of an inning, that counts as 1 inning and goes towards the 2-inning limit.

5. Penalties for Non-Compliance with League Rules

- Teams failing to comply with the rules will be subject to disciplinary action as follows. In all cases, the league director must be notified.
- Coaches arguing with umpires will not be tolerated. This includes, but is not limited to, arguing balls and strikes, fair or foul balls, player safe or out at bases. Coaching, discussing, and helping our youth umpires between innings or after the game is encouraged.
 1. **First Violation:** The manager of the offending team shall receive an official warning.
 2. **Second Violation:** The manager of the offending team shall receive a 1 game suspension.
 3. **Additional Violation:** The offending team will forfeit the game and the manager shall be suspended for the remainder of the season and not be eligible to coach the following baseball season as well as not receive volunteer credit for being a coach.