

10U
South Central Nebraska Baseball League

2026 Rules

All teams **REQUIRED** to use Game-Changer (GREEN Version) to score their games. Example for set up: SCNBL Loomis Green 10U.

Facebook Page – South Central Nebraska Baseball League

League rules apply first if not addressed Little League rules will be followed.

Communication Policy: Information on the last page.

The Rules Committee will act upon any protest that might occur. No protests will be considered upon umpires' judgment. Teams must notify the League Coordinator of any protest within 24 hours of the game.

10U Division will be split into two divisions if possible: East and West (determined by League Coordinator and Scheduler) . There will be some cross over games between East and West during the season.

AGE LIMIT: Player aged nine or ten as of January 1, 2026.

Season: Begins Tuesday, May 19. All regular season games must be completed by Thursday, June 18.

Roster: Due June 12 email to scnbl@yahoo.com Names on roster are eligible to play post season, no late changes will be accepted.

FIELD: Bases are 60 feet. The front of the pitching rubber is 46 feet from the back point of home plate.

STARTING TIME: Check the league schedule for game times. Teams must be notified in advance if game time is changed from the originally scheduled time. Notify the Town Coordinator of visiting teams for canceled games by 2:00 pm.

Make-Up Games: Rain out games will be rescheduled (teams involved will decide on a new date). Teams need to try to make an honest effort to make up for the game. If a team forfeits, it will be recorded as a 1-0 win for the opposing team. If the game was called due to rain and was not an official game, it will be a suspended game when rescheduled start where you left off.

Line-up Exchange: The coach must put on the line-up card player name and number if they are not playing in the game. If not reported, forfeit game and coach sits out next game. The second offense coach is released.

WARM-UP: Both teams will be allowed infield/outfield warm-up with a maximum of eight minutes for each team. Warm-up should be planned and adjusted to allow game starting times to be met.

LENGTH OF GAME: Four (4) innings will constitute a game. The game can be called an official game after two (2) complete innings or 1 ½ innings if the home team is ahead. No new inning will start after **1 hour and 15 minutes** of game play. Time starts at the first official pitch of the game. The next inning starts with the completion of the third out.

All games will be played with a time limit of 1 hour and 15 minutes.

In the event of a tie, the last batter of the previous inning is placed on second base, and the next batter in the line-up comes to bat. The batter is batting with two (2) outs, inning is over when three outs are recorded. Each team has an equal number of at bats until the tie is broken. Games cannot end in a tie.

Reporting Scores: Both teams win or lose must text scores to 308-350-1049 after the game.

City Coordinator, umpire or coach may halt the game due to lightning or weather. Play stops when lightning is within 10 miles. There shall be a 30-minute delay from each lightning strike before resuming play. Teams will decide when the game will be postponed.

The 10 run-rule will be in effect after 2 innings or 1 ½ if the home team is ahead.

LENGTH OF INNING: Any team scoring **seven (7)** runs in one inning, regardless of the number of outs, must take the field defensively when the 7th run crosses home plate. The team will receive one (1) score for each remaining out in the inning. Players left on base do not score.

BATTERS: Coach will present a continuous batting order listing all players on that team. Example: If a team has 15 players, the coach will present a 15-man batting order, not a 10-man batting order with substitutes. A team may play the game with 10 players or less but must have a minimum of 8 players. Empty positions are then placed at the end of the batting order and are automatic outs when their batting position is reached. **(10 positions = 0 outs / 9 positions = 0 out / 8 positions = 1 out.)** There must be a continuous batting order throughout the game to allow every player an equal chance to bat.

Bunting is **not** allowed.

A player shall be warned once about throwing the bat. The second offense will constitute that player being called out (Umpire Judgment). Dead ball runners do not advance.

A Batter may not advance toward first base when the catcher fails to catch the third strike. The batter is out immediately.

NUMBER OF FIELDERS: The defense consists of 10 players – 6 infielders and 4 outfielders. The infielder's position must not interfere with the runner. The outfielders must play behind an imaginary line 20 feet behind the baseline.

BASE RUNNERS: Base runners can steal bases. No base runner may leave his base until the pitched ball crosses home plate. Base runners leaving base prior to the ball crossing home plate shall be declared out (Umpire Judgment). Home is close unless a defensive play is made on any runner. An overthrow by the catcher to pitcher does not constitute defensive play and the runners may not advance.

While the ball is in the field of play, base runners may advance on overthrows, once the ball is thrown back to the pitcher and the pitcher is on the mound all play stops.

If a ball is caught in the air and there are runners, they must go back and tag up before advancing. It is the runner's responsibility to avoid contact at any base. A fielder may not block the base unless in possession of the ball.

It is the runner's responsibility to avoid contact at any base. A fielder may not block the base or plate unless in possession of the ball. A runner must slide on any close play at any base (includes home), runner is automatically out if does not slide. (Judgment call)

PITCHING: Any player on a team may pitch. (Note: there is no limit to the number of pitchers a team may use in a game). The manager must remove the pitcher when said reaches the limit of 75 pitches, but the pitcher may remain in the game at another position. Exception: If a pitcher reaches 75 pitches while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That the batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

Pitchers must adhere to the following rest requirements:

- 1. If a player pitches 66 or more pitches in a day, three (3) calendar days of rest must be observed.**
- 2. If a player pitches 51-65 pitches in a day, two (2) calendar days of rest must be observed.**
- 3. If a player pitches 36-50 pitches in a day, one (1) calendar day of rest must be observed.**
- 4. If a player pitches 1-35 pitches in a day, zero (0) calendar days of rest must be observed.**

No player may make more than two appearances as a pitcher during any consecutive three-day period.

A day is defined as 8:00 am to 8:00 am.

Pitchers may take up to 8 warm-up pitches at the start of the game and when coming into the game as a new pitcher. Pitchers may take up to 5 warm-up pitches when starting the next inning. Pitchers, who hit 3 batters, as called by the umpire, shall not continue to pitch in that game.

Any pitcher may be removed as a pitcher and remain in the game at another position. Any subsequent return to the mound will **count towards pitches already in the game**. If the pitcher remains in the game after being removed from pitching; he can come back to pitch in another inning but only one time. For Example, George starts the game as pitcher, in the second inning there is a pitching change and George goes to second and Pete comes in to pitch. In the third inning, George, who has remained in the game, comes back to pitch. In the fourth inning, George is removed from pitching duties and he cannot come back to pitch. If a pitcher is removed automatically by the second trip to the mound by the coach in the same inning, that player cannot return as a pitcher in that game.

INTENTIONAL WALK: A coach can tell the home plate umpire he wants to issue an intentional walk, and the hitter would be immediately sent to first base. The coach can choose to intentionally walk a hitter on any count.

OUTS: The game is played with 3 outs per inning.

INFIELD FLY RULE: The infield fly rule is **not** in effect.

PLAYING TIME: **Each player must play at least 2 innings defensively.** Coaches may substitute freely at defensive positions at the start of each inning. Coaches may limit a player's playing time if they have had discipline problems with that player. Cannot substitute in the middle of an inning unless injured.

Player Availability: A player can only play on 1 team per age group for regular season and tournament play. (Example: If Cambridge has two (2) 3-4 Teams - Team Trojan and Team Cambridge - John can only play on Team Trojan and never play for Team Cambridge.) However - he can play up a division **ONLY** if they are short players and cannot play in place of a current player on the team he is moving up to.

CATCHERS: All catchers must wear a helmet with a facemask.

HELMETS: All on-deck batters, batters, runners, and batboys are required to wear a batting helmet. **Batting helmets with facemasks or a c-flap helmet is REQUIRED.**

BATS: Only baseball bats that have either the USSSA 1.15BPF certification, BBCOR.50 and USA BASEBALL certification clearly displayed on the bat. **Recommend that Bat Drop -10 be used, however, no weight restrictions in 2026.**



SHOES: Rubber cleats or turf shoes only.

COACHES: The number of coaches allowed in the dugout is limited to three (3) which includes one (1) scorekeeper. If three coaches are utilized, one of which is **not** the scorekeeper, the scorekeeper must remain outside of the dugout.

No coach will be allowed on the field of play during the game.

UMPIRE: Home teams must furnish umpires and game balls. There should be a home plate umpire and an umpire stationed on the infield.

CONDUCT: Any conduct by players, coaches or managers resulting in ejection will result in suspension from the remainder of that game and will serve a MANDATORY one-game suspension the following game and will not be present at the game(s), the league coordinator along with city coordinator may increase the number of games suspended, if necessary, to include tournament games. League Coordinator must be notified of any ejections.

BULLYING/HARASSMENT/CYBER BULLYING: Harassment and bullying includes electronic (social media sites and cell phones), verbal, or physical action/conduct toward an individual which is based on any actual or perceived trait or characteristic of the individual which creates an objectively hostile environment that meets one or more of the following conditions:

- Places the individual in reasonable fear or harm to the individual's person or property.
- Has a substantially detrimental effect on the individual's physical or mental health.
- Has the effect of substantially interfering with the individual's athletic performance.

Harassment and bullying may include, but are not limited to, the following behaviors/circumstances:

- Verbal, nonverbal, physical, or written harassment, bullying, hazing, or other victimization that have the purpose or effect of causing injury, discomfort, fear, or suffering to the victim.
- Repeated remarks of a demeaning nature that have the purpose or effect of causing injury, discomfort, fear or suffering to the victim.
- Unreasonable interference with an individual's performance, or creation of an intimidating, offensive, or hostile environment.

Harassment and bullying will not be tolerated.

FIRST OFFENSE: Suspension for a period of two calendar weeks.

SECOND OFFENSE: Suspension for the remainder of the season.

The above applies to players, coaches, and fans.

TOURNAMENT: The above stated rules apply to tournament play with the following exception: The “continuous batting order” requirement listing “all players” becomes optional during the “League Tournament”. Teams may opt for a 10-man batting order. A batter may enter and leave the batting order as many times as the coach wants, but only in one spot in the batting order. If a team only has nine players, they will not be charged and out. If you have 10 players, you must play 10 players. Each player must play at least one (1) inning defensively.

The tournament starts June 22, 2026

All Tournament games will be innings with no time limit.

Pitching rules used in the regular season will be used in tournaments.

“Play in games” are part of the “Tournament”.

East and West teams will be combined for the single elimination League Tournament. We will have two divisions in the tournament based on overall record. Other factors would be percentage, head-to-head and runs allowed. The seeding for tournament play will be based on regular season scheduled games only. Games not played during the regular season will be recorded as such. The top three teams will receive medals.

.500 record or better automatically places a team in the A Bracket (no exception), below .500 record automatically places a team in the B Bracket.

Players playing in the tournament must be included on the team roster sent on June 12, 2026. They may only play on one team during the tournament. Cannot move up or down if his team loses in the tournament.

Tournament games will be played at the location of the higher seed through finals. Finals will be held in Lexington on June 29. Third place game to take place at higher seed on June 29. Certain situations may happen, and higher seeds may have to play at lower seed, but higher seed will be the home team.

Each team will be allowed eight minutes for infield/outfield warm up.

The 10 run-rule will be in effect after two innings or one and half if the home team is ahead.

Rainouts will be considered suspended games and will resume where left off.

South Central Nebraska Baseball League (SCNBL) Communication Policy

This policy establishes the proper communication protocol for addressing complaints, concerns, or sensitive topics within the South-Central Nebraska Baseball League (SCNBL). It ensures an organized, professional, and efficient process for handling disputes while maintaining respect for all parties involved.

Primary Communication Method

- Email (scnbl@yahoo.com) shall be the primary method of communication when submitting formal complaints regarding teams, fans, coaches, game disputes, or other sensitive matters.
- Complaints must include a clear description of the issue, relevant details, and any supporting documentation.

Limited Use of Text Messages and Phone Calls

- Phone calls and text messages should be used only for quick communication and clarifications regarding league rules, standards, or expectations.
- Sensitive topics, disputes, or formal concerns should not be handled via text or phone calls unless the issue warrants dialogue and discussion, but email should be considered as the first form of communication.

Complaint Resolution Process

1. Community-Level Discussion
 - All complaints or concerns from coaches, teams, or parents should first be discussed with their respective community coordinator.
 - The coordinator's role is to advocate for the league and attempt to resolve concerns at the community level.
2. Escalation to SCNBL Coordinator
 - If the issue cannot be resolved at the community level, the community coordinator may use their discretion to escalate the matter to the SCNBL Coordinator.
 - The SCNBL Coordinator will determine if further discussion is needed and whether the issue requires action from the Rules Committee.
3. Rules Committee Review
 - If a formal decision is required, the complaint will be reviewed by the Rules Committee for appropriate action.

Expectation of Professionalism

- All communication should be conducted professionally, respectfully, and constructively.
 - Any inappropriate, aggressive, or disrespectful communication will not be tolerated.
- By following this protocol, SCNBL ensures that concerns are handled fairly, efficiently, and in a manner that upholds the integrity of the league.