



Spring 2023 10U and 12U Division Rules

It is up to CGSL Managers to inform the umpires of House Rules at the beginning of the game. Both teams need to meet with the umpire at home plate to go over ground rules.

Length of Game/Inning:

1. Regulation length of a game is 6 innings.
2. These are timed games, 80 minutes finish the inning. If the score is tied after 6 innings during the regular season, the game will end in a tie. In the playoffs, if a tie occurs after the last (called) inning, the international tiebreaker rule goes into effect.
3. At the start of each game, each team shall provide 1 new game ball and a \$30 fee given to the umpire. There is NO COIN FLIP at the beginning of the game. The game schedule has predetermined home/away status for each team.
4. A maximum of 4 runs can be scored in an inning.
5. 4 runs or 3 outs end an inning, whichever comes first.
6. A game is complete if a team has a lead of 10 or more runs after 4 innings.
7. Scores are agreed upon by both teams and reported by the home team on SportsEngine.

Batting:

1. A continuous batting order is in effect.
2. A player who enters the game after the start of the game shall be added to the end of the batting order without penalty.
3. Umpires should have a wide strike zone, shins to shoulders, in order to encourage batters to hit and avoid discouraging pitchers.
4. **No slapping, slashing, or drag bunt.**
5. No continuation or "dropped third strike" rule in 10U. A batter called out, or on a swinging 3rd strike, cannot advance if the catcher drops the ball. (Baserunners are allowed to advance with the liability of being put out). Both rules **DO APPLY to 12U.**

Base Running:

1. Stealing is allowed on the release of the pitch.
2. Continuation on a walk is not allowed in 10U or 12U.



3. Catchers for the next defensive inning should be removed from the base in order to put the gear on. The last out made, or last batter from the previous inning, shall serve as their pinch runner.
4. Courtesy runners may be used for injured players and catchers. The courtesy runner should be the last out in the current inning, last out in the previous inning, or the last runner to come off the bases.

Pitching:

1. In both 10U and 12U, pitchers may pitch a maximum of **two** innings per game.
2. The pitching mound must be positioned 35 feet away from home plate in 10U games. The mound is positioned 40 feet away from home plate in 12U games.

Fielding:

1. A maximum of 10 defensive players shall be on the field at a time in 10U (4 outfielders).
2. A maximum of 9 defensive players shall be on the field at a time in 12U (3 outfielders).
3. All defensive players can wear facemasks when in the field. Pitchers, First Base, and Third Base **should be encouraged** to wear facemasks.
4. All players must rotate between outfield and infield positions.
5. Outfielders must be positioned on or behind the grass line.
6. Players may not sit more than 2 defensive innings per game.

Coaches:

1. Both base coaches must be adults.
2. No coaches are allowed on the playing area of the field during defense.

- Cheering is encouraged! **Cheers must be positive in nature.**
- REMEMBER: Positive feedback goes a long way. Teach them to play the game right but make sure they love it while doing so.