

# 10U BASEBALL RULES

(Rev. 1/2018)

1. Both head coaches and the umpire will have a brief meeting before the game to discuss/review any rules and/or answer any questions.
2. **Time Limit = 2 Hours. No new inning will start after the 2 hour time limit has expired. A new inning begins as soon as the 3<sup>rd</sup> out is recorded in the bottom half of the previous inning. Timing of game begins immediately after pre-game umpire/coaches' meeting. (ADDED for 2018)**
3. A complete game will be 6 innings, or 2 hours, unless a team is behind by 6 runs after 5 innings, and then the mercy rule applies.
4. There will be a run limit of 5 runs per inning for every inning.
5. Teams can continue to play after the mercy rule has occurred, if agreed upon by the coaches. Please be respectful of time—including the umpire's.
6. Each player will play at least 6 defensive outs.
7. Full batting roster will be used.
8. A fielding team shall consist of 10 players. The 10<sup>th</sup> player must play on the outfield grass or 20 feet behind the base path if there is not an appropriate grass line.
9. A team must have no less than 7 players to start a game or the game shall count as a forfeit. It would be up to the 2 coaches if they wish to play the game for the sake of letting the kids play ball. A team will take an out for each player missing from a nine man roster.
10. In order to avoid a forfeit, a non-roster player may be used. Any non-roster player has to bat in the last batting position and may only play in the outfield. This non-roster player must be a registered player in your league.
11. Helmets must be worn by all offensive players including the on deck batter. Any player thought to be deliberately removing a helmet will be called out. NO EXCEPTIONS!
12. Runners must slide into the base/plate they are going to if they are being played upon--except for first base. Any player not sliding into the base/plate will be called out at the umpire's discretion. A runner will not be automatically called out for not sliding, if it is judged by the umpire that it was not reasonable or necessary for the runner to attempt a slide (such as the defender being too far up the baseline to permit a slide). However, the runners must make every attempt to avoid a collision – including plays at Home. Failure to do so will result in the runner being called out at the umpire's discretion.
13. There will be no head first slides allowed. An exception would be diving back into a base to avoid an out. A team shall receive a warning for the first violation; every violation that follows will be considered an out at the umpire's discretion.
14. A base runner may not leave the base they are standing on until the ball has crossed home plate. If a runner leaves early, they must return to the base. If the batter hits the pitched ball, the runner that left early will have to stop at the base they were going to. If the runner is tagged out as a result of a play, the out will stand.
15. A pitcher will only be allowed to pitch 3 innings per game and a maximum of 6 innings per week. The exception would be if there were tournament games during the week.
16. A pitcher once removed from pitching cannot return to pitch again during that game.
17. One pitch constitutes an inning.
18. 5 warm up pitches will be allowed at the start of every inning. When there is a pitching change, 9 warm up pitches will be allowed.

19. If a pitcher is injured, as many warm up pitches as the umpire deems necessary will be allowed.
20. A second trip to talk to a pitcher in an inning will result in that pitcher being removed from the pitching position. An exception would be for an injury.
21. There will be no balks called.
22. Infield Fly Rule will not be used.
23. Dropped Third Strike Rule will not be used.
24. Stealing is allowed one base at a time, unless played upon. If a play is made on a base runner that is attempting to steal a base, and an overthrow occurs, all base runners can advance, including all the way to home. **Base runners may steal any base or home plate at their own risk, including on wild pitches and passed balls. (ADDED for 2018)**
25. A batter that draws a walk must stop at first base, unless he is played upon. If a batter draws a walk, he must stop at first base, even if there is a passed ball on which he draws the walk.
26. Bunting is allowed.
27. No intentional walks will be allowed.
28. Once the ball has been returned to the pitcher, an 8 foot radius from the rubber will be used, a base runner must immediately return to the base they were at or advance at their risk. Hot-dogging on the bases dramatically reduces the quality of the game and will not be tolerated. Teams will receive a warning after the first infraction. A second infraction will result in the base runner being called out at the umpire's discretion.
29. The home team will be responsible for furnishing the umpire.
30. Absolutely no arguing judgment calls.
31. Any protest that pertains to a violation of the rules must be made at the time of the infraction.
32. Abuse of the umpire will not be tolerated; this includes abuse by the coaches, players, and fans. An umpire will issue a warning for the first violation; a second violation could result in forfeiture of the game.
33. In the event of rain, 4 completed innings shall be considered a complete game.
34. In the event of a rain out game that is able to be finished at a later date--the rules that apply to the amount of innings a pitcher is allowed to pitch will use the day that the game was originally played to determine the amount of innings that a player is allowed to pitch. The game will resume at the point it was halted.
35. Forfeit time for games will be 15 minutes after the scheduled starting time of the game.
36. The pitching rubber shall be set at 46 feet and bases at 60 feet.
37. Coaches will be held responsible to make sure their area of the field is cleaned up after completion of games.
38. The first team listed on the schedule will be the home team. Games start at 6:00.
39. Home team has official score book.
40. Each team must provide one new ball per game. You may take your ball with you after the game. The ball to be used will be a regular baseball – no 10 RIF or below.
41. Maximum Bat Diameter is 2 ¼ inches.

*These rules are to be in conjunction with the national little league rules.*