

DRIFTLESS YOUTH SPORTS

10U BASEBALL RULES

Updated: March 2026

Team & League Organization

1. If a community has multiple teams, they must be divided up as evenly as possible. This should be done based on skill level and not divided by 1st/2nd year or by grade, etc.
2. Players in the 10U age group are currently in 3rd or 4th grade.
3. A scheduling day will be held prior to the season for the coaches to schedule their own games.
4. League games will be scheduled beginning in the second week of May and continue through the month of June.

Equipment & Uniforms

1. Metal cleats are prohibited.
2. All players must wear matching shirts with a number on the back.
3. Pants are required.
4. Catchers are required to wear a mask with ear protection, helmet, chest protection, and shin guards.
5. Batters & Base runners must wear a helmet.
6. Pitchers are allowed to wear sunglasses but must be see thru.
7. No sleeve on pitching arm unless it is of a dark color.
8. No jewelry on throwing arm.

Conduct

1. Drinking alcohol, smoking, chewing tobacco, or swearing on the field or in the dugout areas by the players or coaches is prohibited.
2. The coaches are the only people who can talk to an umpire during the game. Any parent who comes out on the field during play to argue will be ejected from the facility. Any player, coach, or fan that abuses an umpire can be banned by the league officers.
3. Cheering for your own team only. Disruptive actions or cheering against the other team is not allowed.

Umpires

1. A plate umpire is required.
2. A field umpire is recommended.
3. The umpires are recommended to be at least 12 years old.
4. Strike zone will be slightly modified and will be larger than standard to help encourage kids to swing at pitches. Roughly a ball inside and outside the plate wide and mid-shin to armpit tall.

All Star Game

1. All-star games will be scheduled after the season and each team will be invited to send participants.
2. The number of participants from each team will be determined by the number of participating teams.

End of Year League Tournament

1. The End of Year League Tournament will be held at or near the end of the season.
2. Seeding for the End of Year League Tournament will be based on winning percentage in league games.
3. A minimum of 7 league games is needed to participate in the tournament.
4. Home team coaches are required to report game scores to the Driftless Youth Sports League.

General Game Rules

1. All play will follow WIAA rules if not otherwise stated.
2. Regular baseballs should be used. The home team is responsible for providing game balls.
3. Field size is 46' pitching rubber with 60' base paths.

Players

1. A team must have 7 players present to start a game or a forfeit will be awarded to the opposing team.
2. 10 players maximum (4 outfielders) and 7 minimum on the field on defense.
3. All players present at the game must play. Coaches may bench a player for disciplinary reasons.
4. All players are limited to sitting out no more than 2 innings. All players must play at least 1 inning in the infield per game.

Batting

1. All players present at a game must bat. Players arriving late will be added to the end of the lineup. Players unable to continue to play will be skipped over in the batting order without penalty.
2. On deck batters must warm up behind the batter.
3. Bunting is allowed, no fake bunting. If a player fakes a bunt and then swings, they will be automatically called out.
4. Bat Rules: All bats are allowed. Both USA and USSSA. 2 5/8" and 2 3/4" bats are allowed with no restriction of length to weight ratio (drop). 2 1/4" bats will still be allowed if they too are stamped with the USA/USSSA Baseball stamp.
5. Bats should be no longer than 33 inches.

Pitching

1. Walks: No walks will be allowed during game play. Coach will come in after the 4th called "ball" and will pitch. Pitch count remains the same for the at-bat. Coaches should be coaching kids to swing at pitches throughout all at-bats. If the coach interferes with a live ball without making a reasonable attempt to get out of the play it will be an automatic out. Exception would be a line drive back at the coach at which point the ball is live off deflection of the coach.
2. When coach is pitching, player pitcher should remain within 5-7 feet of coach to either left or right side. Playing the "pitcher" as a second shortstop or 2nd basemen will not be allowed.
3. Coach who is pitching should be set up on or near the pitching rubber (46').
4. No bunting is allowed when the coach is pitching.
5. If a player is hit by a pitch, the player must take their base. If a coach (pitching) hits his own player, the player must continue the at-bat.
6. Pitchers are allowed to pitch a maximum of 3 innings per game and 6 innings per calendar week (Monday-Sunday). One full calendar day of rest is required if 3 innings are pitched in one day. One thrown pitch is considered one inning.
7. Upon removing a player from the pitching mound, that player may not pitch again in the same game however, they may return in a different defensive position.
8. Coaches are allowed 2 visits to the mound per pitcher. Upon the 3rd visit, pitcher must be removed from the mound.

Base Running

1. Players are allowed to advance 1 base per time on the base path. Runners are not allowed to leave the base before a pitch crosses home plate. If they leave early, the runner will be sent back to their original base and given a warning. If this continues, umpires may use discretion and call the base runner out. *No runner may score on a ball overthrown from the catcher back to the pitcher.
2. Advancing home on a wild pitch or passed ball will not be allowed.
 - a. If the catcher or another fielder retrieves the passed ball and returns the ball directly to the pitcher, the runner on third base cannot come home. This also applies if the pitcher muffs the return throw or the catcher throws the ball past the pitcher.
3. The only way a runner on third may advance home is if the catcher or pitcher attempts to make a play ON HIM at 3rd base OR he is hit home. Can not score on a passed ball.
4. Attempting a play must include making a throw in an attempt to put a base runner out. Pitchers and catchers should be instructed that no matter what the runner on third does, if they ignore him and do not throw at him, he will be required to return to his base before the next pitch.
5. Runners on 1st or 2nd cannot steal on the throwback to the pitcher even if the pitcher muffs the throwback. However, it is not a dead ball. If the pitcher or any other fielder retrieves the muffed throw and attempts to make a play on any base runner, the ball is live and any base runner off his base may be put out.
6. A ball is live and all base runners may advance when the ball is within the fences and in play. Runners may not advance once the ball is in the pitcher's glove.
7. Runners are not allowed to advance on a wild pitch thrown by a coach.
8. Defensive players may not block the base without possession of the ball.
9. All runners must slide at 2nd base, 3rd base, and home plate on a close play or the runner will be called out. A "close play" is determined ONLY by the game official and will be ruled so by the home plate umpire *Head first sliding is prohibited unless returning to the previous occupied base. If the base runner slides head first, runner will be called out.
10. Courtesy runner may be used for the catcher at any time and encouraged with 2 outs. The runner will be the last player to make an out in the previous inning.

Time Length

1. Games are six innings long. No new inning will start after 1 hour 15 minutes of game time. Game length general rule is 1 hour and 30minutes. *(Game length/Time limits may vary depending on location. Talk with the host team coach and umpire prior to the game start to verify).
2. Pitchers are allowed 5 warm up pitches between innings and 8 if a new pitcher is brought in.
3. Games will end if the home team is ahead by 10 runs after 3 ½ innings of play. 4 complete innings for visiting team.

Forfeited game

1. Forfeit games are scored 5-0.
2. When a game is cancelled due to rain, the coaches are responsible for rescheduling the game.

Additional Rules

1. 5 runs maximum per inning except the last inning which is unlimited. Last inning means 5th inning or if the time limit has arrived and both managers agree that it's the last inning before the inning starts. If it is not announced prior to the inning starting the 5 run limit will apply.
2. Absolutely NO ball shagging by coaches in the field of play.
3. Dropped Third Strike is not allowed.
4. Infield Fly rule is not enforced.

Rule Review

1. Rules will be reviewed on an annual basis by the Driftless Youth Sports League Committee. All recommendations for changes and/or clarification should be communicated to the Driftless Youth Sports League Committee at the end of the year.