

10U League Rules updated 5/2011

Description	10U	Comments
Pitching Distance	35 ft.	
Base Distance	60 ft.	
Game Length	7 Innings -or- 1 hr 30 Min	*All games in 10U-18U must be played out, With the exception of "Run Rule" Games. If game is shortened due to weather, a 4 inning game will count as a complete game. Games under 4 innings must be rescheduled. Games under 4 innings, but at allotted time will count as a complete game. Umpires Please note: No new inning will start after the Applicable Division time limit.Division time limit.
Time Between Innings	1 Minute*	*Players are allowed 1 minute to get to their positions on the field. Pitcher is allowed 5 warm up pitches. If either is exceeded, violating team will be penalized 1 out during next at bat. Rule is enforced by Opposing Coach & Umpire.
Run Limit/Innings	Yes	* 4 runs *See Equalizer Rule. <i>Except in International Tie Breaker Innings which are a 6 run maximum per team.</i>
International Tie-Breaker League Definition	*	The League definition for International Tie Breaker Rules is as follows: Teams will start the last listed batter with a complete at bat in the batting order, from the prior inning (ie: the last baserunner or out) on second base. The Run Rule for Tie Breaker Innings is a 6 run maximum per team.
Equalizer Rule	Yes	In Any Non Tie-Breaker Inning , teams trailing in the game may score additional runs above the 4 run limit. Teams may score no more than 4 additional runs over their opponents score to "equalize" the 4 Run Limit.
Run Limit/Games	Yes	*Team Ahead by 10 Runs After the 4th Inning, Team Behind Coaches Option to Continue Game.
Minimum Number of Players	8*	*Late players must be moved to bottom of batting order. Once the "Batting Order" has cycled, players are not eligible to play in that game, unless opposing Coach agrees. A 10U Team can begin the game with no less than 7 players. If a team starts a game with 7 players, they must take an out for the eighth spot in the line up.
Grace Period	*	* 15 min delay until forfeiture. Game length will be shortened by delayed time. In 10U-16U divisions a 2 run penalty will be assessed to the late team, after the Grace Period.
Playing Time	*	* No player will sit out more than 1 consecutive inning, and no more than 2 innings per game, except due to injury. Violation will result in forfeiture of contested game.
Rotation Rule	*	*Each Player must play at least 1 inning each game in an Infield position,with the exception of Pitcher & Catcher. No exceptions are permitted without Board Of Directors approval. Violation will result in forfeiture of contested game.
Pitching Rule	Yes	10U division pitchers may pitch no more than 2 consecutive innings, and no more than 3 innings per Game.
Pitcher Walks	Yes	In order to encourage Pitcher development, a Pitcher may only walk two batters per inning maximum. If a pitcher walks 2 batters in any single inning, Coach will come in to pitch to the second walked batter, and any additional walked batter in the same inning. Coach is allowed only 3 pitches and will assume any ball/strike count on the batter. "Hit By Pitch" does not count as a Walk against the Pitcher. If the player fouls off pitches including the 3rd pitch, the Coach may continue to pitch until the batter strikes out, is called out on strikes (pitched), or puts the ball in play.*Players May Not Bunt on Coach Pitching.*
Coach Pitching	Yes	After the umpire calls the fourth ball(on the second walk in an inning) the coach will come in to pitch to their team. <u>The coach assumes the strike count.</u> The coach gets 3 pitches. The umpire will call strikes. Coaches must pitch from the rubber. No base stealing when the coaches are pitching. The batter will either: hit the ball, strike out, or be retired after the 3rd pitch. If the player fouls off pitches including the 3rd pitch, the Coach may continue to pitch until the batter strikes out, is called out on strikes (pitched), or puts the ball in play.*Players May Not Bunt on Coach Pitching.*
Pitching Innings	Yes	A complete Inning counts as 3 outs, if Inning Ends due to "Run Limit". If a pitcher throws three complete at bats, or gets one out it will count as an inning pitched
Walks	Yes*	Allowed, with a maximum of 1 per inning per pitcher. Only 1 base will be awarded to the batter on a walk.
Coaches on Field	Yes*	Coaches must stay in relative area of the Coaches Box at First and Third Base. Coaches May not move more than half of the base path while players are hitting.
Infield Fly Rule	No	*Umpires Please Take Note*
Speed Up Rule	Yes	* The last recorded out will run for the pitcher or catcher when there is one out, or at Coaches option when she reaches base.
Dropped Third Strike	No*	Batter May Not Advance on Dropped Third Strike, as defined by ASA ruling.
Thrown Bats	Yes	Unintentional or not, bats thrown by a batter for more than 6 feet from the batter's box get one warning per game, per team. Batters will be called out on subsequent bat throws.
Base Stealing	Yes	Runners may lead off and steal 1 base. Runner may not steal home. ASA rules govern proper leadoffs. All illegal leadoffs result in runner being called out per ASA rules. No Stealing Home on throws from the Catcher. Players may advance to Home on a play on any runner from any player other than the Catcher. Example: First Baseman overthrows Third Baseman on a play attempt, runners may advance from any base. Runners may not lead off or steal on coach-pitch.
Sliding	Yes	†
Bunting	Yes	†
Advance on overthrows	Yes	Not on overthrows from the catcher on a non batted ball. (a steal attempt)
Defensive Positions	10 Players, (4 Outfielders)	Players must play in the appropriate positions.
Injuries	*	* If a player must leave the line-up due to injury, illness or another engagement, the team WILL NOT be charged with an out in her batting position as long as the team with the departing player notifies the other team prior to the departing player's at bat.
Negative Cheers	No*	The League does not tolerate "Negative" cheers. Coaches and Managers must monitor their Players and Fans, and abide by the Code Of Conduct.