
Rules of Play

10U Player Pitch

2023

1. General

1.1 The league is competitive. Game scores are kept.

1.2 Rubber cleats are required. Metal cleats or spikes are not permitted.

1.3 No jewelry of any kind is to be worn; except for religious and medical reasons and it must be tapped down to the body.

1.4 All players must wear a protective helmet (batting or catching). Cup protectors are required for catchers and are strongly recommended for other players. If player refuses to wear protective gear, they will be ejected from the game.

1.5 Catchers must wear full catchers gear when behind home plate and masks must have a properly attached throat guard. Any individual below the age of 18 must wear a mask when warming up a pitcher either on the field or in preparation to pitch.

1.6 Non-Wood, No Double walled. Bats must be stamped USSSA 1.15 BPF or USA Baseball. No barrel diameter or length to weight differential restriction. Use of illegal bat: 1st offense per team--remove bat/2nd offense per team--batter ruled out and baserunners returned to base/3rd offense per team--head coach is ejected

1.7 The home team supplies the two new baseballs for the game.

1.8 Scores will be officially kept by the home team. The official score book must record the pitchers' names and pitch count. Pitch count must be submitted to recreational commissioner.

1.9 Official Scoring will be kept and win loss records will be maintained, but not used for tournament at end of season. Tournament matchups will be determined by a blind draw.

1.10 Teams shall consist only of players registered and must be on team's season roster. All rosters are to be loaded on Google Sheets that will be accessible to all coaches. See tournament rule **11.5**.

1.11 To prevent distraction of the pitcher and to provide a safe area for the on-deck batter, (if needed) no players, coaches or spectators are permitted to be directly behind the backstop while the game is in progress. EXCEPTION: Where there are bleachers behind the backstop.

2. Field of Play

2.1 The home team shall occupy the first base dugout and is responsible for necessary preparation of the field. Preparation may include installation of bases, filling of holes, raking as required, lining the field, etc. However, both teams are expected to share the field preparation if weather has created conditions that require special attention

2.2 The field dimensions shall be 60 feet between bases, 46 feet from back tip of home plate to the front of the pitcher's rubber, 84 feet 8 inches from back tip of home to front of second base. *First base is measured from the back tip of home plate, down the line to the front of First base. Second base is measured from the foul side of first base to the right field side of second base. Third base is measured in the same way to home and to second.*

2.3 All coaches should meet at home plate with the umpire 5 minutes prior to the start of the game to introduce themselves, review ground rules, etc.

2.4 Both teams should have 10 minutes of field practice before each game, with the home team on the field for the last 10 minutes.

2.5 After game home teams are responsible for filling in, packing down, and smoothing over holes caused by batters, catchers, and runners. Home team head coaches also must check baselines and other areas of the infield for holes and repair them with equipment provided.

3. Umpiring

3.1 An umpire is required to play. In the event there is no umpire present for the start of the game, coaches should follow the published procedures to locate an umpire. Coaches may also, at their discretion, appoint umpires and begin play as an official game or cancel and reschedule the game.

3.2 Once a game begins, the umpire has full authority to control the game. In all instances, only the umpire may postpone/cancel a game or administer official warnings/ejections. The top priorities of the umpires are the safety of the players, sportsmanship, and player development.

4. Game Play

4.1 Games will consist of 6 full innings or 2 hour 15 mins. No new innings start after 2 hours of play with a drop-dead time limit of 2 hours 15 mins. At the end of the 2-hour 15 min of play the score will revert to the last completed inning if inning is not completed at drop dead time. A game becomes official after 4 complete innings or 2 hours of play.

4.2 Teams may start with 8 players; however, an out must be taken at end of the line-up. One or both teams shall forfeit if an insufficient number of players (7) are available to play at game time. 15 minutes past scheduled game time will be allowed before calling a forfeit due to lack of players. Home plate umpire shall have the discretion to delay further if justifiable.

4.3 A 6 run rule is in effect and ends an inning with less than three outs for all innings.

4.4 Mercy Rule is effect 13 runs after 4 innings (3 ½ if home team is leading) ,7 runs after 5 innings (4 ½ if home team is leading.)

4.4 Game tied at the end of 6th, may be played into extra innings if time and safety permit in the discretion of the umpire. A tie shall count as ½ win ½ loss.

4.5 Catchers should have their gear on, and the players know their assigned position by the time of the last out.

5. Offense

5.1 Offensive team will have an adult first and third base coach. No players or anyone under the age of 18 is allowed.

5.2 Each team will get one warning for a player who intentionally or unintentionally throws a bat. Next offense will result in an out. Multiple offensives by same player may result in ejection.

5.3 Bunting is permitted. However, slash bunting is not permitted. Player will be called out by umpire if felt this is being done. Squaring to bunt with the sole intent to distract a pitcher will not be allowed. First time will be a warning to coach. Second attempt will be automatic out.

5.4 Sliding is required to avoid contact. No headfirst slides, except when returning to a base. Players should not slide into first base. Sliding is encouraged on close plays.

5.5 Stealing is permitted however no stealing home either on passed balls or overthrows of any kind. Running to home is only permitted on batted balls, walks, or hit by pitch. If at any instant including in the middle of any inning a team is ahead by 8 or more, they may not steal or advance by wild pitches/passed balls. If at any time the lead drops below 8 they may resume stealing. The home team scorekeeper is responsible for informing the umpire.

5.6 There is no leading allowed. Base runners may not leave the base until the pitch has crossed home plate. One “team warning” is given for leaving early. Further infractions by the team will result in the runner being out.

5.7 Runners are required to make every attempt to avoid contact with fielders. If, in the umpire’s opinion, a runner does not make a reasonable effort to avoid contact with fielders, the umpire may declare the runner out. If in the umpire’s opinion, a runner deliberately and maliciously creates contact with a fielder, the player will be ejected from the game.

5.8 A runner may advance (one) base per overthrow, with exception to home.

5.9 Runners are not allowed to advance more than one base on walks.

6. Defense

6.1 The defensive team may not have a coach out in the field. Coaches must remain in the dugout.

6.2 There will be up to 10 players in the field: four outfielders who must play on the outfield grass; a pitcher; a catcher; a first baseman; a second baseman; a third baseman; a shortstop.

6.3 The infield fly rule does not apply for 10U.

6.4 The “dropped third strike” rule in this division does not apply.

6.5 Play is stopped by the umpire after the primary baseball play is completed and a fielder on a base has control of the ball. This is to prevent unbridled running. This should be discussed before the game by both coaches and the umpire.

6.6 A fielder not in possession of the ball or in the process of receiving the ball cannot obstruct a runner. Official baseball rules govern penalties for obstruction.

6.7 Fielders must not stand in the baseline before the ball is hit. Coaches are responsible for reminding players to move out of the baselines.

7. Pitching

7.1 A pitcher gets 5 practice pitches between innings and all new pitchers get 8 practice pitches. Time in between half innings shall not exceed 3 minutes.

7.2 A pitcher is allowed to pitch up to 6 total outs in a game or a maximum of 55 pitches. Once a pitcher is removed from a game they cannot be re-entered in the line-up as a pitcher.

7.3 A pitcher may not pitch more than 6 innings per calendar week. (Monday thru Sunday) and does not reset for end of season tournament.

7.4 Pitchers should not be pulled out of the first inning pitched unless the pitcher has walked more than 4 batters consecutively or reached the pitch count limit. An exception to this rule is if a pitcher is obviously upset or frustrated and unable to pitch affectively. Both coaches should agree on this situation. Examples would be crying or emotional tantrums that are not able to be controlled.

7.5 Two days of rest is required when 25 or more pitches are pitched in one game. Example: If 25 or fewer pitches are pitched on Monday, Tuesday-Rest, Wednesday-Rest, Pitcher can pitch on Thursday. Two-day rest rule is always enforced regardless of the calendar week starting again. Example: more than 24 pitches are pitched on Saturday, Sunday-rest, Monday-rest, pitcher can pitch on Tuesday. **NOT MONDAY**

7.6 Pitch counts are not required to be report during regular season with exception to double headers in which each coach is required to report it to head coach of opposing team in second game. See end of season tournament rule 11.9.

7.7 A pitcher may finish the batter even if hitting their pitch limit for that day.

7.8 A pitcher removed from the pitching position for any reason, **DURING OR BETWEEN** an inning, may not return to the pitching position for the remainder of that game.

7.9 If a manager or coach visits a pitcher twice in the same inning, for any reason other than injury, that pitcher must be removed from the pitching position immediately.

7.10 If a pitcher hits three batters in the same inning with a pitched ball, that pitcher must be removed as pitcher for the remainder of that game.

7.11 There are no intentional walks.

7.12 There are no balks at this level of play.

7.13 Pitchers are not allowed to wear exposed undershirt sleeves that are white or gray. Pitchers are not allowed to wear any glove on their pitching arm. Pitchers are not allowed to wear a glove/mitt that is white, gray, or multi-colored.

7.14 No intentional curve balls (including cutters and slider) may be thrown, only fastballs and change ups. One warning for a violation is given to the pitcher and coach. Second violation is immediate removal of the pitcher and coach from the game. (It is the discretion of the umpire to determine if a curve ball is being thrown based on a difference in throwing motion or movement of the ball from the pitcher's natural throwing motion or movement of the ball.)

7.15 Both team managers must keep track of the total number of pitches pitched in a game. It is not scorekeeper's responsibility to notify a manager when a pitcher is either close to maximum or passed it.

7.16 Any violation of pitching limitations results in the violating team forfeiting the game. The complaint must be registered with the Recreation Commissioner by 10pm of the day following the game.

8. Lineups, Substitutions and Player Participation

8.1 Line-ups and batting orders should be exchanged by the coaches prior to the start of a game. The official scorekeepers must be informed of any changes to a batting order. All scorebooks must have the last names of all players.

8.2 All players showing up for a game must be placed in a batting order that will not change, regardless of changes in fielding positions. All players will bat throughout the game, regardless of whether they are in defensive positions. If player arrives late, they must be placed at the end of the batting order.

8.3 Batting order will be continuous throughout the season without exception. The player who is on deck circle when the last out is made will be lead-off hitter for the next game and all players will remain in the same order for that game. Teams will be allowed after every 4 games during the regular season to re-establish their lineup to give other players a chance to bat in different positions.

8.4 No out will be assigned should a player leave during a game or be removed due to injury, their position in the batting order will be "closed" and skipped in subsequent rotations unless it takes the player count down to 8 players. In this case the out will be taken at the player who left the line-up spot. Runners will be allowed to continue to the base they are attempting to reach, and

defense can still attempt to make the out. A player attempting to take additional bases will be sent back to last base reached without penalty. See end of season tournament rule 11.6.

8.5 There is free and unlimited player substitution for fielders **BETWEEN** innings. No changes on defense are allowed DURING innings unless

- 1) Player is injured
- 2) The pitcher is removed and assumes one of the affected positions.
- 3) If necessary, when playing on very hot humid days, the catcher may be replaced during an inning at the discretion of the Coach or Umpire.

8.6 If the catcher for the following inning is on base with two outs, he **MUST** be replaced with the player who made the last out.

8.7 Each attending player must play in the field a minimum of 2 of the first 4 innings, 4 of the 6 innings (or 3 of a 5-inning game). Each player must play at least 2 innings in the infield and at different infield positions (in a 6-inning game), with the first inning occurring by the 4th inning (infield includes pitcher and catcher). If a coach or parent has concern with a player's ability to play the infield, they can mutually agree to exclude the player from the infield. This must be preapproved in advance by the Rec Commissioner of the player's home association. Coaches need to make their opponent aware of the status of any such player at the start of each game.

8.8 Any player on the bench for a defensive inning must play the next defensive inning, unless injured. No player shall sit out a second inning on defense until every player has taken a turn sitting out an inning.

9. Conduct and Sportsmanship

9.1 The team Head Coach is responsible for exemplifying and maintaining good sportsmanship at practices and games. Please review the coaches Code of Conduct for specific conduct expectations.

9.2 The team Head Coach is responsible for the conduct of his coaches, his players, and their parents. Everyone participating in a game must follow the rules of good sportsmanship. Communicate only to members of your own team. Any disruptive parent or fan will be asked by the coaches to leave the field or field area.

9.3 A player, coach, or parent guilty of misconduct in the judgment of the Head Coach is subject to disciplinary action by Leagues Board of Directors.

9.4. Neither alcohol nor tobacco in any form is permitted near the playing field or in the dugouts before, during or after any practice or game. This rule applies to coaches, umpires, players, and spectators.

9.5 Only players, coaches, and umpires are permitted on the field of play.

9.6 Only players, coaches, and scorekeepers may stand in the dugout or sit on the team's bench.

9.7 Any player or coach who throws or abuses equipment will be ejected from the game.

9.8 Any coach or player ejected from a game, for any reason, is automatically suspended from the team's next game.

9.9 Players shall be attired in their complete regulation uniform, to include belts, socks, and caps. Jerseys shall be tucked in for the entire game, including warm-ups. All coaches must be appropriately attired when at the field and must wear regulation uniforms in order to participate in regular games.

(Intent of rule: For players, proper attire is necessary for safety and to present a professional appearance in keeping with the game of baseball. For coaches, presenting a neat and proper appearance on the part of the coaching staff sets a good example for the ballplayers and makes it apparent to the umpires and fans who oversees a team.)

9.10 Head Coaches are expected to attend all regularly scheduled games. In the event they are unable to attend a game, the designated assistant coach, or some other designated adult (someone at least 21 years of age) shall be appointed to be responsible for the head coach's duties, for that game only.

10. Inclement Weather

10.1 In the case of a game in progress being rained out, any game passing 3 innings or 2 ½ innings if the home team is winning constitutes a regulation game

10.2 Only the Baseball Rec Commissioner, League President or Umpire has the authority to call of games ahead of time or to decide whether a game is to be played or should be postponed because of inclement weather. An umpire has the right to deem a field unplayable based on field conditions regarding player safety at any time.

10.3 The home team Head Coach is responsible for checking the field in the event of inclement weather. He/she, in conjunction with the Baseball Rec Commissioner, will determine whether the games can be played. If early games must be postponed, this does not mean that later games cannot be played, weather permitting.

10.4 In a questionable situation, coaches should call the Baseball Recreational Commissioner. Players should be instructed to call the head coach or the assistant coach to obtain the status of the game. **At no time will teams practice or play games when county closes fields.**

10.5 All officials, coaches, and players should assume that a game will be played unless they receive official notice that it has been canceled.

10.6 A game is considered a postponed game if the first pitch is not delivered.

10.7 The coaches should try and resolve all makeup games during a scheduled practice day. If unable to come to agreement, please contact the Baseball Recreational Commissioner to help resolve. All efforts should be made to replay the game.

10.8 If lightning is spotted by the umpire, play is to be immediately suspended and shall restart after 15 minutes from the last sighting

11. End of Season Tournament

11.1 League commissioners has full discretion over the tournament format

11.2 All tournament games, except Championship and consolation finals, will abide by Rule 4.2, "no new inning after 2 hours" but may not end in a tie.

11.3 In the case of a tournament game in progress being rained out or called for darkness, any game passing 3 innings or 2 ½ innings if the home team is winning constitutes a regulation game

11.4 Batting may be reset for each game of the tournament

11.5 Teams shall consist only of players registered and must be on team's season roster from the regular season. If player is not on team's season roster the game will be forfeited by the offending team.

11.6 A player that leaves the game due to injury may not return to the game.

11.7 All pitch counts, and scores must be provided to the tournament director directly after game

12. Pitcher End of Season Tournament

12.1 A pitcher is allowed to pitch up to 65 pitches per day and no more than 6 innings within a week. The consecutive out restriction is not in play. Rest requirements will still apply.