



10U Baseball Rules

1. Playing Field Dimensions

- a. Distance between bases is 65 feet.
- b. Distance from pitching rubber to home plate is 46 feet.
- c. There shall be a hash mark 6 feet from each base to designate the leadoff area.

2. Game Duration

- a. A complete game is 6 innings.
- b. There will be no new inning started after 1 hour and 45 minutes.
- c. There will be a maximum 2-minute time limit between innings.
 - i. This shall be the umpire's responsibility to enforce.
- d. Run Rule
 - i. The game shall be declared over if:
 1. The home team is ahead by 15 runs after 2 ½ innings
 2. The visiting team is ahead by 15 runs after 3 innings
 3. The home team is ahead by 12 runs after 3 ½ innings.
 4. The visiting team is ahead by 12 runs after 4 innings.
 5. The home team is ahead by 10 runs after 4 ½ innings.
 6. The visiting team is ahead by 10 runs after 5 innings.
- e. All ties shall stand and shall be recorded in the standings as ties.

3. Team Participation

- a. No player shall sit out 2 innings in a row.
- b. No player shall sit out for the second time until all players have sat out 1 inning.
- c. Each player shall play in the infield and outfield at least once in the first 3 innings. *Pitchers and catchers are exempt from this.*
- d. Players may be substituted freely throughout the game.
 - i. Pitchers may only make 2 appearances in the game and must adhere to all pitch count regulations.
- e. Teams will maintain the same batting order throughout the game.
- f. If a team only fields 9 players at the start of the game and a player is injured, the team will continue with 8 players.
 - i. The open batting position is skipped for injury or illness.

4. Defense

- a. The defensive team will play with 10 defensive players
 - i. 6 infielders and 4 outfielders
 1. Short fielders are not allowed
 2. Outfielders must be in the outfield grass when the pitch is thrown.

5. Batting

- a. No Walks – once ball 4 is thrown, a coach will deliver no more than 3 pitches to the batter. The strike count will remain the same, and the player will be out on a 3rd strike.
 - i. If the 3rd pitch is a foul ball, subsequent pitches will be delivered until a 3rd strike or the ball is put in play.
- b. Inning Run Limit - The offense shall score no more than 6 runs per inning.
 - i. Example: If the offense has 5 runs scored already in an inning and there are runners at 1st, 2nd, and 3rd base and the batter hits a triple, only 1 run will count. When the play ceases, the inning shall be over, and the next inning shall start.

- c. Bunting is allowed and should be taught as a skill of the game.
- d. The infield fly rule does apply.
- e. The dropped 3rd strike rule does not apply.

6. Baserunning

- a. Base runners may steal 1 base at a time once the pitch has crossed home plate.
 - i. There will be no advance on an overthrow.
 - ii. This rule is designed to encourage throws from the catcher on steals.
 - iii. There is no stealing of home at any time.
- b. The base runner on any base is allowed a maximum of a 6 foot lead off.
 - i. If the base runner crosses the 6-foot line before the pitch crosses the plate, the runner is out.
- c. Runners may advance 1 base on an overthrown pickoff attempt
- d. The play is considered dead when the pitcher steps on the rubber with the ball.
- e. Baserunners cannot advance on errant throws to the pitcher at the completion of a play or pitch
- f. A catcher or current pitcher that is on base with 2 outs may be replaced by a pinch runner that was the last recorded out.

7. Pitching

- a. A pitcher can throw a maximum of 75 pitches in a day.
- b. The number of pitches thrown on any day shall determine how many days of rest the pitcher will need before pitching again.
 - i. 0-20 pitches = 0 Days off
 - ii. 21-35 pitches = 1 Day off
 - iii. 36-50 pitches = 2 Days off
 - iv. 51-65 pitches = 3 Days off
 - v. 66+ pitches = 4 days off
 - vi. A day of rest shall be defined as a complete business day
- c. A pitch sheet record shall be kept for each player as part of the scorebook
 - i. Home and visitor scorekeepers should check with each other every half inning to collaborate for accurate counts.
- d. Balks will be warnings only.
- e. Stated Intentional Walks are permitted
- f. Pickoff attempts are allowed
- g. Mound visits are limited to 2 trips per pitcher per inning.
 - i. The pitcher must be removed on the 2nd trip of the inning.