

General Rules and Regulations

1. The time/inning limit of the game is 1 hour, 15 minutes or 5 innings, whichever comes first. A minimum regulation game shall be 40 minutes or 3 innings after both teams have had equal opportunities at bat. Once the time-limit has been reached, the inning will be played in full (unless the home team is winning; then the bottom half will not be played). No new inning will be played with less than 10 minutes remaining. If the game is tied after innings/time limit has been reached, the game will end in a tie. Game time begins at the conclusion of the pregame meeting.
2. There is a 5-run limit per inning. A mercy rule is implemented of the winning team being up by 11 runs at the completion of 3 innings, or up by 6 runs at the completion of 4 innings.
3. The field shall have 65 foot baselines, with the distance from home plate to the pitching rubber as 46 feet.
4. Any rules not specifically covered in this rule set will default to USSSA; the Recreation Specialist has the ability to modify these rules throughout the course of the season to provide for circumstances that may come up that have questionable effect on the league and game play.
5. **The goal of this division is allow the continued exposure to the game with the emphasis on player's pitching development.**

Player Eligibility

1. Participants in this division shall be no less than 7 years old, and no more than 10 years old on May 1st of the calendar year.
2. If a team is below 9 players, the coaches and game supervisor may agree for the “lending” of players in defensive positions for the game. **The purpose of this rule is for the encouragement of play. There are no standings for this division, and we want to limit forfeitures when we can prevent it.**

Batting

1. All players in the line-up will bat in continuous order. If a player is sick/injured, their spot may be skipped without penalty. If the line-up falls below 9 eligible players, the 9th position will be declared as an out, and will count against the pitcher's limit.
2. If a player arrives late to the game, the player is to be inserted at the end of the batting line-up.
3. If a batter receives 4 balls, the offensive coach will throw up to 2 pitches to allow the batter to put a ball into play. If the coach is struck by the ball, the ball remains live unless intentionally handled by the coach. If the second pitch is not put into fair play, the batter is out.
4. There is no infield fly rule in this division.
5. Slash bunting is not allowed. The player will be declared out on attempt.

Base Running

1. Runners must remain in contact with the base until the ball has reached the plate. A team may not advance home on a passed ball. If a runner leaves early, they will return to the base unless put out by the catcher's throw. No advancement can be made by any runner when one runner

leaves early, unless forced to do so by the actions of the batter legally acquiring first base. When a coach is pitching, there is no stealing or advancement on a passed ball.

2. All balls remain live until the pitcher has the ball and is on the pitcher's mound, and all advancement from base runners have stopped.
3. With 2 outs, if the catcher is on base, he is to be run for with a courtesy runner. This courtesy runner shall be the person who made the last out. **The purpose of this rule is to continue the pace of play of the game, and maximize the amount of playing time for all involved.**
4. Slide or avoid interference, contact may occur between base runner and fielder, shall govern this division. It is the responsibility of the base runner to avoid interfering with a fielder in the process of making a play on the runner if the base runner chooses not to slide. Contact with the fielder alone does not make interference.

Defense

1. A team is allowed to have 10 defensive players.
2. No player shall sit out for more than 1 consecutive inning. **The purpose of this rule is to expose all defensive players to outfield and infield positions equally.**

Pitching

1. A pitcher may pitch no more than 3 innings in a game; 1 pitcher = 1 inning pitched.
 - A pitcher may pitch no more than 5 innings in a single day.
2. A pitcher once removed from pitching, is not allowed to pitch for the remainder of the game.
3. A coach is allowed one mound visit per inning per pitching. If a second visit is made to the pitcher in the inning, that pitcher must be removed from the game as a pitcher.
4. A player who has caught for more than 3 innings shall not be allowed to pitch for that game. **This is a safety rule designed to protect the arm of the player involved.**
5. Pitchers shall be allowed a maximum of 1 minute of warm-up time, or 8 warm-up pitches between innings. This rule is the same for returning and for new pitchers.

Participation and Role of Coaches

1. Two offensive base coaches are allowed to be positioned in foul territory at a distance no closer than the base to home plate. The nearest base coach to the dugout is responsible for ensuring that players are not swinging bats while inside the dugout.
2. If an offensive coach is needed to pitch after 4 balls, and if he is struck with the ball, the ball shall remain live and in play unless intentionally handled by the coach.
3. Discussions with umpires over a call are allowed; however, only the head coach is allowed to talk with the umpire. No other coach is allowed to question an umpire's call. No judgment calls are to be discussed; only rulings that directly conflict with the rules are to be discussed. When there are two umpires, discussion shall begin with the umpire who made the call.
4. Home and away is determined by schedule. The home team's book shall be the official scorebook for the game.

u10 Baseball and Softball - Rule Clarifications/Interpretations

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Coaches - a couple of rule clarifications/interpretations that have come up recently:

1. After a pitcher has thrown 4 balls, a coach will throw **up to 2 pitches** for the batter to put the ball in fair territory. If on the second pitch, the batter swings and misses, does not swing, fouls the ball off, etc (anything that does not result in a fair batter ball), the batter is out.
2. A coach may assume a position behind the catcher to assist with passed balls and speed up the game. **If this coach handles a passed ball, the defensive team will be considered to have conceded the next base.** The exception to this rule is with a runner at 3rd base as the runner on 3rd may not score on a passed ball.
3. When a runner is attempting to steal a base, and the defensive effort to retire the runner results in an overthrown ball, the runner is allowed to advance at their own risk. Example: Runner starting at second base attempts a steal at 3rd base, and the catcher over throws the fielder (ball ends up in left field), the runner may then advance at his own risk.
4. As the rule is written, a runner may not advance home on a passed ball. To clarify this, a passed ball shall be defined as a pitched ball that is not under the control of the catcher and the catcher is not attempting to make a play on a fielder. If a runner is at 3rd base, they may not advance home unless that ball is put in play or a fielder attempts a play on a runner. Once a play has been attempted, the ball is no longer considered to be a passed ball.

This email will be added as an addendum to u10 Baseball and u10 Softball individual rule sheets online.

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