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10U Baseball Rules

Logistical

1. **Game balls:** Home team supplies a minimum of 2 new game balls; they should be genuine or premium leather balls. (Rawlings, Diamond and Wilson are a few of the better name brands.)
2. **Home Team:** Home team is listed on the schedule
3. **Official Book:** The home team is the official book but teams must communicate & cooperate on subs and the overall score. Both teams will submit the score to M-60 Diamonds after the game is complete.
4. **Athlete Age:** Ages are based on actual age on April 30 of current year. Players in 10U must be 10 or younger
5. **Dugouts:** the host team has choice of dugout.

Game Play



- ⇒  **Communication:** coaches are responsible to connect with each other prior to the away team traveling to the game
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2. **Start Time:** all games will start at 5:30pm for 10U
 3. **Length of games:**
 - REC: games will be 6 complete innings
 - CLUB: games will be two 5 inning games (double-header)
 4. **Time Limit:**
 - REC: there will be a 2 hour time limit for games
 - CLUB: there will be a 1 hour 30 minute time limit per game
 5. **Minimum Players to Start a Game:** teams may start a game with a minimum of 8 players; the ninth spot in the batting order is an out as long as there are only 8 players playing.
 6. **Batting Lineup**
 - Rec Division: Every player is allowed to bat.
 - Club Division: Preference is for teams to bat 9 or 10 players; the number of batters remains the same through the entire game.
 7. **Player Injury/Illness:** If a player stops playing due to injury or illness EITHER:
 - a bench player not in the lineup is substituted in,
 - OR it will not be an out on offense and the player cannot return to the game.
 8. **Playing Time:** Playing time is the coach's discretion; it is encouraged that all players get some playing time
 9. **Complete Games:** If cut short due to time limit, darkness or weather, games are considered complete with 4 full innings
 10. **Make-up Games:** any make-up games are resumed where they left off. Number of pitching outs carries over.
 11. **Mercy Rules:**
 - REC: 15 runs after three complete innings, 12 runs after four complete innings and 8 runs after five complete innings.
 - CLUB: 15 runs after three complete innings, and 10 runs after four complete innings
 12. **Run Limit:** The most runs a team can score in any inning except the final inning is 5 runs in 10U
 13. **1st inning Scoring for Club Leagues only:** teams may score unlimited runs in the final inning.
 14. **Ties:** Regular season games may end in a tie at the end of regular play or due to a time limit



Offense

1. **Courtesy Runner:** always allowed for a pitcher and/or catcher regardless of the number of outs. It must be a different player for the pitcher and catcher. If all players are batting then it should be the last or most recent out.
2. **Substitutions:**
 - Teams who bat every player can substitute players in and out on defense but cannot change the batting order.
 - Club teams who bat 9 or 10 players can only substitute a player back in at a position no sooner than what would have been the next at bat for their original position in the line up.
3. **Scoring From Third Base:** a runner from 3rd base can only score on a batted ball or a ball thrown by the catcher to a base. The runner cannot score on a wild pitch, passed ball or throwback to the pitcher. *(this is for 10U only)*
4. **Bases on Balls:** a walk results in the batter proceeding only to first base. *(this is for 10U only)*
5. **Dropped Third Strike:** there is no advancement by the batter on a catcher's dropped or passed third strike *(this is for 10U only)*
6. **Leading Off:** the player may only leave the base when the ball is hit or crosses the plate. Each team gets one team warning, thereafter it is an out *(this is for 10U only)*

Defense

1. **Defensive Play:** there will only be 9 players in the field of play with a maximum of 3 players in the outfielders
2. **Defensive Lineup:** only players in the current batting lineup can play the field of play; if only 9 players are batting, the same 9 players must play in the field
3. **Balks:** there are no balks *(this is for 10U only)*
4. **Infield Fly:** is NOT in play *(this is for 10U only)*
5. **Substitutions:** Teams can substitute players in and out on defense but cannot change the batting order.
6. **Pitching:** each pitcher gets 9 total outs per game, in any order





1. Field Dimensions:

- **Pitching Mound:** 46 ft from home plate
- **Bases:** 60ft between bases

2. **Bats:** all bats are legal

3. **Metal Cleats:** may only be worn in 14U play

Sportsmanship

1. **Behavior:** Game play should be a positive learning experience for all players. As such:

- Positive team cheering is encouraged
- Negative chatter or disruptive actions are discouraged
- Foul language is not appropriate or acceptable

2. **Ejection of a player:** If a player in the lineup is ejected:

- His spot will remain in the lineup as an out.
- He is ineligible for play the remainder of the day

3. **Ejection of a coach:** If a coach is ejected from a game, they are unable to coach the remainder of the day

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