

## Rules – 10U

### 1. Diamond Dimensions:

Bases – 60 ft

Pitcher's Rubber – 44 ft

Second Base – 84' 10"

A regulation baseball will be used. All batters and runners will wear helmets.

2. Home Team – The home team dugout is the third base side dugout. All unique diamond ground rules should be discussed prior to the start of the game.

3. A game will consist of 6 complete innings or the time limit. No inning of a game will start more than 1 hour and 45 minutes after the beginning of the game. Each team may take a 5 minute infield practice before the start of a game.

4. 9 defensive players will be allowed on the field; 6 players in the infield and 3 in the outfield. Teams will use a player-pitcher. Pitchers are limited to 3 innings pitched per game and 9 innings per calendar week. One pitch constitutes an inning. All innings are to be consecutive. Once removed, a pitcher cannot return to pitch. Pitchers will be allowed 3 walks per inning, on the 4th walk the team coach that is batting will then give the batter 3 pitches to hit. Ball must be put in play during those 3 pitches or the batter is out. A ball that is foul tipped or foul on the 3rd pitch from the coach will continue the at bat until the batter either puts the ball in play or swings and misses. Again, only a fouled final pitch will continue the at bat, if on the final pitch from the coach is swung at and missed the batter will be called out.

5. Each team player present at a game will be listed in the batting order. Each player will bat according to his turn in the order. A side is retired after 3 outs or 6 runs scored. MERCY RUN RULE- A game is to be conceded if one team is up by 10 runs after 5 complete innings or 4-1/2 innings if the home team is winning. Each player should play a minimum of 2 innings on defense. Free movement substitution in the field is allowed at all positions except pitcher.

6. Stealing is permitted. No leading off. Runners may steal as soon as the ball has passed the batter. If a player runs early the umpire will return the player to his base with a team warning. Any subsequent early stealing by that team will constitute an out on the offending player.

7. Runners may ONLY advance home on a wild pitch, or passed ball. A runner at third base may advance home as a result of a bases loaded walk or a hit including subsequent errors on that play. All runners must slide on a close play at the plate or the runner is subject to being called out. The umpire may eject the player if, in his judgment, the non-slide was a flagrant attempt to run into the catcher. It is the responsibility of the batter to get out of the way on a play at the plate or he is subject to an interference call.

8. If, in the judgment of the umpire, a fielder or runner initiates intentional rough play at a base the player or players may be ejected and outs or bases administered accordingly. It is the responsibility of the runner to avoid collisions with fielders when either leading off or running to a base. Fielders cannot intentionally restrain a runner. Umpires may award bases, outs, and ejections according to judgment if such incidents occur.

9. Good sportsmanship is expected to be practiced at all times by coaches, parents, fans, and players. If, in the judgment of the umpires/coaches, someone is abusing the privilege of watching or playing in the game there will be one warning issued. If behavior is not improved the game will be halted and a forfeit declared.

10. After each game both home and visiting teams are expected to police their respective side line, dugout, spectator area, and parking lot area for litter. Place the litter in trash containers.

11. Bunting is allowed. No drop third strike. Regardless if the catcher drops or catches the ball, batter is out. Any situation not covered above will fall under IESA Rules.

12. NO Smoking on or near field. If a parent/coach chooses to smoke during the event they MUST excuse themselves to their vehicle.