



Humble Atascocita Baseball Association

10u League Rules

Game Strategy & Execution

- **Primary Focus:** Baseball IQ and team play
- **Goals:**
 - Pitching control and pitch selection
 - Defensive fundamentals and communication
 - Cutoffs and relays
 - Basic team defense and backing up plays
 - Situational hitting and base running
 - Build consistency across all positions
 - Encourage accountability and preparation
 - Reinforce sportsmanship and leadership

Equipment

- Jerseys, hats, socks, and belts will be provided.
- Players supply their own gloves, baseball pants and cleats. Tennis shoes are allowed in this division; cleats are recommended.
- All batters, base runners and players on deck must wear protective headgear.
- HABA does not allow metal spiked cleats in any age division.
- Bats with the BPF 1.15 stamp or USA stamp (on the transition area between the barrel and handle) are legal. No Tee-ball bats
- Each manager will be provided with catcher's equipment and a dozen game baseballs.

Game Time

- The game time limit will be a maximum of 1hr 30 minutes or 6 innings of baseball.
 - The game clock starts at the conclusion of the manager's plate meeting.
 - Teams may play with 8 players. Batting spot #9 will be an automatic out each time that spot comes to bat. Any player arriving after the game has started will

- be added to the bottom of the batting roster. Once the #9 batting spot is filled; it's no longer an automatic out.
- o Teams with 7 or less players have 15 minutes from game start time for the 8th player to arrive. At the 15-minute mark if a team has not met the required 8th player the game will be scored as a forfeit of 7-0. Both teams may still play a game as good faith but must complete it by the game time limit of 1hr 30 min from the scheduled start time. (remember the game is considered a forfeit)
 - o An inning will end when the 3rd out is recorded, or the 5th run crossed the plate to end that half of the inning.
 - o When time expires the inning will finish. If the home team is batting and is ahead when time expires that will end the game.
 - o If the game is tied at the end of the time limit or 6 innings the score is declared a tie. There are no extra innings.

Game Scores

- The home team is the official book. Each team will receive 1 scorebook at uniform pickup.
- At least one representative from each team is required to keep the official scorebook during every game. The official scorebook will be the only record used in the event of any scoring discrepancies.
- GameChanger may be used for personal or team tracking purposes; however, it will **not** be considered an official record. Umpires will **not** reference or review GameChanger for any scoring decisions or disputes
- Verify the score with the umpire and home team book at the conclusion of each half inning. This will ensure the correct score is being recorded.
- A maximum of 5 runs per inning.
- Run rules are mathematical in 6 innings of play. 16 runs after 3 innings, 11 runs after 4 innings and 6 runs after 5 innings. For example after 4 innings and the score is 18-7 the game would be considered a run rule.
- At the conclusion of the game, both teams need to submit the game score on google form that was shared with each coach.

Batting

- Each team bats their entire roster. Each team provides the opposing team with a line up with the players name and jersey number clearly written on the line up card.
- No intentional walks.
- Bunting is allowed.
- Runners may lead off and steal anytime the ball is put into play.
- Courtesy runners allowed for Pitcher and Catcher only, Catcher is mandatory with 2 outs to keep the game moving. The last recorded out will be the courtesy runner.

- There is NO must slide rule. Its umpire discretion of malicious contact. The runner will be out with a warning. The next violation player will be ejected from that game.
- Infield Fly is in play:
 - When an "infield fly" is called, the batter is still automatically out, regardless of whether the ball is caught or not, and the runners can advance at their own risk, as the force play is removed

Fielding

- A maximum of 6 infielders and 3 outfielders.
- No player shall sit out back-to-back innings or more than 2 times in a game.
- Catchers must be properly equipped with provided catchers' gear. If any equipment issues, please contact the equipment director Equipment@humblebaseball.com
- Pitching position – Must be positioned behind home plate.
 - Pitcher may only throw a maximum of 3 innings per day and 6 innings for the week (sun- sat)
 - We do not require pitch counts. Please limit the number of pitches thrown in a day to 75. This is a recommended number of pitches per day in 9u
 - Player must have contact with the pitching rubber while pitching
 - BALKS will be called and each pitcher will get 1 warning per inning.
- Infielders-
 - No shifts and must have 2 players on either side of the imaginary line between home plate and center field.
- Outfielders-
 - Outfielders must be in the grass no closer than 10 ft from the infield dirt.

Coaching

- A maximum of 3 coaches while your team is batting 1st and 3rd base coaches, 1 dugout coach to assist in batting order.
- A maximum of 2 coaches while on defense, 2 coaches outside the dugout. Please limit this to avoid confusion with the players.
- 2 defensive and 1 offensive timeouts are allowed. Umpire MUST grant the timeout.
- **Mound Visits -**
 - **1 visit per pitcher per inning** is allowed.
 - **Second visit in the same inning:** the pitcher *must be removed* as a pitcher.
- Appeal plays-
 - Appeals must be made before the next pitch by the manager only
 - The manager only must ask for timeout first, go to the umpire who made the call. Once the umpire makes the decision, move on. If it's a rule violation you may ask for a protest.
 - Protesting a game must be the following: (judgement calls cannot be protested)

- Once it's determined you want to protest a rule issue, tell the umpire you want to protest.
- The umpire must write the protest on the game card with the time remaining in the game and both coaches must agree and sign the card.
- Take a picture of the umpire scorecard and the official home teams scorebook of both home and away pages. Make sure it is clearly marked on the player where the protest is taking place.
- Ask for a HABA official by going to the concession stand and tell them you need an official on your field. The game time clock will not be stopped.
- The HABA official will make a decision then. If it is warranted the game will resume with how much time is on the clock with what is in the official scorebook.
- In the event a decision cannot be made at that moment, resume the game and the executive board will make a final decision. If it's warranted the game will be rescheduled and start from what is clearly marked in the book.

Ejections

- Any player ejections will be an automatic 2 game suspension. The remainder of that game plus 1 more. Any player who was ejected will be reviewed by the executive board. If it's determined the actions were over aggressive a longer suspension may be applied.
- Any manager or assistant coach gets ejected; they must leave the field of play immediately and will be given an automatic 2 game suspension. The remainder of that game plus one more. If any coach refuses to leave or make it a bigger issue he will be sent to the parking lot and a longer suspension will be applied. All coaching ejections will be reviewed by the executive board. you may appeal your ejection by sending in an email to president@humblebaseball.com
- Regarding parent ejections, parents may be requested to leave the stands and should relocate to the outfield area, away from the dugouts. If necessary, a HABA official may ask parents to move to the parking lot.

After the game

- Clear the dugout and bleachers as soon as possible. Each team is responsible for picking up trash and placing it in trash cans please.
- Hold your team meeting. Always use encouragement and enthusiasm!

Rules not covered

- Any baseball rules not covered above will follow the MLB rules for baseball play.