



Easley Little League

2026 Season

10U Rules & Regulations

Official Little League Regulations and Playing Rules apply except where there is a conflict or modification caused by the rules in this handout. In cases of conflict with the Official Little League Rulebook, these “local rules” apply.

Game Structure & Timing

1. Game Length

- a. Games will consist of six (6) innings or 1 Hour 15 Minute limit (whichever occurs first)
 - i. No new inning begins after time expires.
 - ii. If time expires during the top of an inning, the bottom of the inning will be played only if the home team needs their turn.
 - iii. No extra innings – ties stand during regular season.

2. Run Limits Per Inning

- a. Inning ends at three (3) outs or five (5) runs per half-inning.
- b. The 5 run rule will be lifted once the umpire declares last inning.

3. Scorebook

- a. Home team is to keep the official scorebook for the game.

Team Composition & Player Participation

1. Defensive Players

- a. 10 players will play the field on defense.
 - i. 4 outfielders will be utilized
- b. Teams may start the game with 9 players without penalty. Any players arriving after the start of the game will be added to the end of the lineup.
- c. 8 or fewer players at the start of the game = Forfeit.

2. Defensive Playing Time

- a. Each child must play six defensive outs per game
- b. Free defensive substitutions are allowed.
- c. Players must remain in the same defensive position for the entire inning (unless injured).

3. Batting Order

- a. Minors will utilize a continuous batting order of their full available roster.
- b. Any players arriving after the start of the game will be added to the end of the lineup.

4. Courtesy Runner

- a. Allowed for the catcher at any time.
- b. Courtesy Runner = player who made the last out.

Field Setup & Equipment

1. Field Dimensions

- a. Bases are set at 60 feet
- b. Pitching Mound
 - i. Will be set at 46 feet from home plate.

2. Outfield Positioning

- a. Outfielders must be at least 20 feet behind the bases and in the grass.
- b. Umpire will enforce positioning

3. Baseballs

- a. Regular baseballs that are provided by Easley Little League will be used for all games. (Regular Season and Tournament).

4. Cleats



- a. No metal cleats allowed.

5. Protective Cups

- a. All Players must wear a protective cup.

Pitching & Batting Rules

1. **Pitching & Catching Limits:** All standard pitching and catching rules are listed in the section below.

Pitch Count Quick Guide						
Minors	1-20	21-35	36-50	51-65	66-75	75*
Required Days Rest	0	1	2	3	4	MAX*

***Exception** – If a pitcher reaches the day’s MAX limit while facing a batter, the pitcher may continue to pitch until any one of the following occur:

1. The batter reaches base
2. The batter is put out
3. The third out is made to complete the half-inning

NOTE 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

NOTE 2: A player who has played the position of catcher in four (4) or more innings in a game is NOT eligible to pitch in that game or for the rest of the calendar day (this means if the catcher is behind the plate and receives even one warm-up pitch of the fourth inning as catcher, he is INELIGIBLE to pitch that calendar day)

2. Mound Visits

- a. Only 2 mound visits.
 - i. Pitcher must be changed after the second mound visit

3. Intentional Walks

- a. Intentional walks will be allowed in minors. No single player can be intentionally walked more than once per game. The defensive team elects to “Intentionally Walk” the batter by announcing such decision to the home plate umpire. The pitcher does not have to throw any pitches to the batter being “Intentionally Walked”. 4 pitches are automatically added to the pitcher’s pitch count.

4. Suspended Games:

- a. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for the day the game is resumed, provided the pitcher has observed the required days of rest. The lineup and batting order of both teams shall be the same as the lineup and batting order at the moment the game was halted, subject to the rule governing substitution. A pitcher removed from the mound in the game suspended may not return to the mound after the game resumes. At the time a game is suspended, both coaches and umpire should agree and note the official elapsed game time as this will be required to enforce the time limit (if applicable) when the game is resumed.

5. Bat Regulations

- a. Must meet USA Bat Standard (except wood bats).
- b. See Little League Rule Book for bat specifics

6. Batting Helmets

- a. Batters must wear protective NOCSAE helmets during practice, as well as during games.



b. Helmets with facemasks are optional.

7. Base Coaches

a. There may be adult coaches in the first and third base coaching boxes when the team is at bat.

8. Drop 3rd Strike rule will be played

9. Bunting

a. Bunting is allowed. However, “slash” bunting (squaring to bunt then swinging) is strictly prohibited.

b. A missed bunt attempt with two strikes results in a strikeout, not a foul ball.

Catching & Defensive Rules

1. Catchers

a. Must wear full gear along with protective cup with throat dangle.

2. Defensive Control / Dead Ball

a. Time called when:

i. Ball is under control by any infielder, and

ii. Umpire determines play has ended.

Base Running Rules

1. Stealing – When a pitcher is in contact with the pitcher’s plate and in possession of the ball and the catcher is in the catcher’s box ready for delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has crossed the plate.

a. No leading off

b. Steal with ball crosses the plate

2. Passed Balls – Runners may advance on passed balls.

3. Runner hit by batted bat

a. If a batted ball hits a runner, the runner returns to the bench and it is counted as a defensive out. The batter is awarded first base.

4. Runner Interference

a. Interference will not be called unless it is deliberate and/or willful.

5. Sliding / Avoiding Contact

a. No headfirst slides.

b. If there is a play on the runner at any base, the runner must slide or avoid contact.

i. The player could be called out if they do not slide, it is a judgement call by the umpire.

6. Runners must return to the base they are currently at when the pitcher returns to the pitching mound.

Authority & Governance

1. Umpire Authority

a. All games are under the jurisdiction of the UIC (Umpire in Charge) once officials take the field.

Coach & Player Conduct – Sportsmanship

1. Coaches represent their community at all times.

2. Use of vulgar or offensive language is prohibited.

3. Must conduct themselves respectfully.

a. Coach ejection:

i. Must leave park premises immediately.

ii. Must take their child with them.

iii. Coach must sit out next scheduled game.



- iv. Coach may not be on park grounds for that next game.
- v. Player may return for next team game.
- b. **Player ejection:**
 - i. An out will be recorded each time that player's batting spot comes up.