

2019 10u Fall League Baseball Rules (Revised 8-01-19)

1. Games will be 6 innings **or** 1 hr. & 15 minute time limit, whichever is applicable. No new inning started after time expires. If time expires in the top half of an inning, the bottom half will be played only if the home team is behind. If the home team is ahead, the game would be over. Be sure to have your team hustle on and off the field at all times.
2. Tie games at the end of regulation time will end in a tie. Regular season only.
3. **10u games: All players on the team roster will bat through the entire game.**
4. **Age cut off date will be Sept. 1st.** Example: If a player turns 11 on or after Sept. 1st, he/she will be able to play 10u. Players can elect to play up a division if desired.
5. Teams can start a game with 8 players with no penalty. Late arriving players would simply be put in the bottom of the lineup card. **Ejected players** would require the team to take an out each time the ejected player's spot is due up to bat.
6. **10u games:** There will be 10 players on defense. If a team has only 9 players, that team will play with 9 in the field. If a player arrives late, he/she will bat last in the line up and the team will then play 10 in the field.
7. **Each player must play three consecutive outs of defense, however, there is free substitution on defense which can be used to get players more defensive playing time if the flow of the game permits.**
8. **Pitchers can not be re-entered as a pitcher**, but can be at any other defensive position.
9. Pitchers are allowed 6 innings per week, Mon.-Sun. 36 hrs rest is required if a pitcher throws 4 or more innings in a game. If a double header is played, a pitcher can pitch 3 innings in one game and pitch up to 3 innings the second game if needed for a total of 6. If a coach found abusing this rule, he will be reported to the board and is subject to a one game suspension. If a pitcher takes the mound and it is discovered that he has no innings left for the week, the pitcher will simply be removed from the mound and replaced with an eligible pitcher.
10. Facemasks on batting helmets and chin straps are not required.
11. **No steel cleats allowed. Catchers must use a protective cup.**
12. Courtesy runner for the catcher allowed. This will be considered a speed up rule designed to help get catchers ready when the inning breaks. The Runner must be a player that made the last recorded out of the previous inning or current inning.
13. **If player is injured or gets sick and is not able to bat, it is not an out.** The injured player would simply be skipped. *Any player removed from the game due to injury or sickness **can not** return to the game.
14. **No head first slides allowed. Runner will be declared out for head first slides.** Diving back to a bag to avoid a pick off is OK, no penalty. **All other rules of the game will be referred to the Major League Rules book.**
15. **10u games: Only 10 batters per inning will be allowed. Once the 10th player comes to the plate, the umpire will declare 2 outs, regardless if there is one out or none. After the player bats and playing action ends, the result of the play will be recorded and the inning will be over.**
16. **NOTICE FOR 10U: if the 10th batter of an inning is walked or hit by a pitch, the batter is awarded 2 bases and all runners on base will advance 2 bases--Any baserunners on 2nd or 3rd base would score**
17. Mercy rules will be in effect. A 10 run lead after 3 ½ or 4 innings or a 15 run lead after 2 ½ or 3 innings will end a game, provided each player in the roster has batted at least one time. If this is the case, a new inning would be started if the time limit has not expired.
18. Base runners may not leave the base until the pitch crosses the plate/hits the mitt. Umpires will signal delayed dead ball. The defensive coach will have the option to nullify any portion of the play and/or return runners to their previous base. ****Exceptions:** Ground rule double, home run, hit by pitch. Each of these situations are dead balls and runners move according to the rule. Hit by pitch--runners on base advance only if forced. Ground rule double—runners on base will advance two bases. Home run—all runners on base would score.
19. Infield fly rule is in effect for 10u divisions.
20. All bats must be stamped with the USA Bat Standard, with the exception of wood bats or the BBCOR certification (-3). Bats **can not** exceed 2 5/8" barrel and 33" in length. No tee ball bats allowed in divisions other than tee ball.
21. The fake bunt-swing or the batter waggling the bat to distract the batter is illegal and is a safety issue. If a player engages in one of these actions, the umpire will call a dead ball and warn the coach and his team. All base runners would return to the base occupied at the time of the pitch..... **A 2nd offense and beyond will result in an out on the batter.**
22. **EJECTIONS:** If a coach gets ejected during a game, he/she must leave the park and take his/her child with them if they are players. This is due to the heat of the moment. The coach will have to sit out his/her next regular scheduled game as a penalty and is not allowed on the grounds. However, the child of the coach would be allowed to play in his/her next game. All district directors will receive notification of ejections of record. If a fan/spectator is ejected, that person shall take their son/daughter with them as they leave the park premises.