

10U Rules

1. An official game will count after 3 complete innings. Game time is 1 hour and 15 minutes minimum. A game will be considered as completed and official when either of the two following conditions is met:
 - a. The third or subsequent inning is complete and time has expired. If a fourth or subsequent inning is started prior to the 1 hour and 15 minute minimum, it will be completed unless (b) below applies.
 - b. Time expires during the third or subsequent inning and either team has a lead that would preclude at least a tie due to the 5 runs per inning max rule.
2. Each batter receives pitches from a player/pitcher until she puts the ball in play, strikes out or receives 4 balls. After receiving four balls, the coach/pitcher for the batting team enters and assumes the strike count. The coach/pitcher may throw up to 3 pitches. If the coach/pitcher assumes a strike count of more than zero strikes, the coach/pitcher may still throw up to 3 pitches, assuming the batter chooses not to swing at one or more pitches. The batter can put the ball in play, strike out, or fail to hit (i.e. not swing at the final pitch) at which time she sits down and an out is recorded. A final pitch that is fouled off does not count toward the pitch count and an additional pitch may be thrown. An exception to this would be if the catcher catches the foul tip on the third strike or the final coach/pitcher pitch, in which case an out is recorded (see rule #14).
3. Player/pitcher pitches from 35'. The coach/pitcher may pitch from no closer than 30'. If the coach/pitcher is hit by the ball, the ruling is dead ball, the batter is awarded first base and all base runners advance one base.
4. A player/pitcher may pitch a max of 3 innings with only 2 consecutive.
5. Three time-out limit per team to approach the mound.
6. The batter must make an attempt to avoid being hit by a pitch before being awarded 1st base. A player is not awarded 1st base if hit by coach/pitcher.
7. All players must play one inning in the infield before the 3rd inning is completed. Pitcher and catcher count as infield positions. There are no outfield requirements. 10 players may play in the field and all players bat each inning.
8. No more than 5 runs may be scored in an inning.
9. Lead off's are allowed after the ball leaves the pitcher's hand. Leaving early results in an out.
10. Stealing is allowed (one base at a time) only upon the ball leaving the hand of the player/pitcher. No steals on coach/pitcher pitches. No running on an overthrow from a steal.
11. Player may advance on overthrown balls at her own risk until the ball is returned to the pitcher and they have possession in the circle.
12. A runner may not steal home. She may advance home if an attempt is made at 3rd to pick her off.
13. Coaches cannot touch base runners while the ball is in play. This will result in an automatic out.
14. All pop fouls caught behind the plate must go higher than the top of the batter's head prior to being caught for an out to be recorded. If a third strike or final coach/pitcher pitch is foul tipped and caught, an out is recorded (in this case, the ball does not have to go higher than the batter's head).
15. You may pull up from an 8U team to a full roster. This player MAY NOT pitch.