

# Sioux Empire Baseball Association

## 10 Yr. Old League Rules

Revised: February 2017

**The 10 yr. old program sponsored by Dick's Sporting Goods is for players who are currently in the Fourth Grade which is typically the age of 10 years old. Teams are formed first by the child's attending school and then by other criteria so that each team has a maximum roster of 13 whenever possible. All players bat through the line up. The players pitch. Games are six innings or no new inning starting after one hour thirty minutes. Each offensive inning consists of three outs or five runs. There is unlimited substitution. Scores and standings are kept. A tournament will be held at the end of the regular season.**

### Approximately 12 Players Per Team

Teams will be formed by school and then zip code when applicable. Each team will have a head coach and an assistant coach. Their sons/daughters will play on that team unless otherwise indicated. No new head or assistant coaches will be allowed as long as the original coach's son/daughters are still on the team. Players must play in at least 50% of league games (except in cases of injury or illness) in order to be eligible for the year-end tournament.

Regular baseball rules will be followed, with the following exceptions:

- A. Bases will be sixty (60) feet apart. Pitching distance is forty-five (45) ft.
- B. Scores and standings will be kept for the purpose of seeding for the year-end tournament.
- C. Games are six (6) innings. If a game is called before three (3) complete innings, the game will be made up. The make up game will resume exactly where it was stopped. KEEP GOOD BOOKS! If after four (4) complete innings (or 3 ½ if the home team is ahead) one team is ahead by fifteen (15) runs, the umpire shall declare the game complete. The four (4) defensive inning rule may be affected when this occurs. No new inning will start after 1 hour and 30 minutes. **The 1<sup>st</sup> pitch of the game begins the game clock.** If the home team is behind when time expires in the top of an inning, they will be awarded their turn at bat. If the home team is ahead and time expires in the top of the inning, the game will end after the completion of the visitors turn at bat. If the game is tied after the time limit, the game will remain tied. **Note: The top of an inning must be completed if the visiting team is behind, and the bottom of an inning must be completed if home team is behind.** Exceptions: Suspended game due to weather or daylight.
- D. A minimum of eight (8) players is required to start a game. When batting, the ninth (9) position will be an out. Any fewer than 8 players will require a forfeit. (Play should be continued using a combination of both teams if possible.)
- E. ALL players will bat through the lineup. Players that show up late will be added to the batting order at the bottom of the line-up.
- F. ALL players must play at least four defensive innings per game. No player with the exception of the pitcher shall play more than two consecutive innings in the same position. It is recommended that players be afforded the opportunity to play infield and outfield during the course of the season.
- G. Three (3) outs or five (5) runs per offensive inning.
- H. Free substitution for all players except pitchers. See rule J-1.
- I. No intentional walks can be issued
- J. Pitching Regulations

Age Divison	Daily Max (Pitches in Game)	Required Rest (Pitches)				
		0 Days	1 Days	2 Days	3 Days	4 Days
10 YR	70	1-20	21-30	31-45	46-60	61+

### **Additional Pitching Rules:**

1. Once a pitcher is removed from the mound, he/she may not return to that position for the rest of the game.
  2. Players should not pitch in multiple games on the same day
  3. Curve balls, split finger fastballs, and sliders are prohibited
  4. No pitcher can appear in a game as a pitcher for three consecutive days, regardless of pitch counts
  5. Coaches need to monitor for signs of fatigue. Fatigued pitchers or pitchers who have thrown a moderate to high volume of pitches that day or previous day should avoid the catching position.
  6. Pitchers should warm-up properly before each outing
  7. Coaches must write down pitch totals and keep record. Coach communication with parents and/or travel coaches regarding pitch totals may be necessary to be sure required rest is being met.
  8. No balks will be called.
- K. No bunting or fake bunting or any action intended to distract the pitcher will be allowed by a hitter or baserunner.
- L. Infield fly rule will be used. \*See complete rule below.
- M. No leading off. Players may steal after the ball has crossed home plate. If a player leaves early, he will be out. NO stealing home or advancing home on a passed ball or wild pitch. A runner may not steal home on an overthrow back to the pitcher nor can a runner advance home by enticing the catcher with an extended lead to throw to 3<sup>rd</sup>.
- Note:** In 1<sup>st</sup> & 3<sup>rd</sup> Situations: A runner (at third base) may not advance home if the catcher has attempted a throw down to second base in a steal situation. If an error occurs on the throw, the runner at third **may not** advance. **This rule will only apply in 1<sup>st</sup> and 3<sup>rd</sup> situations.** Rationale: The League desires to facilitate the development of catcher's and their ability to throw to 2<sup>nd</sup>. In other instances of a runner attempting to steal 2<sup>nd</sup> or 3<sup>rd</sup>, the runner **may** advanced at his own risk on an overthrow/error
- N. No dropped third strike. The batter is automatically out.
- O. A player may not intentionally create contact with another player at any time. If the defensive player has the ball and a play is being made, the offensive player must either slide or make every effort to avoid contact with the defensive player. Should a player run over or crash into another player, he or she will be ejected from the game. If a defensive player is in the base path without the ball and makes contact with, or impedes the path of the offensive player, interference may be called on the defensive player. Any runner obstructing a throw to attempt a double play will result in a double play being called.
- P. No metal spikes may be worn.
- Q. Bat size may not exceed 32" in length and 2 1/4" in diameter.

**INFIELD FLY RULE:** An infield fly ball (not including a line drive nor an attempted bunt), which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied before two are out. The pitcher, catcher, and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule. When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "Infield Fly" for the benefit of the of the runners. If the ball is near the baselines, the umpire shall declare "Infield Fly, if Fair". The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as any fly ball. If the hit becomes a foul ball, it is treated the same as any foul. If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly.

On the Infield Fly rule, the umpire is to rule whether the ball could ordinarily have been handled by an infielder – not by some arbitrary limitation such as the grass, or the baselines. The umpire must rule also that a ball is an infield fly, even if handled by an outfielder, if, in the umpire's judgment, the ball could have been as easily handled by an infielder. The infield fly is in no sense to be considered an appeal play. The umpire's judgment must govern, with the decision made immediately.