



LOCAL RULES OF PLAY



XXI. AGE GROUP PLAYING RULES – 10U

A. Umpires and General Playing Rules

1. The 10U Age Group is player pitch. It shall follow the USA Modified Fast Pitch Pitching Rules.
2. No Infield Fly rule applies in 10U.
3. The Run Ahead Rule shall be 15 after 3 innings, 12 after 4 innings or 8 after 5 innings.

B. Defense

1. One (1) coach is permitted to stand in front of the dugout during his or her team's defensive play.
2. Each team will field no more than 10 players on defense. The player in the "Rover" (F10) position must be positioned in the grass and may not be on any part of the infield unless approved by the Board of Directors and Age Group Coordinator.

C. Offense (March 18, 2023 to April 16, 2023)

1. A batter may NOT advance to 1st base on a dropped third strike.
2. A batter who is walked may not advance to 2nd base; however, a base runner on 3rd base is allowed to steal home on a walk.
3. A base runner can steal ONLY one base when a pitch is delivered.
 - a) *She may not leave the base until the ball leaves the pitcher's hand.*
 - b) *Runners may steal home.*
 - c) *Runners may not advance to a second base regardless of the outcome of a throw on an attempted steal.*
4. If a player hits the ball over the fence for a homerun, all runs will count regardless of the run limit established for the inning. See XVI GAMES – Section M.



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- D. Offense (April 17, 2023 to May 31, 2023)
1. **(CHANGE)** A batter CAN advance to 1st base on a dropped third strike.
 2. **(NO CHANGE)** A batter who is walked may not advance to 2nd base; however, a base runner on 3rd base is allowed to steal home on a walk.
 3. **(CHANGE)** A base runner can steal as allowed by standard USA Fast Pitch Rule.
 4. **(NO CHANGE)** If a player hits the ball over the fence for a homerun, all runs will count regardless of the run limit established for the inning. See XVI GAMES – Section M.