



## Baseball 10U Rules

### *Player Participation*

1. An official game may be played with no less than 8 players. If a team has only 7 players present, the game may be played as an “official” game, but an automatic out will occur whenever the 8<sup>th</sup> batter position comes up. It is the responsibility of the opposing team to notify the umpire when the 8<sup>th</sup> batter is due up if they wish to enforce this rule. If a coach with only 7 players does not want to play an official game, then the game will be declared a forfeit. If a team has less than 9 players, only current 8U League players may fill in for up to the 9<sup>th</sup> player. 8U players must bat last in the batting order and play outfield each inning.
2. Players showing up after the commencement of the game are allowed to play but must be added at the end of the lineup provided the team has not yet batted through their entire lineup. The coach is responsible for notifying the opposing team’s scorekeeper to avoid a “batting out of order” call when a player arrives late or becomes sick or injured. Batting out of order will result in an out. Batters skipped for being ill or injured will not count as an out unless a team has less than 8 players.
3. All players in attendance must play in each game unless injured. Players must play at least 2 full defensive innings by the end of the 4<sup>th</sup> inning, and 3 full defensive innings if the game goes 5 innings or more. All players in attendance will be placed in the batting order (Roster Batting is Required). There shall be 10 players maximum in the field including 4 outfielders.

### *Game Rules*

4. **A home plate meeting between the officials and coaches should occur just before commencement of the game with the home team warming up on the field. The start time (game clock) for each game will begin immediately following this home plate meeting between the officials and the coaches. If a home plate meeting does not occur, then the start time begins when the pitcher throws the first pitch.**
5. Games will end at the time limit or 5 innings, whichever comes first. The umpire is responsible for keeping the official time.
6. No new innings may be started after 75 minutes of play. In the regular season, games will end at 90 minutes even if the inning has not ended – the current batter will finish their at bat (at least 1 pitch must have been thrown prior to the time limit for this to be in effect). If the game concludes at the time limit instead of the end of an inning, the score at the end of the last finished inning shall be the official score for the game. Coaches will not intentionally slow games down to take advantage of this rule.
7. For time limit purposes, the next inning begins when the third out is recorded from the previous inning. If time remains on the clock, the maximum number of innings have not been played, or mercy rule does not apply, then the next inning will begin until such time that the time limit has been reached, the maximum number of innings have been played, or mercy rule applies.

8. Innings 1, 2, and 3 will have a 5-run max per team, per inning. The 4<sup>th</sup> and 5<sup>th</sup> innings will be unlimited runs per team.
9. Only innings 4 and 5 are unlimited. If a game is in the 2<sup>nd</sup> or 3<sup>rd</sup> inning and the run difference is more than 5 runs, the game will end at time limit even if the visiting team is at bat.
10. Any game stopped due to weather that has completed 4 complete innings (3 1/2 innings if the home team is in the lead) will be declared an official game. If a game is stopped due to weather before it is an official game, the entire game will be replayed.
11. Mercy rule is in effect; 10 run lead after the 4<sup>th</sup> inning, 3 ½ if home team is ahead in score.
12. The home team shall be responsible for:
  - a. providing the official scorekeeper in Gamechanger (if visiting team would like to do this, the home team can defer to them)
  - b. providing 2 game balls to the umpire before the game (1 new ball and 1 slightly used)
13. The visiting team shall be responsible for:
  - a. providing someone to run the scoreboard (if applicable)
  - b. moving bases and pitching mound to proper location for 10U League (bases set at 60' and pitching mound set at 46' from back of home plate to front of rubber)
14. The infield fly rule is NOT in effect in this league.
15. In the event of forfeiture, the score will be recorded as 5-0. The score equates to the number of innings in a regulation game.
16. Any ties in the playoff standings will be broken by using the following methods in this order until the tie is broken, and seeding is identified: (1) Head-to-Head Record, (2) Overall Runs Allowed, (3) Overall Runs Scored, (4) Coin Flip
17. Regular season games can end in a tie.

### *Base Running*

18. There are no lead offs. Base runners must remain on their base until the ball crosses home plate. Runners cannot steal the next base until the ball crosses the plate. Runners cannot steal home plate. Umpires will call runners out for leaving early.
19. Ball is declared dead during the throwback to the pitcher from the catcher. Umpire discretion will be used on whether the throw was back to the pitcher.
20. **Ball is dead on ball 4. The batter is awarded first base, and runners may not advance beyond their awarded base (no stealing second, third, or home).**
21. Pitcher 'pick-off' attempts to any base are not allowed.
22. **Catchers may attempt pickoffs to any base. Runners may advance at their own risk; however, they may not advance home on pickoff attempts to second or third, even on an overthrow. A throw back to the pitcher from any player other than the catcher after a pitch remains a live ball.**
23. Players are not required to slide into any base. However, the umpire will have sole discretion if intentional contact is made. Any player may be ejected from the game for a flagrant collision with any fielder.
24. Headfirst sliding is permitted in this league. **For safety reasons there is no sliding when running from home to 1<sup>st</sup> Base – runners will be called out.**

25. Courtesy runners may be used for the pitcher or the catcher at any time and must be the player who made the last batted out. This is to speed up the game and coaches are encouraged to courtesy run for their catchers.

### *Pitching*

26. A pitcher (starter or reliever) is not permitted to return to the pitching position once removed from that position. A starting pitcher who is replaced may re-enter the game at another position; however, they must maintain the same spot in the batting order.
27. Upon entering the game, a pitcher will get a maximum of 8 warm-up pitches. Between innings they will get a maximum of 5 warm-up pitches. This includes warm-up pitches to a coach. This is to speed up the play of the game.
28. **The pitching restrictions are as follows: 60 pitches maximum or 2 innings per game (whichever occurs first)** and 6 innings per week during the regular season. Pitchers may complete pitching to the batter if they reach 60 pitches. One pitch in an inning constitutes 1 full inning. **During playoffs the restrictions will change to 75 pitches maximum or 3 innings per game (whichever occurs first).**
29. Pitchers will be required to rest the following number of days dependent on the number of pitches thrown:
  - 1-20 Pitches – 0 days rest
  - 21-35 Pitches – 1 day rest
  - 36-50 Pitches – 2 days rest
  - 51-65 Pitches – 3 days rest
  - 66+ Pitches – 4 days rest
30. Up to 4 players can take their base by a walk/hit-by-pitch in an inning. After 4 players have been walked (including hit-by-pitch) in an inning, a coach pitcher (**must be the head coach or an assistant coach**) will come in to complete the inning. The coach pitcher will get 3 warm-up pitches and must have a foot at least touching the pitcher's mound (not the rubber). Batters will be thrown up to 6 pitches by a coach pitcher. They will either put the ball in play or strike out. If a player does not swing on the 6<sup>th</sup> pitch, he/she will be out. However, the batter CAN foul the ball with 2 strikes and get additional pitches. Scorekeepers must help in notifying umpires when 4 walks/HBPs have occurred in an inning. When using GameChanger the scorekeeper should only score the final pitch of the at-bat for pitch count purposes.
31. All coach pitches will be thrown overhand.
32. In subsequent innings with the same kid pitcher, the walk count resets – coach pitching will only start once 4 batters are walked in each inning.
33. Runners cannot steal while a coach is pitching.
34. The kid-pitcher will stand to either side of the mound and not in front of the rubber during coach pitching
35. Should a batted ball strike the coach pitcher it will be declared a dead ball (provided the coach pitcher made every effort to avoid the ball) – the batter will be given first base and all other

runners will advance one base.

36. The walk count does NOT reset if there is a change in kid pitcher for that inning.
37. The coach is permitted 2 defensive visits per inning. The pitcher must be changed on the 2<sup>nd</sup> visit. Coaches on the field in between innings will not count as a visit.
38. A balk is not enforced in this league. Warnings may be given at the discretion of the umpire.
39. **A pitcher will be removed from the pitching mound immediately after throwing a third hit-by-pitch within the same game. This is not an ejection. The removed pitcher is permitted to re-enter the game at another position.**

### *Batting*

40. A batter is NOT permitted to advance to 1<sup>st</sup> base on a dropped 3<sup>rd</sup> strike.
41. There are no bat restrictions for this league.
42. Ground Rule Double is in effect. (If a ball hit in fair territory bounces over the fence or gets stuck in the fence a ground rule double will be awarded to the batter. All other base runners will advance 2 bases.)
43. Bunting is not allowed in this division.

### *General Rules*

44. Players are not allowed to practice or play games wearing metal cleats.
45. Coaches are encouraged to have players hustle onto and off the playing field to speed up play.
46. Players are not permitted to throw batting helmets or bats. There will be 1 team warning and the next offense will be an automatic out. The umpires reserve the right to eject any player from the game.
47. Any coach, player, or parent ejected from the game by the umpire must leave the park and shall serve one full game suspension for the next game. Any ejection may result in disciplinary actions of the ORYA Baseball Director(s), including dismissal from coaching duties.
48. Any player ejected from a game will be immediately removed from the batting order and that player will be an automatic out every time his/her spot comes up in the batting order.

### *Coaching*

49. A brief umpire meeting should be held with both head coaches (at the same time) prior to the start of the game to discuss the ground rules.
50. Coaches should ensure their fielders are not set up within the baselines in order to avoid obstruction and collisions.
51. If a coach wants to question or discuss a call with the umpire, the head coach should call time and walk up to the umpire for that discussion. No coaches should yell across the field at the umpire or at another coach or player. This applies to all head coaches and assistant coaches.
52. No head or assistant coach should yell or argue with the umpire. Coaches can ask the umpire what they saw on the field for clarification or inquire about the interpretation of a rule; However, there should be no arguing about a judgment call made by the umpire (e.g., safe vs. out, **balls or strikes**).

53. While we realize the coaches are not in control of their parents, they should attempt to subdue any harassment or yelling at the umpires from their sideline. Meanwhile, players should be encouraged to cheer for their teammates and not direct any chants or distractions at the opposing team or a specific player.
54. Any head, assistant, volunteer coach, parent or player that violates any rule and has shown a repeated inability to demonstrate self-control or show the appropriate level of sportsmanship, will be asked to not return to ORYA events.