



**WESTGATE-WESTSIDE ATHLETIC ASSOCIATION  
10U DIVISION BASEBALL RULES  
Revised February 2026**

**10U Division In-House Specific Rules**

**1. Game Duration (Time Limit) & Inning Length**

1.1. The time limit for 10U games is 1 hour and 40 minutes. A regulation game is SIX (6) innings. If the game is tied, it is tied. NO extra innings, unless you have 10 or more minutes of regulation time remaining.

1.2. The official game start time and designated timer will be noted in the Home Team's Game Changer at the beginning of play. Any question of game start time will be based on this start time. It is recommended that the Away Team ask for the official game start time and official timer soon after the start of the game and mark it in their scorebook.

1.3. Run Rule: 15 runs after 3 innings, 12 runs after 4 innings and 8 after 5 innings.

1.4 A half inning will end after 3 outs **or 7 runs, whichever comes first.**

**2. Pitching**

2.1. All innings will be kid pitched.

**2.2 Pitchers can throw a maximum of 65 pitches per day. (See below for required rest between games)**

- **1-20 pitches = 0 days**
- **21-35 pitches = 1 days**
- **36-50 pitches = 2 days**
- **51-65 pitches = 3 days**
- **66+ pitches = 4 days**

**2.3 Pitchers reaching their maximum number of pitches in a day while pitching to a batter may finish pitching to that batter before being removed.**

**2.4. Pitching for the 10U Division All-Star Team and End of Season Tournament may follow the 44-hour rest rule from previous seasons but must follow the maximum pitch count stated above.** Coaches for regular season and all-star teams are responsible to communicate with each other to ensure that these rules are not violated.

2.5. If a pitcher hits 4 batters in 1 inning they must be removed from the mound, but are still eligible to play in the game at any other position.

2.6. Any pitcher withdrawn from the mound and/or lineup, or a pitcher who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.

2.7. Balk warnings will be given by the umpires throughout the season. Before each game **both** coaches should talk to the umpires about balks so there is a common understanding of how it will be called.

2.8. Winning and losing coaches are required to report game score and pitcher information including the names of the pitchers used and **number of pitches** pitched for each game played. Coaches are required to submit this information within 24 hours on the WWAA website. You will receive instructions for tracking in the coaches packet.

### **3. Batting**

3.1. If only playing 8 players the 9<sup>th</sup> position in the batting lineup is NOT an out.

3.2. The entire roster of players present for the game will bat in rotation. All players must play at least 2 innings in the field each game.

3.3. Bunting is allowed.

3.4. **Dropped 3rd strike is NOT automatically an out. If the catcher does not catch the third strike, the ball is live and the batter may attempt to run to first base.**

**\*A dropped third strike is only in play when:**

- **First base is unoccupied and there are fewer than two outs**
- **There are two outs and the bases are not loaded**

**\*If bases are loaded with two outs, the dropped third strike is ruled an out.**

**If the throw to first base is overthrown, the batter may not advance to second base. Runners on base may only advance one base, even if the ball is overthrown. If third base is occupied, the runner may not advance home on a dropped third strike.**

3.5. A helmet with a face mask is required when batting, on base, or when in the on-deck circle.

### **4. Base Running**

4.1. All base runners shall wear a helmet with face guard.

4.2. Running over a catcher or a fielder is not allowed on close plays. The umpire will use his discretion on whether a runner is ruled out and/or removed from the game.

**4.3. Runners on 1st or 2nd base may attempt to steal to 2nd or 3rd base at their own risk once the ball has been hit or passed the plate.**

**4.4. Runners on 1st or 2nd base may lead off by one stride but may not attempt to steal until the ball has passed home plate.**

**4.5. Runners may advance only one base per play on an overthrow. This includes throws to any base and pitched balls that get past the catcher (passed balls).**

- **Runners are limited to one base advancement per play.**
- **A runner on first base may steal second but may not advance to third on the same play, even if the ball is overthrown at second.**
- **A runner may not advance to third base if third base is already occupied.**
- **A runner on third base may not score if a throw is made attempting to put out another runner.**

**4.6. Runners at 3rd may lead off but they may only advance home once the ball is hit in play or when they are forced home by a walk or hit by pitch.**

**4.4. Runners must slide at home if there is an ACTIVE play at the plate.**

## **5. Other**

**5.1. 60' between bases, 46' front edge of pitcher's rubber to back point of plate.**

**5.2. Play should move as rapidly as possible to maximize enjoyment of the kids. In order to speed play, players should hustle on and off the field, be ready to bat, and ready to take the field. Coaches need to know where kids will play prior to the game and be able to communicate that to other coaches so that they can be quickly positioned.**

**5.3. Coaches are allowed to play 10 defensive positions in the field. 4 outfielders may be used. (No stacked infields.)**

**5.4. Teams should report to the fields at least 15 minutes in advance of their scheduled game time and be warmed up and ready to play at their scheduled game time. If there is a game being played prior to your scheduled game, please make sure players stay away from dugouts and off of the field until the game before has completed and teams have begun to clear out.**

**5.5. The "Home" team occupies the 3<sup>rd</sup> base dugout and is in the field first. The "Visitor" team occupies the 1<sup>st</sup> base dugout and bats first. The Home team is responsible for keeping the official score book.**

**5.6. When a team needs additional players to start a game (minimum 8 players) and substitutes are available from another WWAA team (10U or Pinto, NO OUT OF LEAGUE PLAYERS ALLOWED), the substitute players must play outfield and bat last in the lineup. The 9<sup>th</sup> or 10<sup>th</sup> player slots are NOT outs if a team plays eight or nine players only. (See rule 3.2) If**

you fall down to 7 players after starting with 8, then the 8th spot WILL be an out but not the 9th spot. Three substitute players is the maximum number that a team can use. If a regular team member shows up **late**, he goes into the line-up as the last numbered batter (i.e., number 10 slot or below) and can play any position in the field. A substitute ball player can stay in the game if he so chooses if a ball player is late.

5.7. NO Infield Fly Rule. (All Stars will have it.)

5.8. Players will shake hands after each game.

5.9. Make-up games are allowed if the coaches of the respective teams can agree on a date, time, and location and secure an umpire. Coaches need to reach out to the league scheduler to set make up times.

5.10. An in-house post season tournament will be held the immediate week after the regular season concludes. This usually takes place the last week of June but games may run into July depending on the number of teams. All games will be finished prior to the 4th of July. For seeding purposes, in-house record is used. For ties, head to head will be first, if still tied or a 3-way tie then it will be decided by a coin flip. Coaches will be made aware of the tournament schedule as soon as it is made. Make sure your families are aware of the tournament. There will be place holders added to the schedule for all possible tournament games.

5.11. The use of training or warm up equipment (i.e. hit sticks, nets, or other) can be used prior to game time and off the playing field. They should NOT be used during the games with the exception of batting donuts.

# **WESTGATE-WESTSIDE ATHLETIC ASSOCIATION 10U BASEBALL DIVISION**

## **Goals and Expectations**

### **Key Instructional/Coaching Objectives:**

- Be prepared. Have a plan for every practice and game
- Provide a safe, fun and organized environment where players can continue building confidence
- Reinforce the fundamentals learned at younger levels while gradually introducing game situations
- Continue teaching and reinforcing the following fundamental skills:

### **Throwing / Pitching**

- Continue the throwing progression regularly to build arm strength and proper mechanics
- Introduce simple pitching concepts such as balance, breathe, and backspin
- Emphasize throwing strikes and staying under control on the mound
- Focus on proper mechanics rather than velocity
- Begin incorporating long toss as players develop arm strength

### **Catching**

- Teach a comfortable and balanced catching stance
- Present the glove as a target for the pitcher
- Focus on receiving the ball out in front of the body
- Introduce basic blocking techniques and keeping the ball in front
- Begin practicing glove-to-hand transfer and throwing mechanics to bases
- Rotate players through the position so multiple athletes gain experience

### **Hitting**

- Reinforce proper grip, stance, and swing mechanics
- Continue using tee work, soft toss, and batting practice to build consistent contact
- Emphasize balanced swings and finishing under control
- Encourage a confident and aggressive mindset at the plate while still learning strike zone awareness

### **Defense / Fielding**

- Continue developing proper ready position and defensive awareness
- Focus on footwork and lateral movement while fielding ground balls
- Reinforce proper mechanics for ground balls and fly balls
- Teach players how to get under pop-ups and communicate when calling the ball
- Begin incorporating simple game situations with baserunners to challenge decision making

### **Base Running**

- Reinforce running hard through first base
- Teach proper rounding of bases and awareness of coaches
- Begin introducing situational base running
- Encourage aggressive but controlled base running decisions

### **Terms and Game Awareness**

- Continue reinforcing baseball terminology and rules
- Teach players where to throw the ball in common situations
- Begin developing awareness of outs, base runners, and defensive responsibilities