ARMADA BASEBALL ASSOCIATION
2026 10U LEAGUE RULES
(Player pitch)

All playing rules of Little League Baseball will be adhered to unless specifically noted below.

1. The age of players in this league will be eight (8) to ten (10) years.

2. All ten (10) year old players are eligible to be drafted to a 12u league team during the season as replacements.

3. Ending Games:
    1. Each game will be no more than six (6) innings. There must be four (4) complete innings (3-1/2 if home team is ahead) in case of rain or if a game must be stopped because of darkness. Only games stopped for darkness or weather will be suspended and restarted at a later date from that point.
    2. A rain delay before a game begins of more than 25 minutes will result in the game being rescheduled at a later date.
    3. Make-up games or game suspension will not be permitted for any reason other than weather or darkness, no exceptions.
    4. A one and one half (1.5) hour time limit for all games. No inning will be started after one and one half (1.5) hours. The current inning will be completed and the game will be considered complete, no exceptions.
    5. The official start of each inning shall be defined as the precise moment when the third out of the home half is made or when the 5th run is scored. If any time remains on the timer when the third out is made the game will continue.
    6. In the case of a rain delay, the one and one half (1.5) hour time will be suspended during the rain delay. Rain delays of 25 minutes cumulative during a game will result in the suspension of the game at the point the delay was called.
    7. During the school year no inning will begin after 9:30 p.m. The current inning will be completed and the game will be considered complete, no exceptions.
    8. **Mercy Rule:** If after 3 complete innings either team is leading by more than 15 runs, or after 4 complete innings either team is leading by more than 10 runs or if after 5 completed innings either team is leading by more than 5 runs, the umpire shall declare the game complete and the team with the highest score declared the winner.

4. There shall be no more than five (5) runs or three (3) outs per inning whichever comes first.

5. Each team will field ten (10) players for each game if available.
    1. A team must be able to place no less than eight (8) players on the field for a game to be played. If eight (8) players cannot be fielded within 15 minutes of the start time, the game will be forfeited. (Managers may decide to play out the game for benefit of the players.)
    2. Call up player; If a manager is aware that he will have less than 9 players available for a game, he

may call the next available player(s) on the call up list as supplied by the League Coordinator. Players can be called up only until the roster reaches 9. Call up players must be registered 8 years old. Call up players must be used as an OUTFIELDER and bat LAST in the lineup.

6. Each player on a team shall
    1. Bat in rotation.
    2. Field a minimum of three (3) innings by the end of the fifth inning.

7. There will be free substitution only at the beginning of any inning. No player will be removed from the field during any inning, except for an injured player.

8. Pitchers:
    a) Any player on a regular season team may pitch. (**NOTE**: There is no limit to the number of pitchers a team may use in a game.)

    b) Pitchers will be limited to pitching 3 innings per week or a max of 75 pitches per week (week = 5 days), whichever occurs first. A pitcher who pitches 75 pitches in a week, must have 4 days of rest and can pitch on the 5th day.

        (1) Example: A Pitcher, pitches 2 innings on Monday and 1 inning on Wednesday. Pitcher is eligible to pitch on Saturday. 5th day after 1st inning pitched.

        ii) 1 pitch constitutes 1 inning

    c) A pitcher may be removed and re-entered as a pitcher one time during a game. A pitcher once removed may not re-enter in the same inning.

    d) If a pitcher hits 3(three) batters during a single game, that pitcher must be removed from the mound and is not to pitch for the remainder of the game.

    e) Each team must designate the score keeper or another game official as the official pitch count recorder. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

    f) Manager or coach may warm up their pitcher during a game.
        i) A pitcher will be allowed 5 warm up pitches between innings.
        ii) A pitcher will be allowed 8 warm up pitches before the first inning or in relief. A relief pitcher may be granted additional pitches at the discretion of the umpire if the umpire deems it necessary to efficiently warm up.

9. Any player that throws their bat can be called out by the umpire.

10. Base runners may not leave the base until the pitch crosses home plate.
    a) First offense: team warning by umpire and the player that left early will be sent back to the base he left.
11. After the team has received one (1) warning, should any member of that team leave early it constitutes an automatic out. Managers and coaches are not allowed on the playing field; they must stay in dugout area.

12. Managers must be eighteen (18) years of age or older.

13. Jackets and shirts:
    a) The wearing of jackets or shirts over the normal uniform will be allowed in the field.
    b) Except: The pitcher may not wear any type of jacket or shirt over the uniform while pitching.
    c) Batters wearing jackets or shirts are at the discretion of the umpire.
    d) Any player can wear a long sleeve under shirt of any solid color except white during games.

14. No smoking or drinking of alcoholic beverages will be permitted on grounds.

15. All male players must wear a protective supporter, (Cup). A catcher MUST wear a helmet, mask, shin guards, chest protector, and if male, a protective supporter.

16. Pitchers are not allowed to wear any type of arm sweatband, jewelry, or batting gloves.

17. All players must remove jewelry before entering the game. (watches, necklaces, earrings etc)

18. A player at third base m8ay have one ATTEMPT allowed to steal home per inning. (Result ending in run scored, or an out constitutes an attempt. If the runner returns safely back to 3rd base, attempt to steal home not counted). All other runs must come from a forced walk or a batted ball put in play.

19. Runner must slide if play is at a base.
    a) No head first sliding will be allowed while advancing a base. Umpire shall issue a warning.

20. No batter can slide into first base: batter will be automatically out. No Exceptions.

21. If a manager, coach or spectator is ejected from a game, they shall leave immediately. Forfeit will result if person does not leave the ball field area.

22. Any person using profanity will be ejected from the ball field.

23. The batter, base runners, and on deck batter MUST wear helmets.

24. There is NO APPEAL on missed base. If the umpire sees it, the runner is out.

25. A manager is allowed one trip per inning to the mound to visit the pitcher or any other defensive players. On the second trip in an inning, the pitcher must be replaced.

26. A batter will not be allowed to advance past first base when issued a walk.

27. A batter cannot be tagged out after overrunning first base if he returns immediately to the base. If a batter makes an attempt (Umpires discretion) to advance to second base the batter can be tagged out.

28. Catcher's interference occurs when the catcher's mitt touches the batter's bat when attempting to swing. The ball is dead and the batter is awarded first base. Other runners advance if forced. If the batter hits the ball and advances past first base, the interference is ignored.

29. Bat Rule:

    Bats should be USA Baseball/Little League or USSSA 1.15 BPF
    2 3/4" diameter bats may be used and must not exceed a minus 13 (-13) rating
    2 1/4" diameter bats have no restrictions
    Wood bats may be used

30. Infield fly rule is in effect (runners on 1st and 2nd or bases loaded with less than 2 outs).

31. Drop 3rd strike is NOT in effect.

32. Bunting is allowed.

33. Stealing is allowed (ref rule 10).

34. Batted ball that hits home plate and remains in fair territory is a fair ball.

Amendments for End of Season Round Robin Tournament

1. All games will have a 1 hour 45-minute time limit. No new inning will start after 1 hour 45 minutes. (note; new inning begins at the time the home team makes the 3rd out or when the 5th run crosses the plate.)

2. A pitcher is limited to 3 innings per game and a maximum of 7 innings for the entire tournament. (1 pitch constitutes as an inning pitched)

3. If a team is unable to field the minimum 8 players to start the game, the manager may call up a player (player's) from the 8u division only, to reach the minimum 8 player rule to avoid a forfeit. A team may not substitute a player from the same age division. Call up players must be used as an OUTFIELDER and bat LAST in the lineup.

4. Coin toss carried out by the umpire and team managers will determine home, away. The coin toss winner has a dugout option.

5. **Mercy Rule**: If after 3 complete innings either team is leading by more than 15 runs, or after 4 complete innings either team is leading by more than 10 runs or if after 5 completed innings either team is leading by more than 5 runs, the umpire shall declare the game complete and the team with the highest score declared the winner. **No exceptions, the game will not be allowed to continue.**

6. Division winner is determined by the below scoring method.
    a. Win: 2 points
    b. Tie: 1 point
    c. Loss: 0 points

7. In the event of a tie after all games have been played, the winner will be determined by the following tiebreakers, in order of priority
    a. Head to Head
    b. Least number of runs allowed for all games
    c. Total number of run scored for all games
    d. Coin Toss