



10U Rules and Guidelines

1. Bases are 60'
2. Pitching mound distance is 46'
3. Any bat $2\frac{5}{8}$ " in width is legal as long as it is in good condition (no cracks, dents or misshapen)
4. $2\frac{3}{4}$ bats are illegal
5. No metal spikes
6. All players will bat and play the field (Must play 2 innings defensively out of the first 4 innings)
7. Bunting is allowed.
8. Runner cannot leave base until ball has passed home plate.
9. Infield Fly Rule is in place.
10. Courtesy runner for the catcher only with 2-outs and must be the last batted out.
11. A pitcher may not throw more than 3 innings in a day or 60 pitches. If a pitcher throws more than 1 inning or 20+ pitches, they are required two full days of rest before being allowed to pitch again. (Innings are by number of outs i.e. – 3 outs is 1 inning.
12. If a pitcher throws more than 1 inning or 20 pitches, he will not be allowed to CATCH the remainder of that day.
13. Once a pitcher is pulled from the game, he will not be allowed to enter the game again as a pitcher.
14. Pitchers are allowed 5 warm-up pitches between innings; a new pitcher entering mid inning received 8 warm-up pitches.
15. Curve balls will not be allowed. If the umpire feels the pitcher is throwing curve balls, the pitcher will be removed from the mound and will not be allowed to pitch their next game.
16. 1 Hour 30 Minute time limit. No new inning may start after 1 Hour 15 minutes. (6 innings)
17. Run rule is in effect if after 4 innings a team is winning by 15+ runs or after 5 innings - 10 runs.
18. Shirts must be tucked in and caps worn properly
19. No jewelry of any kind may be worn.
20. All players are highly encouraged to wear protective gear.
21. Stealing is allowed. The player may leave the base after the ball has crossed the plate. If the umpire deems the player left early, he will be warned and sent back and a warning will be given to that TEAM. If future runners from that team are deemed to leave early, they will be called out immediately.
22. Players must slide into any base where contact could potentially be made. Any runner failing to slide will result in an out.
23. Free substitution will be in place.
24. If a player repeatedly misses practice, coaches will not be required to play that player the next game. All coaches' decisions to sit a player must be approved by the age group coordinator.
25. A representative of the team is required to keep an official book.
26. ALL COACHES ARE REQUIRED TO KEEP IT FUN, TEACH THE PLAYERS, AND DO THEIR BEST TO KEEP EVERYONE SAFE!