



“10U” Baseball Rules

***Official as of 3/15/2013**

Any rules not specifically cover by these below rules defers to LITTLE LEAGUE baseball rules and regulations. With respect to any incident, question or rules interpretation, the decision of the League commissioner, Association President, and/or tournament director shall be considered final.

The Game (Rule 1)

1-1. A regulation game shall consist of six (6) innings and begin promptly at the designated start time. Teams will be given a fifteen (15) minute grace period from the stated starting time. After fifteen minutes, the game is considered forfeited. Teams are encouraged only to request a change in the event of an emergency. Changes are not promised nor guaranteed. In the case of game cancellations, the home team managers must give the opposing manager three (3) dates which are available for both teams to play a make up game (these dates must be open for both teams). All games should be rescheduled within one week of the original game date.

1-2. If there is rain or a rain delay, you will be contacted by League Commissioner or appropriate representative as soon as possible. If there is a rain delay after the start of a game you may not take your team home until official notification from the League Commissioner or appropriate representative(s).

1-3. A new inning cannot start fifteen (15) minutes before the scheduled start time of the next game. No inning shall start after 10:15 pm. Regulation games shall be six (6) innings. Official game – A game is official after 4 1/2 innings. If the game is tied after 4 1/2 innings and the game is stopped due to inclement weather, darkness, or time constraints, the game will finish as a tie. If a game is tied after 6 innings the game will remain a tie. It is the League Commissioner's decision to start the game and the umpire's decision to stop a game.

1-4. In the event of a tie score after six (6) complete innings, up to two (2) extra innings may be played if there is not a game following the game that is being played. No game shall extend past eight (8) complete innings. After eight (8) innings, if the score is still tied, the game will be ruled a tie. If there is a game following, the game will be ruled a tie.

1-5. Five (5) innings shall constitute a complete game in the event of inclement weather or darkness. In the event the umpire calls a game after less than five (5) innings (four and a half (4 1/2) innings if the home team is winning), the game must be replayed from the start.

1-6. Five (5) runs are allowed per inning. When 5 runs are scored in the offensive team half of the inning, the offensive team automatically takes the field regardless of the number of outs. The inning shall not end, however, until play has stopped. All runs resulting from that play shall be counted. The five (5) run rule is waved in the final inning. (3) Outs must be made to end a side.

***** Rule 1-6 - EXAMPLE *****

The offensive team has scored 4 runs in the current inning and the bases are loaded. The batter, after hitting the ball, stops at second base, scoring 3 runs. When the play has ended and all other base runners have crossed home plate, the offensive team would be entitled to 7 runs that inning.

1-7. If both managers and umpires declare that due to time, that the top of an inning will be the last inning played, the 5 run rule per inning will be waived for that inning.

1-8. The infield fly rule shall not be in effect. Runners may tag and advance at their own risk.

1-9. The 10 Run Rule is in effect for all games. When a team is up by 10 or more runs and the team behind has batted through 4 ½ innings the game is over, with the team 10 or more runs ahead considered the winner.

Base Running, Batting & Pitching (Rule 2)

2-1. Bunting is allowed. No swinging bunts. If the batter shows bunt, they must bunt or pull back.

2-2. Stealing will be permitted at the start of the season. When a runner is stealing, they may not leave the base until a pitched ball is across the plate. One warning per team, the next offense will result in an out. The umpire must see it and make the call. If in the opinion of the umpire a runner leaves the base before the ball is batted, a "no play" will be ruled. A second infraction by said team would result in the runner being called out. The pitch **WILL** count in the pitch count.

2-3. Home plate CANNOT be stolen; it must be earned under any scenario.

NOTE: A runner on third base cannot steal home and score if the catcher makes a play to second. The runner cannot advance from third to home on the throw to second regardless of the outcome of the play. All throws from the catcher to the pitcher are dead balls. A hit ball is live.

2-4. A walk is a walk and the walked batter may not steal second base. Runners on second can advance at will, if the ball is not thrown back to the pitcher, however, the walked batter must still remain at first.

Rosters & Players (Rule 3)

3-1. A team roster must be presented with the name, shirt number, date of birth and age before the first game, and may not be altered for any reason after the first game has begun.

3-2. A maximum of fourteen (14) players may be named on the roster. In addition one (1) manager, three (3) coaches and one (1) scorekeeper will be permitted in or near the bench area. Only adult coaches (18 years or older) are permitted to coach bases.

3-3. All players are required to wear full uniforms, consisting of same color and type of hat, the same color and type of uniform shirt, the same color and type of baseball pants. All shirts must be tucked in. All shoes must be tied and no metal spikes are permitted.

3-4. The official playing age is that player's age as of April 30, 2013. All rostered players must be no more than 10 years old on this date. Birth certificates must be available upon request. If a certificate cannot be produced at time of request said team must produce the document before its next game. If a birth certificate (or photo copy) cannot be produced, the player in question will not be eligible for subsequent games, and the game in which the age of the player was challenged, shall be considered forfeited.

3-5. All players should remain in the bench area at all times during a game except when involved in play on the field. Only one (1) on-deck batter is permitted. No other player shall be permitted to swing/hold a bat. The umpire shall strictly enforce these restrictions.

3-6. A team may field up to ten (10) players but may not play with less than nine (9) fielders. If at any time this rule is not met, the game is over and the team with enough players to play, nine (9) or more wins. However the game will still be played as an exhibition, the team with not enough players will borrow the "last out (s)" from the other team to play right field.

3-7. With ten (10) players, four (4) players must be placed in the outfield at outfielders' depth. Outfielder's depth is defined as no less than 120 feet from home plate. Hash marks can be placed on the foul lines and centerfield prior to the game. There will be no "rover" position. If fielding nine (9) players, three (3) players must be placed in the outfield at outfielders' depth. In all cases, the fielding team must field a pitcher, catcher, first baseman, second baseman, third baseman and shortstop in their normal baseball positions. Each player will field at least three (3) innings, unless an injury occurs.

3-8. There shall be a continuous batting order that includes all players present at the start of the game. This batting order cannot be changed or modified during the course of a game. There shall be unlimited free substitution during the game at all positions. Should a player be removed due to injury or illness, the manager shall notify the opposing manager. No out assessed if a child leaves the game due to sickness or injury. The opposing team's manager will be notified before the start of the game if a boy/girl will not be playing due to disciplinary or sickness reasons. A player may return to the game if removed for injury or illness. A manager is obligated to play a player if he comes late or when the game is in progress. That player will be placed at the end of the lineup.

3-9. Players cannot be switched from one defensive position to another during the course of the defensive half inning unless due to injury and the injured player must be removed from the field until the start of the next inning or due to a pitching change.

3-10 There will be no borrowing from another team to fill a team. Call ups from 8U are permitted, the call up will be an outfielder, bat last in the batting order and must wear his roster uniform.

Pitching (Rule 4)

4-1. Pitching regulations are in accordance with Little League Rules:

4-2. Any player on the team may pitch but no more than 2 innings until May 25. After May 25, a 10 year old may pitch 3 innings. Pitching in other leagues during our season counts towards the pitchers eligibility (safety for the child's arm is paramount). Managers use you best judgment to prevent injury.

4-3. Before the end of the 4th inning a 9 year old or combination of 9 year olds must pitch one complete inning to its finish, 3 outs or 5 run rule.

4-4. A player may pitch in a maximum of six (6) innings in a calendar week (8 innings during playoffs). Sunday through Saturday. Delivery of a single pitch to a batter constitutes having pitched an inning. This rule is for pitching eligibility purposes only. A player once removed, as a pitcher may NOT pitch again in the same game. No restrictions on the number pitchers that can pitch in a game.

4-5. Only four (4) walks per pitcher per inning, then they must be replaced. A hit batter counts as a walk for pitching eligibility. Only three (3) hit batters per pitcher, per game. Then on the third hit batter of the game the pitcher must be removed. If the same pitcher hits two (2) batters in the same inning, then that pitcher must be removed.

4-6. Only 1 trip to the mound by the coach, per pitcher. The second trip will be to pull the pitcher. Crossing the foul line is considered a "trip to the mound".

4-7. A pitcher is not permitted to wear a batting glove or wrist bands while pitching. A pitcher may not wear white sleeves under the uniform. A pitcher may only throw a fast ball, knuckle ball or change up, nothing else.

Equipment and field set up (Rule 5)

5-1. Only Little League Approved bats will be allowed. Maximum barrel diameter is 2 ¼ inches. NO big barrel bats will be allowed. **NO composite barreled bats will be allowed for the safety of the players.**

There is a zero tolerance on the use of composite barreled bats. The following will be the penalties for the use of composite barrel bats:

First offense - Game forfeited and official notice given to manager of said team.

Second offense - Second manager warning; Child who uses the bat gets suspended for that game, plus the next game.

Third offense - Manager Suspended for next game child suspended that game plus 2 additional games

5-2. The bases are to be located at a distance of sixty (60) feet from the point of home plate to the center of first and third bases and from the foul lines to the center of second base. Pitching rubber will be 46 feet from home plate.

5-3. The pitcher must wear a chest protection device while on the mound (mandatory Bridgeville, STAA & Collier, optional Carnegie, Keystone Oaks).

5-4 Batter must wear helmets with cage (mandatory Dormont and Greentree optional Bridgeville, STAA, Collier, Castle Shannon and Carnegie)

Safety (Rule 6)

6-1. All catchers must wear full protective gear including a protective cup. All batters, on-deck batters and base runners must wear protective helmets. It is strongly recommended that all players wear both athletic cup and mouth protection.

6-2. No metal cleats or street shoes are permitted to be worn during a game. Molded rubber cleats or sneakers are the only allowable shoes.

6-3. It is the responsibility of the defensive player to avoid contact with the base runner. Defensive players are not permitted to position themselves in the baseline except in the act of fielding a batted ball.

6-4. All base runners shall avoid intentional collisions and a runner who in the judgment of the umpire has caused an intentional collision shall be called out and the ball shall be called dead. Shoving or pushing will not be tolerated. The umpire will determine the consequences of such an act (a flagrant act will result in ejection). Obstruction shall be called on a defensive player who blocks off a base, base line or home plate from a base runner while not in possession of the ball, whether it was intentional or not. If a runner has to go around a player who does not have the ball, it is obstruction. One or more bases may be awarded to the runner by the umpire if the umpire believes he would have reached that base safely without the obstruction.

6-5. No runner advancing to a base shall slide headfirst. The first violation will result in a warning to the offending team. The base runner will be called out on the second occurrence by the same team.

6-6. No fake tags.

6-7. Managers and coaches are not permitted to smoke, consume alcoholic beverages or use profane language on the playing field.

General Conduct Policies (Rule 7)

7-1. If a player throws a bat, batting helmet, glove or any other equipment, both he and his or her team will be issued a warning. Any subsequent incident by the same team in the same game will result in an out.

7-2. All umpiring decisions regarding judgment calls are final and cannot be appealed. Any decision regarding a rule violation or rule interpretation can be appealed to 2nd umpire, the League commissioner or appropriate representative before play is continued. No further appeals are possible. Umpires will call what he/she sees.

7-3. Only the manager will have a dialog with umpire, coaches and other volunteer help may not comment, or question the umpires calls (technical or not). Comments from the Manager will be conducted in a civil manner as the umpire can eject anyone (manager or coach) for misconduct or aggressive tone towards them.

7-3. At no time shall any player, manager, coach, umpire or fan harass any other player, coach, manager, umpire or fan. Both managers and umpires are responsible for the conduct of all players, coaches and fans. At any time, the umpire may ask a fan to leave the area for the good of the game. If said fan refuses to leave, then the umpire or manager will call the police for assistance.

7-4. Should a player be injured, play shall cease immediately. Runners shall be entitled to the base they are going to at the time of the injury.

7-5. Ground rules are to be reviewed between the umpire and two managers at the start of the game.

7-6. The home team is responsible for an umpire. The umpire should try to call the game behind the plate. If no umpire shows up for the game then a coach or parent from both teams should handle the umpiring. Do not cancel the game because of not having an umpire.

Record Reporting & Playoff seeding (Rule 8)

8-1. Winning team reports stats; date, location, teams, scores and pitchers to www.bridgevilleball.com under the Manager's tab within 24 hours of the game. If failed to report, the seeding for playoffs will be adjusted.

8-2. For playoff seeding: Points will be awarded for games, 1 point for a tie, 2 points for a win, -2 points for a forfeit. The next tie breaker will be head to head. The third will be least amount of runs allowed in games.

8-3. If your team cannot play for any reason in the playoffs; your team will be dropped from the playoffs and the next place team (based on the final regular season) will take your slot. Regular season call-up rules will apply. Regular season rules will apply for the playoffs.