

Baseball 10U Rules and Regulations

Playing rules not specifically covered in this document shall be covered by the Official Rules & Regulations of the South Carolina High School Baseball and Softball Leagues.

Balks

10U there will be no balks called.



Balls

A regulation baseball will be used for all baseball divisions. The ball cannot weigh less than five ounces and not more than five and one-fourth ounces and cannot measure less than nine inches and more than nine and one-fourth inches in circumference.

Base lines

10U baseball = 60 feet

Base Stealing

In 10U, a runner must remain in contact with the base until the ball reaches home plate. If a player is called for "leaving early", the defensive coach shall have the choice of having the runner return to the last base occupied AND whether to accept the pitch as called, or to consider it a "no pitch". Example: A runner on first leaves before the ball reaches the plate, as indicated by the umpire. The batter swings and hits a single into right field. The runner advances to third on the hit. After play is stopped, the defensive coach may send the runner back to first and consider it a "no pitch", where the batter would return to the plate and assume the previous count.

Exceptions: a.) The batter hits a ground rule double, in which case all runners will advance two (2) bases. b.) The batter hits a fly ball over the outfield fence in fair territory (home run). c.) The batter is hit by the pitch.

In the 10U division of baseball, a base runner cannot steal home on a passed ball.

Bats

Big barrel bats with a barrel diameter greater than 2 ¼ inches are allowed. 2 5/8 and 2 ¾ are legal bats as long as they are stamped approved for youth league play. All other bats must be stamped for approval in a national governing body – Dixie, Little league, etc.

Batting

In 10U age groups, if a batter slings a bat the umpire will issue a warning to each team. All subsequent batters on either team that sling a bat are OUT.

Batting Order

The coach of each team shall create a batting order consisting of all players on the team roster present at the beginning of the game. Late arrivals shall be added to the bottom of the order. All players in the batting order shall bat before returning to the top of the order. The order will remain the same throughout the entire game batting everyone regardless of defensive position. This is a continuous batting order.

In 10U division, the offensive team will bat until three (3) outs have been recorded. Exceptions: a.) If the home team is ahead and the 10-Run Rule goes into effect, the game shall end. b.) If the home team is ahead and time expires, the game shall end.

If a player is removed from the game for any reason, including sickness, injury, or ejection, then his spot in the batting order will be skipped with no penalty, unless the minimum number of players rule comes into effect. See number of players rule for further explanation.

Batting out of Turn

A batter shall be called out, on appeal, when failing to bat in proper turn and another batter completes a time at bat in place of the proper batter. (1) The proper batter may take position in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat.

Bunting

Bunting is allowed – a batter may not show bunt to draw in defense and then swing away.

Catcher's Equipment

The catcher must wear all appropriate protective gear, including an approved catcher's helmet with face mask and throat protector, a chest protector, and shin guards.

In addition, male catchers must wear a protective cup

Cleats

Molded cleats are recommended but not required. No metal spikes are allowed.

Coaches

Coaches must remain in the coach's box. All other coaches must remain in the dugout. No coaches are allowed on the field.

Base coaches shall not touch, push, or stop base runners during play. If a coach interferes or assists a runner in any way during play, then that runner may be called OUT.

Complete Games

The table below indicates Complete Games and Official Games if a game is shortened due to inclement weather.

	10U	
Complete Game	6 Innings	
Official Game	4 Innings	
Official Game if the Home Team is ahead	3 Innings If Home team is behind	

If a game is shortened due to inclement weather and the game has not reached the point of being an Official Game, that game will be rescheduled as soon as possible and will resume at the exact point where the suspension began. Example: If a game is suspended in the top of the third with one out and a runner on second base, with the #6 batter at the plate, that is where play will resume.

If a game is shortened due to inclement weather and the game has passed the point of being an official game, then the final score will be based on the score at the end of the last completed inning.

Courtesy Runners

In order to speed up the game, a courtesy runner should be used for the catcher. The courtesy runner shall be the player that made the last out. If there are two (2) outs or 4 runs scored, a courtesy runner is mandatory.

Defensive Substitution

There shall be free substitution on defense. Players, except pitchers, may be substituted freely at any position between innings. Substitutions may not occur in the middle of an inning except when there is a pitching change or a player is removed from the game due to sickness, injury, or ejection.

Dropped Third Strike

A dropped third strike is considered an out. Batter may NOT advance.

Dugouts

The home team shall occupy the dugout on the third base side of the field. The visiting team shall occupy the dugout on the first base side of the field.

In the 10U there should be no more than four (4) persons in the dugout that are not players.

Ejection

In all divisions, the first ejection results in suspension for the rest of the game. The player or coach must leave the game site, which includes the parking lot, in which the ejection occurs and may also be suspended from the team's next game.

The circumstances of the suspension will be reviewed by the Recreation Department Staff to see if further action is necessary. Upon a second ejection, the Recreation Department WILL review the circumstances of the suspension and recommend disciplinary action, which could result in removal from participation in the league.

Forfeits

If a team has to forfeit a game for any reason, the score shall be recorded as the number of innings in a complete game to zero (0). Example: The score for a forfeited 10U game would be recorded as 6-0. See the table in the Completed Games section for complete game innings.

Head First Slide

In all divisions there will be no head first slides into any base, except in returning to a base that the runner has already reached safely. A runner that slides head first into a base is automatically called OUT.

Sliding at Home

Unless completely uncontested via force by walk, or the ball and/or catcher is not near home and no chance of a tag or force out to be made – runners must slide at home or may be called out by the umpire.

Helmets

In all divisions players must wear approved batting helmets. A chin strap is recommended but not required during league play.

A player may not remove his helmet while batting or running the bases. The on-deck batter, and the bat boy/girl, must wear a batting helmet when on the field.

Infield Fly Rule

Is in effect.

Intentional Walks

Every batter must be pitched to – to walk a batter intentionally the pitcher must throw four pitches and the catcher may stand but must remain in the catcher's box until the pitch is released – no notification to the umpire needs to be made.

Number of Players

In all divisions, a team may play a game with as few as seven (7) players. If a team has fewer than seven (7) players, then that team shall have to forfeit the game, and the game will still be played with fill in outfielders. Every effort should be made to play some semblance of a game EVEN IF the official record shows a forfeit.

10 players will take the field on defense, with no more than six (6) players on the infield.

Every player must play a minimum of two (2) innings on defense in a four (4) inning game and three (3) innings on defense in a six (6) inning game. A defensive inning is defined as a 3-out inning.

Pitching

A pitcher cannot pitch more than 6 innings a week when there are 2 scheduled games in one week and 8 innings a week when there are 3 scheduled games in one week. A week is defined as Monday – Saturday.

-Once a pitcher is removed from the mound, they can return to the mound in that game one time. A pitcher may return to the mound after being taken out only one time in a game. If the pitcher comes back to the mound in the same inning, it will count as two innings pitched. One pitch in an inning counts as an inning pitched. Coaches must sign the umpires score card and pitch record after each game. This card will remain on file with the Recreation Department to make sure the players are not going over the allowed innings per week.

Pitching Distance

In the 2nd and 3rd Grade Division a 10 foot circle will be drawn around the pitching rubber. The coach must pitch from within that circle.

10U Division: Baseball = 46 feet

Runner Collisions

A runner is not required to slide at any base (only Homeplate). But a runner IS required to attempt to avoid contact at any base whenever a tag play is evident. Such an attempt may be to slide or run around, but NOT jump over the defensive player. In the event that a runner does not attempt to avoid a collision and runs into a defensive player who is in possession of the ball, or if the runner attempts to jump over the defensive player, that runner shall be declared OUT. If the umpire determines that the contact was malicious and/or intentional, the runner may also be ejected from the game.

Defensive Interference

Defenders WITHOUT the ball or waiting on a thrown ball must leave a clear and open path between bases and around and through bases for baserunners – the umpire may call interference during a play if he/she deems defensive interference has occurred and any play made on the offended runner may be negated and runner called safe.

Scorekeeper

Each team shall appoint a Scorekeeper. The Home Team Scorekeeper shall be the Official Scorekeeper for the game.

Five Run Rule

The offensive team shall score no more than 5 runs in an inning. When the 5th run crosses the plate, play stops and the offensive team assumes three (3) outs.

Sickness/Injuries

A player removed from the game due to sickness or injury may re-enter the game at any time. He must re-enter in the same batting position he had when he left the game. If removing the player results in a team having only eight (8) players, then an Out must be recorded when that player's position comes up to bat. If removing the player results in a team having less than seven (7) players, the game is forfeited.

Slash Bunt

A player that squares to bunt may not attempt to "swing away" at that pitch. Any attempt to do so shall result in the batter being called OUT.

Sportsmanship

All players, coaches, and parents are expected to behave in a sportsmanlike manner at all times. The umpire's judgment calls may not be argued. Any player, coach, parent, or fan whose conduct is unbecoming or abusive will be warned and may be removed from the playing field or the game site. A player who removes his helmet and throws it on the field shall be immediately ejected from the game. Players who throw their helmet in the dugout should be disciplined by the coach.

10-Run Rule

There will be a 10-Run Rule in effect for all divisions. The 10-Run Rule shall be in effect for all tournament games, including championship games. (Time permitting the game may be called officially and the teams continue to play out the time limit to get each team more playing time)

	10U		
10-Run Rule Applies after	4 Innings		
If the Home Team is ahead, 10-Run Rule	3 ½ Innings		

Tie Games(NOT APPLY TO FALL)

During the regular season, games may end in a tie. It is permissible to play one (1) extra inning, but only if the "No New Inning After Limit" has not been exceeded. See the Time Limits section for additional information.

During a tournament, games may not end in a tie. If a game is tied after the regulation number of innings, one (1) additional inning will be played. If the game is still tied after the additional inning, the International Tie Breaker Rules will go into effect. For the International Tie Breaker, the last out of the previous inning is placed on second base. The team assumes one (1) out and resumes batting with the next batter in the line up. Play continues in this manner until there is a winner.

Weather

In the event of bad weather we will make a decision before 4pm if possible. We will send an email to all participants when we cancel games.

School Events

Due to the numerous schools that have kids in our program we cannot change schedules to work around fields trips, testing, performances, awards ceremonies etc.

Time Limits

The umpire shall provide both teams with the official starting time of the game. The official time should be recorded in the scorebook by each team's scorekeeper. The time limits begin with the official starting time, not the scheduled game time.

The game shall be ended if the Time Limit is reached and the Home team is ahead. No new inning shall be started after the limits indicated for "No New Inning After".

10U – 1 Hour 30 minutes drop dead time limit

Trips to the Mound

When a team is charged with its second trip to the mound in an inning, the pitcher must be removed from the pitching position for the remainder of that inning and may only re-enter as a pitcher one time, provided no other pitching rules are broken. The pitcher may be moved to another defensive position.