

# 10U BASEBALL RULES for games between Tri-Valley, River View & Coshocton

Cal Ripken Rules apply when not addressed below.

Updated 3/15/23

## **MINOR LEAGUE (10 YRS OLD and Under KID PITCH)**

1. Player's age may not be 11 before May 1 of the current year.
2. The pitching distance will be 46 feet (front of the pitching rubber to back corner of home plate) and bases 60 feet apart.
3. The home team (or host youth league) prepares the field for the game, provides baseballs, and hires umpires.
4. Intentionally sliding head first into any base will be an out. A player can slide head first back to the previous base.
5. If a play is being made within 6 feet of the base, the runner must slide or avoid contact. A runner may not run into a defensive player on purpose. If there is CONTACT due to a player not sliding when appropriate, the player will be out. **When in doubt, slide.**
6. **No 2 ¾ inch barrel bats. 2 5/8 inch barrel bats or smaller with a USA, USSSA, or BBCOR label showing BPF of 1.15 or lower is legal provided it has not been banned by Cal Ripken or Little League. A player using an illegal bat (such as a 2 ¾ inch barrel bat) will be out if discovered prior to a pitch to the next batter. If a team is caught using an illegal bat for a second time in a game, that team forfeits the game. Coaches have the responsibility to make sure their players are using legal bats.**
7. If a bat is thrown, the team receives a warning. If thrown again by any player on that team, the player is out. The batter may not advance on a dropped 3<sup>rd</sup> strike.
8. A regulation game not affected by a time limit or mercy rule will consist of 6 innings.
9. Umpire or home team coach needs to announce time of first pitch to both teams. 2 hour time limit. No new inning will start after 1 hour and 40 minutes. (If last out of the inning is at 1 hour 39 minutes or less, another inning will occur as needed.) **Finish the inning unless there is a game following or darkness.** If inning is not finished, any runs that inning for either team will not count. Reasonable attempts should be made for a game not to end in a tie, but there may be tie games due to darkness, weather, or time limit (when there is a game following). Extra innings may occur if field is available (umpire discretion).
10. Run Rule-6 run limit per inning. The inning is over once the 6<sup>th</sup> run is scored.
11. Mercy Rule: 15 after 4 innings, 10 after 5 innings.
12. Catch up Rule: Either team may score as many runs as required to tie the score in the **last inning (6<sup>th</sup> inning or the inning when 1 hour and 40 minutes occurs)**, but cannot take the lead if 6 or more runs have been scored in the inning.
13. Rain/Darkness Event – If the losing team has batted at least 4 times, then the game is considered complete and over. Otherwise, a make-up game will be scheduled and resume where it left off.

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14. Play 10 in the field and bat everyone with free substitution in the field (batting order must remain the same throughout the game). Any player on the bench can sub for an injured player. If an injured player is unable to bat, he will just be skipped in the batting order without taking an out.
15. Teams fielding 8 or 9 players WILL NOT take an out. You must have 7 players to play and will take an out in spot 8 each time.
16. A ground rule double occurs if a ball is hit under, through or bounces over a fence or outside the normal marked perimeter.
17. Stealing is allowed. The runner must stay on the base until the pitched ball reaches the front of the plate.
18. No leadoffs. If a runner leaves early, the runner will have to go back to that base unless they are forced by the action of the batter.
19. No parents are permitted on the field, only coaches.
20. No infield fly rule.
21. Pitching rule: A player may pitch 6 innings a week (Sunday to Saturday). 1 pitch in an inning counts as 1 inning pitched. There is a 3 inning pitching limit per player per game.
22. A pitcher must be removed from the mound if they hit two players in 1 inning or 3 players in 1 game.
23. No slug bunting (squaring to bunt and swinging away). A violation is an automatic out. Bunting is allowed.
24. If first base has the double bag, the ORANGE bag must be used by the runner if a play is being made at first base. If no play is being made, the runner may touch the white bag. Fielders without the ball cannot impede a runner from advancing or returning to a base (including blocking the base/plate without the ball).
25. In the event of a player injury, play stops immediately and runners may not advance beyond the base they were approaching when the injury occurred.
26. Clarification: A foul tip (ball fouled directly into a catcher's mitt) is a live ball (including on the 3<sup>rd</sup> strike; an out) and runners can steal at their own peril.
27. Home Team is responsible for reporting the game to the Times Recorder by email (not accepted by phone). Email [tnews@nncogannett.com](mailto:tnews@nncogannett.com) Specify it is 10U. Provide the team names, score, and the FIRST and LAST NAME of players with the most hits (at least two hits). Specify single, double, etc. Mention number of strikeouts or scoreless innings if applicable. Please be careful to spell sponsor's names and player's names correctly. Example: Tri-Valley Advanced Heating defeated Tri-Valley Lawler's Pharmacy.
28. Individual youth leagues can adopt policies that do not conflict with these rules, but apply to their teams only; such as playing time, pitch counts, equipment requirements, rules on younger players playing up (ex. playing outfield and batting last). (Example: West Muskingum requires their players to have batting helmets with a mask.)