



10U Baseball Rules

(Adopted March, 2026)

High School (NFHS) rules apply except as follows:

Home Team Determination:

Coin toss will determine Home and Visitor.

Umpire:

SBAA will attempt to supply an umpire for games. If no SBAA supplied umpire is present at the scheduled 6:30 start time, a parent, agreed on by both coaches, can start and call the complete game, if needed. Unless the parent umpire has protective equipment (minimum equipment required includes face mask and chest protector), they must stand behind the pitcher.

Game Time:

Games will start at exactly 6:30 PM (coaches synchronize your watches with each other and the umpire before the game begins).

Both coaches and the umpire may agree to begin a game before 6:30 PM.

The umpire will keep the official time.

No inning will begin after 8:15 during the regular season.

A game is considered complete after four (4) innings if the trailing team is unable to score enough runs to tie or win. If the score eliminates one team at the end of four (4) innings, the game will be considered complete and the score reported accordingly. If both coaches agree, they may continue playing for the remaining amount of time or innings. The official score, however, will be reported based upon the official complete game.

Scorekeeping:

Each team shall keep score in the SBAA supplied score book. Please exchange line-up prior to the 6:30 start time. Each scorer shall keep score for both teams and are encouraged to check with each other throughout the game to confirm the score and minimize any scoring disputes. The umpire does not keep any score and will not resolve any disputes involving game scores.

The winning team is required to report the final score of the game on the SportsEngine app.. Any scores not reported at the end of the season will be recorded as a 1-1 tie.

Warmups:

Each team will have an opportunity to warm up on the infield, with the first team to vacate the infield 20 minutes before the start time (Example: With a 6:30 scheduled start, team 1 will vacate the infield at 6:10 team 2 will then have 10 minutes until 6:20 to warm up, if so chosen).

Please be respectful of anyone who is preparing the infield (i.e. raking, setting bases, chalking) by vacating the infield or re-raking as needed. Infield maintenance will not be used as a delay to the start time of the game or for any reason related to infield practice time. Any final infield preparation that may be needed should be concluded at 6:20 - 6:25. Lack of infield maintenance will not be used as an excuse to change or interpret a rule differently than listed or accepted. If maintenance cannot be completed before the 6:30 start, it will then have to be worked on between innings if needed.

New for 2025: Soderville baseball recommends allowing for at most 2 minutes of warmups when switching sides in a game. This will allow for more game to be played. Please have your catchers ready to go, or a coach available to help warm up your pitcher. See Below for how many pitches a pitcher is allowed to throw at the start and between innings.

Forfeits and Late Arrivals:

Each team must have at least 8 uniformed players before play can begin.

Forfeits, due to lack of players, will be called at 6:45 PM (based on the Umpires official time). If players arrive after the forfeit has been called the two teams are encouraged to scrimmage with or without an umpire.

Coaches are encouraged to have your extra players play on the short-handed team. There is no minimum time or inning limit for a forfeited game. The forfeited game will be scored as 1 - 0 and must be reported by both teams.

Playing Time:

In each game, all players are **required to sit once** before any player can sit twice. No player may play the same position more than three (3) innings in a single game. Coaches are encouraged to also split field time of players between infield and outfield as much as practical. Failure to comply with this rule will be reported to the Baseball Director.

Timeouts:

Coaches may not enter the field during an active inning except when a "timeout" is verbally called by the coach to the umpire, at which time one (1) coach may visit the field

Players may call time out for equipment issues or to confer with teammates. If a player does call time out one (1) coach may visit the player(s) as needed.

Coaches may visit the field at any point to attend to an injured player.

Calling a timeout does not stop the official game time, so make them as quickly as possible

Field Setup:

Bases are **60 feet** apart.

Pitching rubber at **46 feet** measured from the front of the pitching rubber to the back of home plate.

Pitching:

Five (5) pitches are allowed as warm up for new pitchers at the start of each inning, if needed. Seven (7) warm-up pitches are allowed for a pitcher entering a game during an inning. The idea here is to keep the game moving as quickly as possible.

If a pitcher hits two (2) batters in an inning or three (3) batters in a game, they must be removed as a pitcher and not

allowed to reenter the game as a pitcher.

Pitchers are limited to 3 innings per game and can only reenter once. For example, a pitcher may pitch the 1st and 2nd innings and re-enter for the 5th inning. However, a pitcher may not pitch the 1st, 3rd and 5th innings, as they would have reentered twice. "Innings" are defined as any inning where the pitcher threw at least one pitch to a batter. The intent of this rule is to protect the player's arm from injury by restricting the number of pitches thrown per game. Coaches are strongly encouraged to monitor the number of pitches thrown and, if excessive, remove the pitcher to prevent injury.

No balks will be called.

No deliberately thrown curve balls will be allowed, as determined by the umpire. First offense will be a warning, second offense will be a walk for the batter, and the third offense will be removal of the pitcher, as a pitcher, for the remainder of the game.

Equipment:

No metal cleats are allowed.

Catchers must wear a helmet, facemask, shin guards, and chest protector to play. If needed, borrow from the other team. Safety is the goal.

Athletic protection, not required, but highly recommended.

Helmets are to be worn by all batters, base runners, and on deck players.

For allowed bats, follow MYAS rules. <https://www.myas.org/bat-standards>

Game Play:

Games are 6 innings or when the time limit is up (Reference 8:15 time rule).

Each inning is limited to 5 runs or 3 outs, including the 6th inning.

All players in attendance must be included in the batting order.

Bunting IS allowed.

No head first running slides at any base. This will be an automatic out. Safety is the goal.

A head first dive move back to the base when caught off base will be allowed

Players must slide at home any time there is a play at home plate. Umpire will allow two (2) warnings per team, per game, after that it will be an out for the team.

Players are highly encouraged, but not required, to slide at second and third base on close plays. This is a safety issue and coaching point.

The infield fly rule IS in effect.

Base runners cannot leave the base until the pitched ball crosses home plate. Umpire will explain to the coach that the runner(s) are leaving the base too early. The Umpire may send runners back as needed. Umpire has the final call.

It will be considered a live ball if a catcher attempts to pick off a runner at any base. Once the ball is thrown, the targeted runner and any runners behind him can advance one base, including to home. Errant throws back to the pitcher are not considered live.

Stealing one base at a time is allowed.

Stealing IS allowed on strike 3 or ball 4.

No additional stealing on overthrows or dropped throws to the fielder. We want to encourage throws and plays to be made and not discourage the kids because errors will be exploited.

Straight stealing HOME is NOT ALLOWED unless a catcher attempts to throw out the runner at third.

No stealing allowed on a throw back to pitcher (ie. delayed steal)

Foul tip on 1st & 2nd strike must be above the shoulders of the batter to be out, if caught.

The "orange" base at first base may only be used by the runner. Any defensive player attempting to make an out at first base must use the normal white base.

Ball is live until an infield player touches the ball in the infield, at which time runners must stop running at the base they are attempting to take. The "infield" is defined as the dirt area.

*****Clarification for 2025***** Overrunning a base negates a dead ball for that runner only and that runner may be put out.

Only the current batter and the player next in the line-up are allowed to practice swinging during the game. Both players must be on the playing field and the on-deck batter must be standing in the on-deck circle. No other player is allowed to swing a bat during the game, including players outside of the playing field.

Coaches are encouraged, but not required, to use a courtesy runner for a player that will be used as a catcher in the next inning. The courtesy runner will be the player that made the last out in the previous inning. This is intended to speed up the down time between innings and keep the game moving as quickly as possible.

No courtesy runners allowed for pitchers.

Two coaches will be allowed on the bench during the game. Additional "helpers/coaches" will be allowed to help prepare catchers and warm-up players between innings as needed.

Any person under the age of 18 that is coaching a base is required to wear a helmet.

Conduct:

No deliberate contact will be allowed. Any deliberate contact will result in an out along with suspension of the player for the remainder of the game and the player's spot in the batting order will be considered an out for the remainder of that game. Umpire will have the final call on this along with reporting the infraction to the Baseball Director. Accidental contact will happen, so be flexible.

As mentioned in the SBAA code of conduct, no foul language by player, spectators, or coaches will be allowed. The umpire will warn as needed. Second offense will result in an out. Third offense will result in suspension of player for the remainder of the game. Spectators or coaches will be required to leave the area with a report made to the Baseball Director.

Ties:

If the game is tied at the end of the regulation time limit (no new inning to start after 8:15) or six (6) complete innings the game will be considered a tie and reported as such. If time is available and both the umpire and head coaches agree, one (1) more additional inning can be played in an attempt to determine a winner. After that one (1) inning and the score remains tied the game will be considered a tie. Coaches and the Umpire should consider the speed that the game has been played and the light conditions at the time a decision is made (i.e. dusk, the last couple innings taking 20 minutes etc).

All rules regarding innings pitched, substitution, etc. apply throughout the completion of the game

No new rules apply because the game is extra innings.

If a game is called because of weather/darkness AND either team has a chance to win AND the game is unable to be completed before the start of the tournament, the game will be considered a tie regardless of score.

Rainouts and Darkness:

SBAA weather policy regarding severe weather and lightning applies to all games.

The umpire will call games that are in progress.

Regular season games will be considered complete after four (4) complete innings (3-1/2 innings if the home team is leading).

Incomplete games called because of weather or darkness will be rescheduled by the coaches based on field availability or at the prescheduled make up dates.

Games that are suspended will continue where they left off exactly at the same point (i.e. runners on base, batting order, number of out's etc).

Coaches may cancel games because of weather before the 6:30 start time by speaking with each other and then notifying the team players and umpires as needed. If in doubt players should report to the field.

Tournaments:

(Rules below modify and can take precedent over regular season rules above)

SBAA In-house Tournament - teams will be ranked based on the following criteria (listed in order):

1. Win/Loss record
2. Head to Head results
3. Runs Against

Time limit on games is 90 minutes (i.e. no new innings will start after 90 minutes).

Pitchers may pitch no more than 3 innings per game, 6 innings per day, and 9 innings total in a consecutive three (3) day tournament.

If a game is called by the umpire because of weather/darkness the game will be considered complete after four (4) complete innings if the score has eliminated the trailing team. This also includes the 5th (fifth) inning.

If a game is called because of weather/darkness AND either team has a chance to win, the game will be suspended and continue at the earliest possible time determined by tournament director (see above).

Ties:

Day games will be played until a winner is determined.

If a game is played at night and no lights are available, an extra inning can begin before 8:30 in an attempt to determine a winner. Coaches and the Umpire should consider the speed that the game has been played and the light conditions at the time a decision is made (i.e. dusk; last couple innings taking 20 minutes etc). If it is determined that there is not enough good light remaining, the game will be continued as soon as can be scheduled by the tournament director.

Updated 3/5/2025