

10U Minors Baseball Rules

Game Length:

No new inning may begin after 1 hr 40 min.

If a game ends in a tie after 6 complete innings and there is time on the clock to begin a new inning, that inning should be started and completed. If there is no time on the clock then the game shall be recorded as a tie game.

There is a 6 run maximum per team/per inning, once the 6th run has crossed the plate, that half of the inning is over.

Playing Time:

“Free substitution” with a continuous batting order. Every player must bat in the order.

Each player must play at least 6 defensive outs (2 innings) in the first 4 innings and bat when their turn comes around

Players are NOT allowed to sit out consecutive innings.

Scoring:

The home team is the official score keeper of the baseball game. If agreed by the game’s managers, the visiting team can officially score the game. Only one official score keeper per game. Scorekeeping Apps via smartphones/tablets are allowed as official score keeping.

Managers (only) will discuss and resolve scoring/game disputes with the Head umpire. Resolution will be communicated to the score keeper before play resumes.

After each game the Commissioner will receive the final score as confirmed by both Managers.

Pitching:

All Cal Ripken Pitching Limitations outlined in rule 0.06 apply.

Recreational Baseball – Recommended Calendar Days Rest/Pitch Count

Age	Daily Max (Pitches in Game/Day)	0 Days	1 Day	2 Days	3 Days	Rest Period
9-10	75	<20	21-35	36-50	51-65	Pitches Thrown

Example: If a pitcher throws 44 pitches on Tuesday, then that pitcher cannot pitch again until Friday (2 full days of rest)

Baserunners:

Defensive players shall not block an offensive player's running lane, base, or home plate.

Defensive players must not obstruct the progress of baserunners. The umpires will interpret and reward bases as deemed appropriate.

Defensive players shall not obstruct a base runner from touching/sliding safely into home plate (e.g., catchers shall not block home plate with their shin guards). The umpires will interpret and reward home plate as deemed appropriate.

Cal Ripken rules (page 19) state, "If a runner attempting to reach home plate intentionally and maliciously runs into a defensive player in the area of home plate, he will be called out on the play and ejected from the game. The objective of this rule is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner for the obvious purpose of crashing the defensive player, rather than trying to reach home plate. Obviously this is an umpire's judgement call." JCB further adds, "If an offensive player is clearly going to be out at home, he must give himself up or slide."

Stealing- Runners may steal only after the ball has crossed the plate. If not, runner must return to base. No lead offs.

Cal Ripken Rules Reminders:

Infield Fly Rule is NOT in effect

If a player in the line-up is injured or becomes ill, during the course of the game and he can no longer continue, he/she will be taken out of the game, and his/her spot in the batting order will be "skipped" without penalty.

If a player arrives after the game begins- said player will be placed at the bottom of the line up and remain in the continuous batting order. This must be communicated to scorekeepers.

Other:

Pitch is Live Ball

Defense will consist of 3 outfielders (Coaches are not permitted in the Outfield).

BUNTING is allowed by all batters. However, swinging freely after showing bunt after the pitcher begins his delivery (i.e., slash-bunting) is NOT allowed.

The catcher can request the umpire grant an intentional walk to a batter without the pitcher throwing 4 balls. An intentional walk can be requested at anytime during the at-bat.

Dugouts – The Home team occupies the 1st base side dugout. The Away team occupies the 3rd base side dugout.

Game balls – the Home team will supply two game balls per game and the Away team will supply one game ball per game. Game balls will be returned to their respective teams at the end of each game.

Managers are responsible for adhering to above rules. Violation of FIAA rules could result in disciplinary action including game suspension and forfeiture of game