



## CITY OF LIGHTHOUSE POINT

### 10U BASEBALL GAME RULES



#### **1. PLAYING FIELD AND EQUIPMENT**

##### **1.1. Field dimensions: Mound/Base= 46/60**

1.2. Barrel of bat diameter can be 2 1/4 or maximum 2 5/8. No restrictions on length-weight differential (-5, -7, -9, etc.).

1.3. Cleats: Metal Cleats are not permitted.

1.4. Catchers: Any player crouching behind home plate must be wearing the proper protective equipment.

1.5. Regulation League Baseball will be used.

1.6. All players are required to wear a protective cup.

#### **2. GAME PRELIMINARIES**

2.1. A team must have at least eight (8) players present.

2.2. Games start at the scheduled start. Teams forfeit 15 minutes after the scheduled start time if they cannot field the minimum eight (8) players.

2.3. A maximum of 10 players may be placed in the field with a minimum of 4 outfielders.

2.4. Players shall be given the opportunity to play multiple positions on the field including a balance between the infield and outfield. However, where safety of the player dictates especially at pitcher and first base, coaches should exercise their good judgment when positioning players.

2.5. No player may sit on the bench defensively for two consecutive innings.

2.6. Catcher speed up rule - It shall be mandatory for the last batted out to run for the catcher when there are two outs. With less than two outs it is at the discretion of the manager to courtesy run for the catcher.

2.7. The infield fly rule does not apply.

2.8. The umpire will declare the last inning.

2.9. Every team is responsible for keeping their own scorebook. The official score sheet/ score card must be signed by a manager or coach from each team and also by at least one umpire.

### **3. STARTING AND ENDING THE GAME – TIME LIMIT**

3.1. A regulation game is 6 innings or 1.5 hours, whichever comes first. A new inning starts when the last out is made.

3.2. A legal game lasts at least 4 full innings.

3.3. There may be adult coaches in the first and third base coaching boxes when the team is at bat.

### **4. Inning Format**

4.1. The end of a half inning will occur when one of the following first occurs:

4.1.1. Three (3) defensive outs are made.

4.1.2 When the team batting scores (5) five runs.

4.1.3 There will be a no run limit in the last inning

### **5. THE BATTER**

5.1. A league approved batting helmet must be worn while hitting.

5.2. A continuous batting order is to be used (all players bat, regardless of whether they are playing in the field).

5.3. Late arrivals will be placed at the end of the batting order.

5.4. A strikeout consists of three strikes (swinging or called strikes).

### **6. THE RUNNER**

6.1. If a batted ball hits a runner, the runner is out and it is a dead ball. The batter is awarded first base.

6.2. There will be no stealing. Players may only advance on a ball that gets past the catcher (dropped strike or wild pitch).

6.3. Batting helmets must be worn while running the bases.

6.4. Interference will not be called unless it is deliberate and/or willful.

6.5. Base-runners are encouraged to advance as far as possible on hits to the outfield. The play ends when an in-fielder has control of the ball in the infield. Runners on third base who have passed the halfway mark may proceed to home.

6.6. Players may not advance home on a passed ball.

## **7. THE PITCHER**

7.1. Starting pitchers, once removed from pitching, may assume another defensive position.

7.2. A 10u Division pitcher may throw a maximum of 50 pitches per game and 100 pitches per week.

7.2.1. It is the responsibility of each team to keep track of the number of pitches each pitcher has thrown.

7.3. A pitcher (10u and 12u) may complete pitching to a batter if the pitcher has reached their number of pitches for a game. Once the batter has defensively been put out, struck out, or reached base, the pitcher must be removed. .

7.4 No breaking balls (curve, slider, knuckle curve, etc.) are allowed.

7.5. Dropped third strike by the catcher, the batter is automatically out in 10u division only.

## **8. SAFETY RULES**

8.1. No head first sliding.

8.2. No straight stealing of home is permitted.

8.3. Batter/ runners or base runners may not jump or hurdle to avoid a defensive player attempting to make a play on that base runner.

## **9. CONDUCT**

9.1. The coaches are responsible for the behavior of all assistant coaches, players and parent helpers. Coaches must ensure that everyone is setting a good example for the children. Unruly or argumentative persons will be asked to leave the field immediately.

9.2. Only one designated coach may approach the umpire in between innings to discuss any play or result of a play.

9.3. No smoking is allowed on the field, in the dugout or anywhere on park premises. No alcoholic beverages of any sort are allowed at any park.

