

10U Kid Pitch

1) RULES: 10U Kid Pitch Baseball games shall be played using the most recent set of rules listed below in order of precedence.

- a) These standing rules for the 10U Kid Pitch Division (highest priority).
- b) The official USSSA Baseball Rules
- c) "OFFICIAL BASEBALL RULES" published by The Sporting News.

2) PLAYERS:

- a) Any team may play with eight players without forfeit but the ninth batter shall always be out.
- b) If any team has fewer than 8 players, the coach may borrow a legal (registered in the current playing season) player from within the same division or a lower division to bring the roster up to 8 players enabling non-forfeiture. The borrowed player may not pitch or catch and must bat last in the batting order. NOTE – The opposing coach must be made aware of the borrowed player prior to the first pitch of the game. Please be aware that a team is not allowed to borrow a player if they have 8 players and must take the out.
- c) 1st and 3rd basemen must remain in Fair territory while the pitcher has the ball. If either the 1st or 3rd baseman is in foul territory while the pitch is being made or the pitcher attempts to pick off the runner at 1st or 3rd, a Balk will be called.

3) RUN LIMIT:

- a) Games will be played with a six (6) run limit per inning. The side is considered retired at the end of six runs or three outs whichever occurs first. Any half inning which ends because of the six runs, shall be counted as three consecutive outs when computing time played.

4) PLAYING TIME AND AT-BATS:

- a) All players must bat consecutively in order, whether they are playing defensively at the time or not. All players must appear in a defensive position within the first 3 innings, and must play a minimum of 2 defensive innings if the game lasts four or more innings. Any player removed.

because of an illness or injury, may skip his turn at bat without an automatic out unless the number of batters drops below nine, if number of batters drops below 9 due to a game related injury, no penalty (out) will be called. If the player returns to the game, they must be placed back in the original batting position.

b) If a batter appears out of order, the official scorekeeper (home team) has the responsibility of making the correction. The table below outlines the situations involving an improper batter and calls that may be made by the umpire. If the umpire decides on a different penalty their decision will be considered final.

Improper batter still at bat	Improper batter on base, but no pitch yet to next batter	Improper batter on base and pitch made to next batter
Replace the improper batter with the proper batter	Send improper batter back to dugout	Improper batter normalized; he is now "proper runner"
Proper batter assumes existing count	Nullify all action resulting from improper at-bat	Next batter: the player following the newly normalized "proper runner"
No penalty	Identify the proper batter and call him out	No penalty
	Next batter: the player following the proper batter (who you just called out)	

c) Free substitutions are allowed except for the pitcher. When the pitcher leaves the mound, he may not return to the mound in that game but may play anywhere else.

d) Intentional walks: A team may choose to intentionally walk a batter anytime by the head coach instructing the umpire to "put them on" (no pitches are required). A player can only be intentionally walked once per game.

5) RUNNERS:

a) Courtesy runners may only be used for the pitcher and/or catcher of record from the previous inning. Any player in the game may be used as a courtesy runner, and in the event the courtesy runner is due to bat, another courtesy runner may take their place on the base.

b) At no time can a base runner “take out” a defensive player who is making a play or standing in the way. If defensive player is not making a play and in runner’s way, interference will be called, otherwise the runner must:

- i) Slide.
- ii) Go back to the last base.
- iii) Give up.

If contact is made between the runner and defensive player, it will be the judgment of the umpire as to whether it was malicious or not.

c) Runners are allowed to lead off and steal 2nd, 3rd and home (open bases). Runners are allowed to lead off from 3rd and advance on a pass/hit ball; however, due to safety concerns runners are not allowed to steal home when the pitcher is in contact with the rubber and in the process of making a pitch. NO “suicide squeeze”!

d) A runner on first base may not advance beyond second base following a pick-off attempt by the pitcher at first base or a throw by the catcher to second base. Unless thrown out; the runner will remain at second base, but all other runners may advance at will. This is the only circumstance the rule is in place.

6) EQUIPMENT:

a) NO metal cleats.

b) Bats may not exceed **34 inches** in length and **2 3/4 inches** in diameter; a batter will be called out before a pitch has been delivered. If a batter brings up an illegal bat after first occurrence (during the same game or rest of season) that batter is called out, the second batter will be called out and the head coach ejected for the remainder of the game and the next game. Please see the USSSA Rules for further clarification on bat regulations.

c) Catchers are required to wear proper protective equipment including a mask chest protector, shin guards, cup and protective headgear that gives protection to the top of the head and both ears when catching behind the plate. The throat guard is optional, but recommended. Any player warming up the Pitcher must wear a mask, whether the Pitcher is on the mound or elsewhere.

d) It is required that all coaches enforce the wearing of protective cups by all players.

e) No jewelry shall be worn by any player, except for medical identification and should be in the form of a necklace.

f) Pitchers may NOT wear a white-sleeved shirt or a white batting glove on either hand while pitching nor may they wear sunglasses.

g) Pitching distance will be at 46 feet. Bases will be at 65 feet.

7) LENGTH OF GAME:

a) 10U Kid Pitch shall play six (6) innings or 1 hour and 30 minutes. If the game is tied after 6 innings or the time has expired, **Tie Breaker Rules** will be in effect: The visiting team will place the last 2 batters previous to the scheduled batter at the plate on 2nd and 3rd Base, and there will be 1 out in the inning. For example, if the game is tied 3-3 after the 5th inning is completed, the time limit has expired, and the collective books determine that the number 3 batter in the lineup is due up; the visiting team will place the number 1 batter on 3rd and the number 2 batter on 2nd. Both teams will play like this until a winner is determined.

b) A game is officially over at the end of the specified innings or the time limit whichever occurs first. Teams may complete both halves of an inning that is started before the time limit expires. However, if the home team at bat during the second half of the inning is in the lead or takes the lead after time expires, the game is officially over. An inning is defined to begin immediately after the third put out of the team batting in the second half of the prior inning.

c) If a team is significantly ahead of another, the game will be over via the following run rule:

18 runs ahead after 3 innings.

13 runs ahead after 4 innings.

7 runs ahead after 5 innings.

8) PITCHING RULES:

a) All pitching rules will be enforced to adhere to USSSA guidelines; with the following exception.

b) NO curve balls will be allowed at 10U, in the case a pitcher throws a curve ball; the pitch will be ruled as a ball. There will be one warning and after the second infraction, the pitcher will be removed from pitching in that game.

c) A team will receive one warning prior to a balk being called, after that each infraction will be called.

i) The pitcher cannot throw to an unoccupied base without first stepping off rubber.

d) Batters may advance to first on a dropped third strike by the catcher. The batter may not advance beyond first base on an errant throw by the catcher on dropped 3rd strike, but all other runners may advance at will.

e) Pitching limits:

i) During the regular season a player may not pitch more than three (3) innings in one (1) game and may not exceed six (6) innings in one (1) day. During a league tournament there is no single game inning limit, but all other pitching limits will be enforced.

) If a player pitches three and one-third (3 1/3) innings or more in one day, the player is not eligible to pitch the next day.

i) A player may legally pitch a maximum of six (6) innings in one day.

ii) A player may pitch a maximum of eight (8) innings over a three (3) day period.

iii) Players reaching the maximum number of innings allowed must rest at least one day.

9) Coaches:

a) Only coaches in team uniform may be on the field (inside game field fence) during games; unless umpire notified and allows prior to game start. While on defense coaches must stay within 10 feet of the dugout entrance.

b) No Excessive screaming or yelling while on the field.
Un-sportsman like conduct will not be tolerated. (See paragraph C)

c) Any gestures or verbal interaction/abuse by players, managers, coaches, or fans, causing disorderly conduct, as determined by the Umpire or League Commissioner shall at a minimum result in ejection from the field/park for the current game plus the next 2 games.

d) Be familiar with these Standing Rules, USSSA Rules, and Major League Baseball Rules.

e) The Head Coach must make any protest/question of a call made by the umpire. At no time may an assistant coach, fan, or parent question an Umpire about a call/decision made.