

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 five (5) run limit per inning. The side is considered retired at the end of five runs or three outs whichever occurs first. Any half inning which ends because of the five 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. The courtesy runner must be the last batted out.

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”! See below for further clarification of this rule:

Stealing of Home Prohibited: This rule prohibits stealing home if the pitcher is in contact with the rubber, but R3 can attempt to advance home if the pitcher picks to 3rd from the rubber. So, to clarify, if P steps and throws to third from the rubber, R3 may attempt to advance home. If P steps off the rubber to pick to 3rd, R3 may attempt to advance home. If the pitcher is on the rubber, R3 may not steal so long as P still retains the status/position that still allows him to throw a pitch. And when P delivers a pitch to the plate, R3 may not steal. If said pitch then gets away from the catcher, or the catcher releases the ball back to the pitcher or another base, R3 may attempt to advance. (This includes passed balls, throws back to P, throws to bases.)

Once the ball reaches the catcher or goes beyond him, R3 can attempt to advance, but cannot begin a steal of home prior to that. (obviously secondary leads are ok, this distinction will be up to the judgment of the umpire).

If a runner is adjudged to be attempting a straight steal of home as laid out in this interpretation, he/she will be called out, the ball is dead, all other runners return.

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. When R1 attempts to steal 2nd base, he may not advance beyond 2nd regardless of what happens for the rest of the continuous play. However, if the pitch is hit by the batter while R1 is stealing, this rule is not in force and all runners may advance without regard to this rule. R2 stealing 3rd may advance beyond 3rd at his own peril, this rule is

limited to the runner legally occupying 1st base at the time of the pitch who is stealing second base.

This rule has been in place since the Fall '23 season and is intended to encourage the catcher to throw. (Scenario: R1, R2, 0 outs. Both runners steal on the pitch. Catcher throws to 3rd base to attempt to retire R2, and the ball goes into left field. The runner originating from 2nd is allowed to advance at his own peril. The runner originating from 1st still may not advance past 2nd base. However, if he comes off the base or attempts to advance, he may still be tagged out if the ball is still alive. If he does advance to third or home during continuous action, the umpires will return him to 2nd at the end of the play.)

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 45 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:

15 runs ahead after 3 innings.

10 runs ahead after 4 innings.

8 runs ahead after 5 innings.

8) PITCHING RULES:

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

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 pitcher will receive one warning prior to a balk being called, after that each infraction will be called.

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

e) 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.

f) Pitching limits:

a) A 75-pitch limit will be in place in all 10U regular season games. The pitching chart below will be the guide for regular season pitch limits and days of rest. If a pitcher reaches the 75-pitch limit, he will be allowed to finish the batter and must be removed once that batter has

completed his turn. This rule may be modified for tournament play, at the discretion of the Baseball Commissioner.

AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES)					
		0 Days	1 Days	2 Days	3 Days	4 Days	5 Days
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+

DISENGAGEMENTS:

a) The Major League rule regarding pitcher disengagements will be used, with one major adjustment. HSA 10U pitchers will be allowed three (3) free disengagements **per batter** instead of the MLB’s two (2). Under HSA’s version of this rule, on the fourth (4th) disengagement, the pitcher must retire a runner, or it will be called a balk. (Balk warnings will not apply to a fourth disengagement balk, it will always be a balk instead of a warning.) Also, for it to be considered a disengagement for the purpose of this rule, the pitcher must address a baserunner. For example, if a pitcher steps off the rubber to listen to a coach instruction, or to scratch an itch, tie his shoe, or some other common-sense reason (in the judgment of the umpires), this will not be counted toward the per-batter disengagement count because he is not addressing the runner. If the umpire deems that this rule is being abused by stepping off to do one of these things and it’s indirectly used to hold a runner or affect a runner, the umpire will count it as a disengagement. “Addressing the runner” includes, but is not limited to, pick-off attempts, a feinted pickoff attempt, a step-off and arm fake toward a runner, a step-off and looking directly at a runner for the purpose of making him retreat. These will be in the judgment of the umpires.

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.

10) Tournament Baseball

a) Tie Breaker used in bracket play is the Texas Tie Breaker = Bases Loaded with one (1) out and the three previous batters to the scheduled batter are placed on the bases (they are placed on the bases as if they had been walked; e.g., if the 4 hole is due up then the leadoff batter would be placed on 3B, the second batter placed on 2B and the third hole placed on 1B). After the runners are assigned to their bases, ONE (1) OUT is declared, and "Play Ball". Each team does this until we have a winner.