

2010 Rules for 10U League

1. All games shall be 6 innings with a 60 minute time limit. No new inning will begin after 60 minutes. Games may end in a tie.
2. There is a 5 run limit without continuation of play per inning. The inning is over the instant the 5th run scores. The run-rule/mercy rule will be: 15 after 3 innings, 12 after 4 innings or 6 after 5 innings. If a team is behind and cannot catch up or go ahead when time expires or if there is no way to catch up due to number of innings remaining, the game shall be over immediately.
3. The team pitcher will live pitch until a batter gets a hit, makes an out or is pitched 4 pitches. After the 4th pitch the coach will finish the at bat with the pitching machine. The batter will retain the same number of strikes upon receiving her 4th pitched ball. Strikes from the machine will be determined by the umpire. The batter will either hit the ball or strike out there will be no walking. The pitching machine speed will be 40 mph.
4. Each team will be granted one machine adjustment per inning when requested by the head coach. Umpires may call for a machine adjustment at their discretion.
5. While the machine is pitching to the batter the pitcher will position herself to the right or left of the machine behind the chalk line. If the pitcher advances in front of the chalk line before the ball has cleared the machine, a dead ball will be called and the batter will be awarded first base and all runners will advance one base.
6. Teams will play only five players on the infield on defense and all other players in the outfield.
7. Runners may not leave the base until the ball leaves the pitcher's hand or the pitching machine. A runner on 1st or 2nd can advance/steal only one base per pitch. If they advance more than one, they are liable to be put out. At the end of the play if the runner is safe and has advanced more than one base, the umpire will return the runner to the correct base. **THERE IS NO STEALING HOME.** The only way a runner can score from 3rd base is on a batted ball, by being forced home by a hit batter or by being awarded home by the umpire on an infraction such as an illegal pitch or overthrow into dead ball territory.
8. There is no dropped 3rd strike rule, however, the ball remains live and runners (not the batter) may advance/steal with liability to be put out.
9. A batted ball that hits the machine shall be ruled a dead ball and the batter awarded first base. All other runners will be awarded one base only if they are forced.
10. There are only four appeal plays: 1) batting out of order, 2) missing a base, 3) leaving a base before a caught fly ball is touched, and 4) over-running 1st base and then

making an attempt to go to 2nd base. The first three appeal plays are live or dead ball appeals but the 4th appeal play is a live appeal by defensive player only. ALL OTHER SITUATIONS are '*request for help*'.

11. Teams must wear league shirts during games or the game will result in a forfeit.
12. Teams are responsible for cleaning out their dugout after their game.
13. Throwing the bat is an automatic out after the 1st team warning.
14. Every team must have a catcher and she must wear the catcher's gear.
15. After each game a coach from each team must sign the scorekeeper's game report.

POOL PLAYERS

1. Only on the first game of the night will coaches be given 15 minutes (from the scheduled start time of the game) to get a pool player on the field and ready to play.
2. Pool players can be **any** player from another team in that league.
3. Coaches cannot deny the pool player on their team the right to play in a game with another team, even if the game is before his game on the schedule.
4. Coaches may use the pool players from the team they are playing if both teams agree.
5. Teams may only use two pool players in a game. Teams may use pool players to make a total of 9 players. If a team has 7 roster players then two pool players may be used to make a total of 9, but if 8 roster players are present then only one pool player may be used to make a total of 9. **Pool players will play only in the outfield and will bat last in the batting order. When a roster player arrives during the game they will take the place of the pool player and bat in the same position of the batting order as the pool player.**
6. Teams may play with 8 players without being issued an out on the last batter. Teams may also play with only 7 players but an out will be issued for the last batter. Teams with less than 7 players will result in a forfeit of the game.