

U10 HOUSE LEAGUE RULES

Game Time: warm up at 6:30 pm, umpire meeting at 6:55, game starts at 7:00 pm

- Pitching distance is 30'. Base distance is 45'. Safety bag will be used at first base.
- The 11" regulation ball can be used. The reduced injury ball should be used if available.
- **Time Limit:** Game is 7 innings. No inning may begin after 75 minutes of play. An inning may begin if the last out of an inning is called at 75 minutes, but not if it is called at 76 minutes.
- A full last inning shall be played regardless of score unless mutually agreed upon by both coaches.
- **Coaches:** Offensive coaches should position themselves out of bounds near 1st and 3rd base. Up to two defensive coaches may be on the field to assist the defence play.
- **Playing time:** All players are given equal opportunity to fully develop by playing all positions.
- All players are placed in the batting order. Late players will be added to the end of the batting order. All players should get the opportunity to bat lead-off during the year. Batting order should be shuffled each game.
- 10 defensive players may be on the field. Game may be played with 8 players if short of players.
- Players should rotate to a new defensive position every inning. Coaches may opt to have a pitcher play two innings in a row.
- Pitchers are recommended to wear a fielding mask while pitching.
- **Maximum Number of Runs:** All innings are over after 3 outs or after six runs have been scored.
- **Larger Strike Zone:** The umpire will be instructed to call a slightly larger vertical zone (shoulders to bottom of knees). This will help keep the adult pitcher out of the game as well as encourage more aggressive hitting.
- **NO Walk Rule:** If a player receives 3 balls from the pitcher, the batter's coach will pitch, continuing the strike count. If the **first pitch** thrown by the coach is considered a ball by the umpire, the pitch will be called "No Pitch". All remaining pitches by the coach will be called strikes regardless of the location of the pitch unless the ball is hit fair. Foul balls are counted as strikes except if it would have been the third strike. Batter is out when 3 strikes are counted.
- **Lead offs:** There are no lead-offs allowed. Runners will receive 1 warning. The next incident the runner will be called out. Base runners can leave base when the pitch crosses the plate.
- **Stealing:** Players may attempt to steal a base once the ball crosses home plate. No stealing of home is allowed. A runner may only steal one base per pitch (no additional base on an overthrow). Coaches should keep stealing to a reasonable amount.
- **Overthrows:** During a play on a hit ball, runners may advance to the next base on an overthrow at a base (only one base allowed on an overthrow, even if the ball is in fair territory).
- **Third Strike:** The batter will be called out on a dropped 3rd strike.
- Infield fly rule **is not** in effect.
- Pop-outs caught by the catcher must be higher than the batter's head to count as an out.
- **Thrown Bat:** A player will receive 1 warning for throwing their bat. The next incident will result in the batter called out.