



10U Fall Ball Local Rules

USA BAT Rule is in effect. All bats must have the USA Baseball Stamp on it

- 1. GAMES:** Games are limited to six (6) innings. Games are 2 hours long, finish the inning, 6 inning max. Games can end in a tie. **No new inning can begin after the 1 hour and 45 minute mark.**
2. Innings 1 – 5 are limited to 5 runs per inning. Sixth inning is unlimited. Mercy Rule (when a team is 15 runs ahead after 3 innings or 10 runs ahead after 4 innings) is in effect.
3. PITCHING: Pitching Eligibility will follow Green Book regulations. NO PITCHER CAN PITCH MORE THAN 2 CONSECUTIVE DAYS. The Official Scorekeeper (home team) is responsible for tracking pitch count (each foul ball equals a pitch in the pitch count). “Illegal pitch” is in effect during the entire season. An illegal pitch will result in a ball called for the batter, the pitch will be recorded and any runner(s) on base will not advance unless it was ball 4. There is no Balk. No pitcher can move to catcher if they have pitched over 40 pitches and no catcher can move to pitcher if they have caught even 1 pitch in the 4th inning. (Mound is set at 46 ft from the plate, measured from the point of the home plate.)
4. Intentional Walk: Prior to a pitch being thrown, the defensive manager can elect to “Intentionally Walk” the batter by announcing such a decision to the Plate Umpire. The Manager must request and be granted “time” by the Umpire and then inform the Umpire of the defense’s intent to walk the Batter. This can happen at any time during the at-bat. Enough pitches will be added to the pitch count to get the batter to 4 balls.
5. There are no Balks in 10U.
6. PITCHING AFFIDAVIT: USE IT! If it is determined that a pitching violation has occurred by the protest committee the team will forfeit the game and the Manager will be warned for the 1st time, suspended for the 2nd time and possible removal from managerial duties the 3rd time at the discretion of the board for not having the affidavit of violating the rule. An affidavit is on the TLL website that has the pitching amounts allowed and days rest needed for all age groups.
7. PLAYERS: The batter and base runners will wear batting helmets at all times. If a player voluntarily removes his helmet and refuses to put it back on, the player will be called out. Catchers must wear a facemask with throat protector (even with the hockey style masks) and protective cup (if male) at all times.
8. BATTERS: Batter will get 1 warning for throwing a bat. Batter will be called out for throwing the bat a second time. Umpire shall declare the ball dead.
9. Slash bunting is not allowed. **A Slash bunt is when the pitcher begins the wind up and the batter is showing bunt, the batter then pulls the bat back and swings normally at the pitch. When this happens, the batter will be called out (it doesn’t matter if the batter makes contact or not).**

10. RUNNERS: Sliding is permitted. Intentional sliding headfirst will be called out, unless returning to the bag. Bunting and Stealing are permitted. Runners may advance at their own risk until umpire calls time or the pitcher is ready to pitch the ball and the catcher is ready to receive the ball.

11. CATCHERS and PITCHERS: Hurry up rule will be in effect. If the catcher or pitcher of the next inning is on base with 2 outs, a substitute runner MAY be used. Said runner shall be the player who made the last out.

12. MANAGING: Green book rules will apply to base coaches. One adult coach is required in the dugout at all times.

13. LIVE PLAY: The entire lineup will bat in every game. All Defensive subs must play six (6) consecutive defensive outs and must remain in the same position in the batting order. All players in the lineup must be present at the start of the game. If a player is in the lineup and has not shown up at game time he will be removed from the lineup. If a child is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat without penalty. If the injured, ill or absent player returns he/she is merely inserted into their original spot in the batting order and the game continues. If a player arrives late to the game the manager will put him at the end of the batting order without penalty. There must still be enough game time left for the player to play six (6) defensive outs.

14. If a player does not play 6 consecutive defensive outs that player must START the next game, fulfill his play from the previous game and then stay in for at least 6 consecutive outs. The manager will be warned the first time, suspended the 2nd time and possible removal from managerial duties if a 3rd time occurs as subject to the discretion of the Board.

15. Make up games will be played due to rainouts and only if fields are available. There are no forfeits. If you are short players, please borrow from the opposing team but you do not have to play with 9 players. Pool players cannot play in the infield.

16. DECORUM: Swearing, foul language, derogatory or inflammatory statements by Managers, Coaches, players or parents is grounds for immediate ejection and suspension.

17. Line-Ups: The managers for each team shall provide an official line-up card to each other, the Head Umpire and the official scorekeeper. Once the line-up has been submitted it is considered to be official. The lineup card must have at least first initial, last name, uniform number and fielding position if the player is in the starting lineup.

18. There is no "Dropped 3rd Strike" rule in 10

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