

## Local RYFSA League Rules - 10U

1. Starting at 6 PM, two 5-inning games will be played, as time permits, with a 5-minute break between games. No new inning after 60 minutes. A new inning starts as soon as the last out of a previous inning is made.
2. Pitching Distance - 35', both feet on rubber, 11" ball.
3. No running to 1<sup>st</sup> base on a dropped 3<sup>rd</sup> strike.
4. A runner can steal one base at a time, unless a coach is pitching. When stealing, a runner cannot leave the base until the pitcher releases the ball. No stealing home. Sliding is not mandatory.
5. For first year 10U teams, the umpire will be a defensive coach behind the pitcher.
6. Line-up - entire roster bats.
7. Three (3) outs or five (5) runs shall constitute a half (1/2) inning. There is a five run limit per half inning.
8. Run Rule - 10 runs ahead after 4 innings is in effect.
9. There no inning limit on pitching in the 1<sup>st</sup> game of the night. In the 2<sup>nd</sup> game of the night, a pitcher is limited to 2 innings, except when the game goes to a fifth inning, a pitcher who has previously pitched 2 innings, may come back and pitch one more inning.
10. Coach pitches after ball four in the 2<sup>nd</sup> game of the night. This rule is flexible and can be agreed upon by both coaches before the game starts. The coach pitcher must pitch from the pitching rubber. The coach will pick up the current strike count; all coach pitches are counted as strikes except foul balls on the 3<sup>rd</sup> strike.
11. A player cannot sit out 2 consecutive innings, and must play at least 2 innings as an infielder within the first (4) four innings.
12. A hit batter will NOT be awarded first base whenever the ball hits the ground and then the player or hits the player directly. The batter must make an attempt to get out of the way.
13. When a throw is made to 1<sup>st</sup> base in an attempt to put out the batter/runner, the ball is dead as soon as the batter/runner is called safe or out. When a throw is made to the pitcher, second, third or home plate in an attempt to put out the runner, there will be one (1) base awarded on an overthrow.
14. No infield fly rule.
15. Maximum of two (2) coaches may be on the field during defense.
16. Coaches can substitute openly.
17. A minimum of seven (7) players are needed to avoid a forfeit. Players arriving late are placed at the bottom of the batting order. Up to ten (10) players can play defense at one time, but no more than six (6) players can play in the infield (i.e. if you have 10 players, 4 must play in the outfield).