



## 10U Rules - Revision 1.2\*

### Time limit:

- No new inning after 1 hr. 15 min
- Pace of play: 1 min, and five pitches between innings
- Once an inning is started it must be completed, unless the final outcome (win, loss or tie) would not change. In that case the game will be called when time expires and the final score reverts to the score from the last completed inning. Example is when the Visiting team is up by 6 or more runs and time expires the game is over
- Game time is forfeit time, a team must have at least 8 players or a forfeit will be recorded.

### Scoring:

- 5 run limit per inning.
- Run Rule: Game ends if a team is up 15 after 4 innings, 12 after 5 innings, or 8 after 6 innings.

### Pitching:

- Pitching distance is 35 feet
- Pitcher Inning Limit: (pitching week is defined as Sunday - Saturday)
  - Max 2 consecutive innings pitched per game
  - If team manager violates inning limit for pitcher
    - The 1st violation is suspended for the next game.
    - The 2nd violation is a review by the board and possible removal or longer suspension.
- Pitchers are required to wear a defensive fielders mask.

### Baserunning / Stealing:

- Stealing is allowed. Includes stealing home. **Delayed steals and continuation steals are allowed.**
- Players can lead off and steal on release of the ball from the pitcher's hand.
- A bad throw back from the catcher to the pitcher is still a dead ball.
- One stolen base per pitch.

### Fielding:

- May have 4 outfielders for 10 players on the field.





- No infield fly rule.
- A defensive fielders mask is highly recommended for all players.

#### Batting:

- All players bat in the lineup there are no substitutions.
- May play with 8 players min, with no out penalty.
- Bunting is allowed.
- No dropped 3rd strike
- Late arriving player(s) cannot play if they miss their spot in the batting order.
- No out penalty will be taken for an injured or sick player. If a player leaves a game that is not sick or injured an out will be recorded every time the missing player comes to bat.
- If a team is short players to avoid a forfeit the team can recruit a player from one division lower (only if they don't have a conflicting game). Contact [Player Agent](#) for help recruiting. This player must bat last and play outfield.

#### Awards:

- Teams finishing 1st and 2nd in the final league standings will receive trophies. Order determined by winning percentage (WP). In the event of a tie in WP in the standings it will be broken in the following order head to head (only 2 teams), runs allowed, run differential, then coin flip.
- There will be end of season playoffs for a chance to win a medal for 1st and 2nd. All teams will make the playoffs and it will be seeded by final league standings and it is single elimination. Playoffs will not be reseeded based on first round results.

#### Interleague:

- Interleague games do not count for league standings.
- Games played on our fields will follow our league rules. Games played at other leagues' fields will follow their rules.
- Pitcher inning limits do not apply for interleague games.
- If a team is short players for an interleague game they may borrow a player from a team at the same level as long as they don't have a conflicting game.

#### Game Summary Sheet:

- The home team is responsible for getting the game summary signed and filled out by both teams.
- It must be returned to Snack Shack or Scorers Table and emailed to [scoresheets.nbgsl@gmail.com](mailto:scoresheets.nbgsl@gmail.com) within one week after the game is completed or the home team will receive a forfeit for the game. Ideally it should be returned immediately after the game.





- In the event that the game summary continues to be delinquent, subsequent games will also be forfeited until the summary sheet is returned.

