



## CFABA 10U Rules

Summary – all official rules are in the CFABA Rule Book and NFHS Rule Book

### Bat Regulation

League	Max Diameter	Max Drop	Approved Certs
10U	2 - 1/4"	Any	Any
	up to 2 – 3/4"	-10	Any

### Field Size

League	Distance between bases	Home plate to second base	Pitching distance
10U	60 feet	84 feet, 10 inches	46 feet

### Length of Game

League	Max Innings	Max Time	Max. Runs per Inning	Special Notes
10U	6	2-1/4 hours	5	6 <sup>th</sup> inning is unlimited

### Mercy Rule

League	15 Runs Ahead		10 Runs Ahead		8 Runs Ahead	
	Home	Away	Home	Away	Home	Away
10U	Middle of 3 <sup>rd</sup>	End of 3 <sup>rd</sup>	Middle of 4 <sup>th</sup>	End of 4 <sup>th</sup>	Middle of 5 <sup>th</sup>	End of 5 <sup>th</sup>

## A. PITCHING RULES

1. A pitcher may make 2 appearances.
2. Pitchers may not wear jewelry of any kind, wristbands, or reflective glasses.
3. The pitcher's glove shall be of uniform color, neither white nor gray, and shall not be distracting to the batter. It must be an infielder's or outfielder's mitt (not a first baseman's).
4. Batter hit by pitch allowances:
  - a. Removed from pitching the rest of the inning after hitting 3 batters
  - b. Removed from pitching the rest of the game after hitting 5 batters
5. Intentional walks:
  - a. (3) maximum are permitted per game
    1. No single player may be walked more than twice.
  - b. Team Manager calls for time from the bench and holds up 4 fingers to the home plate Umpire to signal an intentional walk.
  - c. May be asked for any time during the at bat.

- d. No pitches are recorded for the batter after the intentional walk. Pitches thrown to the batter prior do count against the pitcher.
- 6. Mound Visits/Defensive Charged Conferences – 1 per pitcher per inning (more details in full rule book)
- 7. Strike Zone:
  - a. 10U: the strike zone shall be from the bottom of the knee to just below the shoulders, plus the black part of home plate.
  - b. An umpire may “open up” the zone but only after the completion of an inning. Both coaches must be informed of the new zone and given cause for the change.

## B. PITCH COUNT

League	PITCH RANGES					Maximum Daily Pitches
	Minimum calendar day between game days					
	None	1 day	2 days	3 days	4 days	
10U	1 – 20	21 – 35	36 – 50	51 – 65	66+	75

## C. LEAGUE SPECIFIC RULES: 10U

1. Base Running:
    - a. Base runner shall not leave the base until pitched ball has passed home plate on the way to the catcher.
    - b. For instances when the batter **DOES NOT** put the ball in play:
      1. There is a maximum of one stolen base per runner per pitch, however stealing second after a Base on Balls is not permitted.
      2. Stealing home is never allowed.
      3. Runners between bases after the pitched ball passes home plate may:
        - a. Retreat to the previous base at his/her own peril.
        - b. Progress to the next base at his/her own peril.
    - c. For instances when the batter **DOES** put the ball in play:
      1. Base runners may continue to advance around the bases at their own peril.
      2. The Umpire(s) determine(s) when no further action can continue and will call the ball dead accordingly.
- Consequences:
- i. First infraction: Both teams shall be given a warning, the pitch shall be considered a delayed dead ball, and the umpire(s) may take away acquired bases after the play.
  - ii. Subsequent infractions: The offending base runner(s) shall be called out after the pitch or play. Any offending individual may be subject to ejection.
2. A batter may not advance to first base on a dropped third strike.
  3. No infield fly rule.
  4. Defensive Rules:
    - a. A tenth player is allowed on the field and shall take the place of an outfielder. The position shall be that of an outfielder and must remain in an outfielder position until the ball is hit.
  5. Offensive Rules:
    - a. No slap bunts will be allowed. It will be counted as a dead ball strike.