

Harlan/Hoagland/Monroeville/Woodburn

10U Minor Boys Baseball Rules

Updated 4/20/26

General Rules:

- 1) All rules fall under ISHAA regulations unless superseded by specific rules below.
- 2) Except in the case of a tie game, games will be played for 6 innings, or after a complete inning ends upon the game clock reaching 1 hour 45 minutes, or after the conclusion of the final inning as declared by the umpire, whichever comes first (see timing rules below).
- 3) Only the umpire or a board official can suspend the game due to weather.
- 4) If weather suspends a game to where it cannot be played on the original day scheduled, it will be considered complete if 4 innings were played or 3 1/2 innings with the home team leading.
- 5) Games will be called complete by the umpire if a team is ahead by 15 runs or more after 4 innings or 10 runs or more after 5 innings.
- 6) Six runs scored by the offense or three outs recorded by the defense, whichever comes first, will constitute the end of an inning unless the final inning has been declared by the umpire. During the last inning as declared by the umpire or the 6th inning, unlimited runs can be scored by the offensive team except for the home team scoring the winning run thus ending the game.
- 7) Each available player is required to play three full innings during full games.
- 8) Teams are allowed to field up to ten defensive players. No more than six players are allowed in the infield including the pitcher and catcher. All remaining fielders must start in the outfield.
- 9) Free defensive substitutions are permitted except for the pitcher (see pitching rules below).
- 10) Teams must bat through all available players.
- 11) No new innings will be started after 10:45pm. Game must be stopped promptly at 11:00pm and rescheduled picking up where the game ended.

Player Eligibility Rules:

- 12) Player must be 10 years old or younger as of April 30th of the current year to be eligible for the Minor Division. Any exception requires board approval, and a player granted an exception will not be eligible to pitch.
- 13) A team must have a minimum of eight players to start a game and nine players by the beginning of the 2nd inning or the game will be declared a forfeit. If a player is added late, he will be added at the bottom of the batting order.
- 14) Teams may only bring up players from their own park's 8U Prep League. Using players from another 10U minor team or a child who is not registered at their own park's baseball program is not allowed. Called up players cannot pitch but can play any other defensive position.

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- 15) If a sick or injured player leaves the game and a substitute is not available, that position in the batting order will be skipped and will not count as an out. The injured/sick player may not return to the game.

Equipment Rules:

- 16) The home team must supply the umpire one new Tournament or Competition Grade Little League® certified baseball prior to the game. The visiting team will supply one Tournament or Competition grade Little League® certified baseball for backup which can be a used ball in acceptable condition. Acceptability of the ball's condition will be determined by the umpire.
- 17) Bases will be spaced 60 feet apart with the pitching rubber set at 46 feet from home plate.
- 18) All bats must be stamped with the "USA Baseball" certification. Using a bat without the "USA Baseball" certification will be grounds for coach and player ejection.
- 19) Metal cleats are not allowed. Cleats must be of rubber or molded plastic construction.
- 20) No jewelry is permitted except if required for medical or religious purposes. If needed, permitted jewelry then must be taped down.

Timing Rules:

- 21) Start time of the game will be declared by the umpire just prior to giving the ready for play signal prior to the first pitch.
- 22) For the purposes of time, the next inning begins at the time of the third out in the bottom of the previous inning. Any inning that starts after the game clock reaches 1 hour and 30 minutes will be declared by the umpire as the last inning of regulation (thus allowing the offensive team to score unlimited runs – see rule 6). No new inning will start after 1 hour and 45 minutes, regardless of if the last inning was declared by the umpire or not, unless the previous inning ended in a tie.
- Clarification for Umpires: The final inning must be declared prior to the start of the inning and not in the middle of an inning. All innings that are started will be finished regardless of the amount of time elapsed. Umpires should not speculate as to how long the current or subsequent inning(s) will last.

Additional Timing Rules for Games Ending in a Tie Ballgame:

- If another game is scheduled on the same field after the current tied game, only one extra inning will be played. If the game is still tied after that inning, the game will be rescheduled and resumed from the point where the game stopped.
 - If there is not a game scheduled after the current tied game, the game may be played out for up to two and half hours, until the tie is broken. If the game is still tied after two and half hours the game will be rescheduled and resumed from the point at which the game stopped.
- 23) Upon a weather delay, the game clock is stopped. The game clock will restart at the time the umpire signals ready for play after the delay.

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24) Tournament games will follow regular season timing rules except for the championship game. The championship game will be played the entire 6 innings regardless of time.

Pitching Rules:

25) Pitchers are limited to 65 pitches and/or three innings per game, whichever comes first. Pitchers are also limited to a total of six innings and 100 pitches, whichever comes first, in a calendar week which runs Monday – Sunday. Pitched innings limit and total pitch count in a week will stand regardless of make-up games (end of season tournament excluded – see amended tournament rules below). If a player hits any pitch limit in the middle of an at bat, the remaining pitches will not go against their pitch total if they are replaced immediately following the current batter.

26) A pitcher who has thrown 65 pitches in a game must have a rest period of 4 total days.

27) A pitcher who has thrown **more than** 50 pitches in a single game must have a rest of 2 total days before pitching again. If a player hits 50 pitches during an at bat and is immediately replaced, only 50 pitches need to be recorded on the pitcher verification sheet and would be immediately available to pitch in upcoming games without a rest period.

Clarification Example for Rules 25-27: A player who starts a batter on pitch 48 would hit 50 pitches with a 2-0 count on a batter. That pitcher can finish the batter and if the total pitches go above 50, it will only count as 50 total pitches on the pitcher verification sheet if the player was immediately replaced by a substitute pitcher prior to the next batter. A pitcher who starts a new batter having thrown 50 pitches would have the full number of pitches counted on the pitcher verification sheet and towards his total pitch limit for the week and require rest days. Additionally, a pitcher who hits 65 pitches while facing a batter can complete the at bat, but the pitcher would need to be immediately replaced before facing another batter with only 65 pitches recorded on the pitcher verification sheet.

28) One official pitch will constitute one official inning towards the pitcher's game and weekly total.

29) A pitcher who has been removed from the mound may not return to pitch for the remainder of the game once a replacement pitcher delivers one legal pitch.

30) Coach's mound visits are permitted. A pitcher must be replaced upon the second visit in the same inning or the third visit in a game.

31) Balk rules do not apply will not be enforced.

Additional Rules for Tracking Pitches

- Coaches are responsible for tracking pitch counts and innings pitched. Coaches shall report the numbers with the opposing coach after the game to have a pitcher verification sheet signed. If a coach refuses to sign, please reach out to your park's board president for a resolution. (Official Pitcher Verification Sheet in Addendum)

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- If a coach shows up to a game without their signed pitcher verification sheet from the previous games in the calendar week, all pitchers for that team will have a 20-pitch count maximum for that game.
- Total pitch and inning counts for the whole tournament are revised below.

Amended rules for the End of Season Tournament

- Pitch limit is increased to 115 total pitches with a 9-inning limit for tournament.
- If inclement weather or other non-man-made situations do not allow for a complete game, the game will be completed on the next possible date from the point at which the game was delayed. The game will be played as if it is being played on the original day. All pitching records will reflect the original scheduled game.
- Same rest rules apply to the tournament.
- Total pitch count and inning limit for the tournament apply regardless of rainouts or re-scheduled games.

Batting Rules:

- 32) The batter may not square to bunt or “show bunt”, pull back, and then take a full swing. (Also known as “slash bunting”). If this occurs, even if only on an unsuccessful attempt, the batter will be out.
- 33) A batter will be warned for throwing the bat upon the first occurrence. The second infraction by the same player will result in the batter being declared out and all baserunners being returned to their previous bases.
- 34) If a batted fair ball goes out of Field of Play (either under or over the fence), the defensive player is to put their hands up as a signal to the umpire. If confirmed by the umpire, the batter will be awarded ground rule double. The umpire may also declare the ball out of play at his or her own discretion.

Base Running Rules:

- 35) Advancing to 1st after a batted ball, runners must use the orange bag (when provided) if there is going to be a play at first base.
- 36) Lead offs are not permitted once the pitcher has control of the ball with one foot on the pitching rubber.
- 37) Base runners may steal any base but not until after a pitched ball has crossed home plate.
- 38) If a runner leaves to steal a base before the pitched ball crosses home plate, the team will receive a warning for first offense with the runner being returned to the base they were stealing from. The team's 2nd offence for leaving a base early will result in the runner being called out.
- 39) While the ball is live (either due to a batted ball or a legal pitch which was not hit into fair play), a runner who committed to the next base before the pitcher places a foot on the pitching rubber may

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advance to the next base if the runner has advanced approximately halfway based on the umpire's discretion.

- 40) Baserunners must avoid contact. Runners do not have to slide if there is a play being made on them. However, intentionally running over or into defensive players is not permitted and will be cause for player ejection at the umpire's discretion.
- 41) Headfirst sliding is not allowed when advancing to a base. A player who headfirst slides into an advancing base will be called out. However, a player may dive back headfirst to a base he has previously reached.
- 42) The infield fly rule does not apply and will not be enforced.
- 43) The "dropped third strike" rule does not apply and will not be enforced.
- 44) If a ball is thrown out of play by the defensive team, the runners are awarded up to one additional base, beyond what the runner would've accomplished at the umpire's discretion.
- 45) Teams must have a coach at first and third base. Players are not permitted to coach the basepaths.

Administrative Rules:

- 46) Weather and mandatory school functions are the only acceptable reasons to cancel a game. Weather cancellations are to be communicated by the hometown board to the visiting team's board 1 hour or more prior to game time. The coaches of both teams should coordinate a rescheduled date and time within 7 days. If the game is not rescheduled within 7 days, coaches should escalate to their park's board president for assistance.
- 47) The division representative (sometime called the "league rep") will gather results, maintain standings, and post the league standings in public forum.
- 48) Coaches are responsible for reporting game scores to the division representative.
- 49) League standings are based team's overall record. If two teams finish with the same record, the tie breakers in order of priority will be: head-to-head record, defensive runs allowed, offensive runs scored. League Standings will also determine seeding for the end of season tournament.
- 50) There will be no "coaches' option" regarding these rules. Coaches who agree to override any league rules will result in an automatic forfeit for both teams.
- 51) Trophies will be given out for the Champions and Runner's Up for both the regular season and the end of season tournament.

Conduct Rules:

- 52) Any coach who is ejected from a game by an umpire shall serve a one game suspension for the next available game.

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- 53) No alcohol or smoking in the proximity of the playing areas, concessions or areas where families and players gather. Coaches, managers, and/or scorekeepers will be immediately ejected including a once game suspension if caught smoking or drinking on park grounds.

