



## JACKSON BASEBALL LEAGUE

### Fall Baseball 10 u Rules

1. Games will be 6 innings, with each inning being over after 3 outs or 5 runs scored. 3 hours will be scheduled for double headers, playing 6 innings first game; playing second game till time is up. Umpire will give the official start time prior to first pitch. One additional inning will be given in the case of a tie game, after that inning the game will end in a tie.
2. Each team must have 8 players present or forfeit the game after 10 minutes has passed the regular starting time. A team that does not have 8 players at the regular game starting time has a **MANDATORY FORFEIT**. A team playing with 8 must take an automatic out for their 9<sup>th</sup> batting spot. It is suggested that when a forfeit occurs, the team with enough players give some players to the forfeiting team and then play a practice game. Umpires will be expected to stay and ump the game.
3. The last inning shall be the 6<sup>th</sup> inning or the last inning allowed by time constraint as set in rule one. **10 run rule in effect after completion of 4 innings.**
4. **HOME TEAM** is the official scorer (Umpire will give the official start time prior to the first pitch). The home team is responsible for getting the field ready to play. The city park department will plan on chalking and placing the bases. May be situations that the home team sets the bases. Home team manager is responsible for submitting game score and innings pitched to the division coordinator within 24 hours.
5. **10 u Pitching MAXIMUM: Daily max pitches is 75, required days of rest after pitching are 1-20 pitches; 0 day rest, 21-35; 1 day rest, 36-50; 2 days rest, 51-65; 3 days rest. Pitches are tracked by coaching staff. Pitch count totals need to be verified between teams after each inning.**
6. Every team will use 9 players on the field. If a player shows up after the game has begun, he must play in the field before he can be added to the batting order in the last spot.
7. Batters, base runners and on deck batter will be required to wear safety helmets. A helmet removed by choice without time granted by the umpire will receive one team warning per game and the next incidence will result in an automatic out.
8. Every runner must slide at 2<sup>nd</sup>, 3<sup>rd</sup>, and home plate. An out may be called if in the umpire's judgement the player avoids sliding in any close plays. (Ball in the area, slide!) We ask that umpire and coaches help in reminding the players of the need to slide to avoid contact.
9. Free substitutions for all players except the pitcher's position. When the pitcher is removed, they cannot return to the mound to pitch.
10. The dropped third strike rule is **not** in effect. A dropped third strike is will result in the batter being called out, without the opportunity to advance to first.

**11. There will be base stealing and bunting.**

**Stealing: Base runners must be in contact with the base when the ball is pitched and stay in contact until it reaches the catcher, then they may run/steal. If they leave early the umpire will have the option of resetting the runner back to the base and giving one team warning. Next runner to leave early will be called out!**

12. Only one batter is allowed in the on-deck circle and that player is required to ensure there are no extra bats laying in the area prior to the batter batting. Each team will bat continuous line up and will receive an automatic out if a player is observed batting out of turn.
13. The infield fly rule is in effect with less than two outs and at least 1<sup>st</sup> & 2<sup>nd</sup> base are occupied.
14. If a player is running the bases and struck by an infield fly without being in contact with a base, the batter and the runner will be called out.
15. Bases will be 60 feet apart, located on the first set of in ground pegs, mound is 46' from back of plate. Please place the base plugs back into base pegs/sleeves.
16. **Bat barrels may be 2 5/8 " diameter, with USA bat marking, no BBCOR bats.**
17. The procedure for appeal:
  - a) Team coaches must appeal to the umpire before the next pitch
  - b) The umpire must call time out
  - c) The umpire will motion for the appealing coach and the other head coach to listen to the appeal
  - d) After hearing the appeal, the umpire will then consult with the other umpires without the coaches' present
  - e) The umpire will then make his decision concerning his appeal. The decision of the umpire is final

**Remember the most important thing is to teach the boys how to play the game and to have fun doing so!**