

## **Thumb Area Baseball League: 10U Boys Rules – 2024**

**Good Sportsmanship is required from all coaches, players, parents, and fans. The emphasis of the Thumb Area Baseball League is to ensure all players have a good experience and learn the game of baseball.**

### **General Rules**

1. Eligibility for 10U BB - players must not be older than 10 years old **prior** to May 1st of the current year.
2. MHSAA rules will be followed with the exceptions of these listed.
3. Each team must have 7 players to start a game. Late arriving players will be added to the bottom of the lineup.
4. Player Pool - If your team is going to be short players (less than ten), you can add up to three, 10U Pool Players for a maximum team size of 10 players total. Pool Players must not be older than 10U, must be rostered on a team in the thumb league and from your town. Pool players can come from an 8U, 10U or 12U team as long as they are not older than 10U. A Pool player should be an average player and certainly not a player that also plays in an advanced program (except if from a younger division). The intent of the Player Pool is to fill a team - not to stack a team – we are expecting coaches to use good judgement and sportsmanship accordingly. A pool player must be reported as such to the other team, cannot pitch or catch and must bat at the bottom of the order. Pool players are not to be included on your team's official roster listed within Tourney Machine – only the regular players assigned to your team. Coaches are encouraged to use a different pool player from game to game if possible. Pool players will not be allowed during the end of season tournament.
5. Good Sportsmanship will be used at all times. The Umpire has the discretion to remove any player, parent, or coach if behavior is unsportsmanlike. At the conclusion of every game, teams must line up and shake hands - this is mandatory, no exceptions.
6. Base distance is set at 60 feet and pitching mound is 46 feet.
7. The home team will occupy the 3rd base dugout and will keep the official book. Both team's books must be signed by umpires for league standings.
8. **The WINNING team will report the scores to the league within 24 hours or the game will be considered a forfeit for both teams (score = 0 to 0). Please include your age group and gender.**
9. Maximum run differential to be recorded is 10 runs (maximum winning score to be recorded = losing score plus 10).
10. If a team forfeits, the score shall be recorded as 0 to 10.

### **Uniforms and Equipment**

1. There will be no bat restrictions at this age level. Bats should be stamped 1.15 or USA- Wooden bats are allowed no softball bats.
2. Metal cleats are prohibited. Players may not wear jewelry. Long pants must be worn.
3. All offensive players inside of the playing field fence need to wear a helmet. If the helmet is removed before leaving the playing field, a warning to the team will be issued. Failure to comply a second time and an out will be called against that team. Repeated warnings may result in the player being removed from the game.

### **Game Length Rules**

1. It is up to the home team representative to cancel a game, contact the opponent, and the league to reschedule.
2. Games will consist of 6 innings. At least 3 innings must be played to complete a game in case of rain or darkness. If less than 3 innings, the game needs to be rescheduled for a later date. All makeup games need to be scheduled through the league. Makeup games start over at the top of the 1<sup>st</sup> inning.
3. Umpires will establish the official start time of each game with coaches and scorekeepers from both teams. The umpire will set a game timer that will be set for 60 minutes. Once the 60 minutes is reached, the inning currently in will be finished. The umpire will call last inning and each team will have the opportunity to bat one more time. When the last inning is called it is unlimited runs and 3 outs are needed to end play. If the game reaches the sixth inning prior to the 60 minutes, the sixth inning becomes last inning.
4. There will be a maximum of 5 runs scored per inning or 3 outs required to end an inning (except last inning is unlimited runs) Mercy rule comes into effect if a team is leading by 15 runs after 4 or 10 runs after 5 completed innings. Mercy rule does not apply in last inning.

1. In the event of a tie after time limit or after 6 innings have been completed within the time limit, the game will go into extra innings using the International Tie Breaker rule. International Tie Breaker Rule – The player that made the last out of the previous inning for the visiting team is placed on second base with no outs. The same procedure will be done for the home team and the game will continue until one team wins.

### **Pitching**

1. Pitchers will be limited to pitching 3 innings per game maximum. Innings pitched need to be consecutive. One pitch constitutes an inning pitched. If a player pitches three innings, one day rest is mandatory before pitching again.
2. **Pitch count recommendations:** Per Little League Baseball, it is recommended to limit a 9 to 10 year old player's pitch count to 75 pitches per game/day – note that additional days of rest should be required if pitch count exceeds 35 pitches. If a player pitches more than 41 pitches, they should not play the position of catcher for the rest of the day. Lastly, any player that has played the position of catcher for 4 or more innings, should not pitch the rest of the day.
3. Only 2 defensive conferences will be allowed per inning. If a coach makes a 2<sup>nd</sup> visit to the mound in the same inning, for the same pitcher, that pitcher must be replaced at that time.
4. If a pitcher hits 4 batters during a game, that pitcher is not to pitch for the remainder of the game.
5. Warm up pitches: New Pitcher to an inning: 6 pitches, Pitcher returning in consecutive innings: 4 warm-up pitches. Mask and Helmet must be worn by any player warming a pitcher up anywhere in the park.
6. When on Defense, coaches must stay in their dugouts unless to have a defensive conference or to address the umpire, in which "time" must be called to do so.

### **Batting**

1. All teams will use a rotational batting order for all players present (all players present and able, must bat). This batting order will remain the same throughout the game except that late arriving players will be added to the bottom of the batting order. If a team has less than a full batting order, an out shall **not** be recorded for the missing batter(s).
2. If a player is injured and cannot bat, the player shall be skipped and an out shall **not** be recorded. However, once a player is skipped in the batting order due to an injury, the player shall then be removed from the rest of the game.
3. Home Plate is fair territory. A batted ball that hits or settles on home plate is a fair ball.
4. Throwing bats is prohibited. Teams will be given one warning per game. Any offense after that will be called an out.
5. Drop third strike will NOT be played. Bunting WILL be allowed.
6. The infield fly rule will not be in effect, however intentional dropped balls on this play will result in all runners being safe. This is an umpire's judgment call.
7. On-deck batter shall use on-deck circle on same side as batter.

### **Base Running**

1. Stealing is allowed (Hit or Walk). Base runners may not lead off but will be allowed to steal once the ball crosses the plate. Stealing home is allowed.
2. On play to any base, runner on 3rd can go home. Pitcher must have control of the ball and be set to throw before runners have to stop advancing.
3. Close plays at any base except 1<sup>st</sup> requires that runner to slide. A team Warning will be given after one warning it will be the umpire's discretion if the runner is out.
4. A courtesy runner will be allowed for the catcher when he is on base with two outs. The courtesy runner used must have been the last player out. If a player is injured, the player who made the last out will be the substitution runner, as well.

### **Fielding**

1. Teams can field 10 players with the extra player positioned in the outfield. All players are required to play a minimum of 2 innings in the field. There will be unlimited substitutions; players may be taken out and put back in the field any time between innings and during pitching changes.
2. Each coach will be responsible for their team hustling on and off the field between innings. This includes getting your catcher ready ahead of time if he is not batting.