

U10 Rules

1. Pitch Assist – Player pitching to opposing team until the batter receives a 4th ball, which would normally result in a walk. This is where the game changes. After the 4th ball, the batter will have a count against him/her. It will either be 4 balls (0 strikes 4-0), 4-1 or 4-2. The hitter's coach or designate for the offensive team, will now come in to pitch to his/her own batter and carry on the count (LTP rules).
2. Player pitch – normal count. After 3 strikes, batter out.
3. There will only be stealing from first to second base. There will be no stealing of any other bases including passed balls from pitching.
4. A runner on third base shall be frozen there until they're forced in (hit in). They cannot advance on an overthrow or a fly out.
5. The batter shall be automatically out on a third strike whether or not the catcher catches the ball.
6. The base runner must keep his/her helmet on until he/she returns to the bench. If any base runner takes his/her helmet off while in the field of play, they may be called out.
7. Five runs constitute an inning.
8. A player may only pitch a maximum of 3 innings per game but does not have to be consecutive (i.e. if a pitcher pitches to a batter in an inning, it shall be considered as an inning pitched). Once a pitcher is removed, he/she cannot re-enter as a pitcher in that inning.
9. Players may not leave their base until the pitched ball has crossed home plate or until the batter has made contact with the ball.
10. Last inning may not be called prior to 7:50 pm. If inning is not complete by 8:00 pm the game will continue until the inning is complete.