

10U Division DYSA and NORCAL Combined Rules (local rules in bold)

1.0 INNINGS & TIME

- 1.1 Regulation game is 6 innings.
- 1.2 Game length 1 hr 30 min; cannot start new inning after 1 hr 30 min unless tied and umpire determines there is sufficient light to play an additional inning.
- 1.3 Sudden death rules then apply with last batter from previous inning starting the new inning at 2nd base; once new inning called it must be completed unless game is called due to darkness in which case final score is that of last complete inning.
- 1.4 Home plate umpire and scorekeeper shall keep time.

2.0 EQUIPMENT & FIELD

- 2.1 Ball 11 inches.
- 2.2 Base 60 ft.
- 2.3 Pitching 35 ft.

3.0 DEFENSE

- 3.1 Minimum of 8 defensive players to field a team; team will forfeit if they have less than 8 players. If less than 8 players are available, managers should effort to 1. Reschedule the game. 2. Plan with opposing manager to utilize one of his or her players or 3. Network to find a player from a lower age division to fill in.**
- 3.2 Play 9 defensively
- 3.3 Defensive players must stop base runners from advancing.**
- 3.4 Free substitution of defensive players at any time subject to minimum play requirements.**
- 3.5 Every player will be given the opportunity to play an infield position at least one inning per game. Two innings of infield per player is recommended, however infield positions will be predicated on safety of players.**
- 3.6 The same players shall not consistently sit out innings each game. Each player shall have the opportunity to play throughout a whole game at least twice during the spring season.**
- 3.7 Minimum rules apply-12 players/12 outs by the top of the 4th inning. All players should play 2 full innings of defense by top of 4th inning.
- 3.8 **NO** guest players allowed if a team has 9 or more available players.

4.0 PITCHING

- 4.1 Walks awarded after four balls. No walk steal. Ball is live for other runners.
- 4.2 Pitchers have 1 minute or 5 pitches to warm up.
- 4.3 No player can pitch more than 6 innings in two consecutive games and 4 innings in one game. Rainouts or missed games by player do not count in two-game sequence. Each team shall record innings pitched by players in their scorebooks which are available for review by the opposing team. Pitchers are ineligible to pitch in a given game (assumed to have filled their 6 inning limit) if pitching inning totals cannot be determined from the scorebook. Scorebook must note absent players.**
- 4.4 One or more pitches by a pitcher counts as an inning.**
- 4.5 Illegal pitches shall be questioned only by head coach of opposing team and in conference with the umpire and other head coach.**
- 4.6 Hit batters awarded 1st base.

5.0 OFFENSE

- 5.1 Five Run per half inning mercy rule.

6.0 HITTING

6.1 Bat entire game roster in continuous order whether play defense or not. Continuous order means that you start the batting line-up wherever you ended on your previous game. This will ensure that every player on the team receives the same number of at bats throughout the season.

- **Coaches will have one opportunity after 3 games are played to alter their lineup. Lineups may be changed ONCE, and then this lineup is used, batting in continuous order, until pool play begins.**
- **Please note - This will NOT apply to the year-end tournament. While all players will still bat (whether they are playing defense or not) throughout the tournament, coaches may re-write their line-ups for each game to allow for more competitive play.**

6.2 No dropped 3rd strike-dropped 3rd strike is live, so base runners may advance.

6.3 No infield fly rule. No automatic out; all infield popups are considered fair and playable.

6.4 Courtesy runner (player making the last out) may be used for catcher only when there are 2 outs and the catcher is a base runner.

6.5 If a player leaves the game for any reason before the end of the game, that player will be removed from the line-up for the remainder of the game. When that player is scheduled to bat that position will be skipped with no consequence.

6.6 If only 8 players are available on offense, no out will be enforced for the 9th batter when their spot in the lineup comes up to bat.

7.0 RUNNING

7.1 Stealing one base only per pitch; base runners advancing beyond the stolen base may be put out when ball is in play and they are between bases; once play ceases, base runners advancing safely beyond the stolen base will be returned to the entitled (stolen) base.

7.2 Leadoffs allowed.

7.3 Two bases can be taken on an overthrow of a ball beyond the field boundary lines and into an out of play area.

7.4 Base runners must stop once the pitcher has controlled the ball within the pitcher's circle unless the pitchers tries to make a play on an advancing base runner or if the base runner is already more than half way to the next base once the ball is controlled.

7.5 Walk stealing is NOT permitted.

8.0 OTHER

8.1 All-star season and winter league.

8.2 No jewelry of any kind worn at games and practices except medical alert bracelets (must be taped to wrist) or necklaces.

8.3 Where there is no DYSA/NORCAL rule specified, then ASA/USA rules will prevail.