

HARDBALL

10U DIVISION RULES

1. All teams shall make the playoffs. The Championship game will be played on the home field of the Team with the best regular season Record, and they will be designated the Home Team.
2. Home Teams are responsible for Paying the Umpires.
3. All games will start at 6:15p with a 15 minute grace period until 6:30 p.m. Every effort must be made to start the games on time.
4. Each coach will supply two (2) Baseballs to their Home Game.
5. Home team is responsible for their own Diamonds in regards to Bases.
6. If an Umpire fails to show up for the ball game, each Team should designate someone to represent each side.
7. Cages on Batting Helmets (protective head gear) are optional but recommended especially for novice players. The On-Deck Batter **MUST** wear a protective head gear at all times. The protective head gear **MUST** be worn by the Batter and all the Runners on Base. Player/Coach must also wear protective head gear when Coaching on the Bases. Please try to cooperate among Teams to share Batting Helmets if one Team does not have enough.
8. Catchers, in addition to all standard protective clothing, must wear an athletic supporter and cup. A player warming up the pitcher, must wear a helmet/protective head gear.
9. All games will be of a Six (6) Inning duration and Four (4) complete Innings constitute a complete game. **NO** new Inning can start after 8:30 p.m.
10. The Umpire will determine suspension of any ball game because of darkness, weather, etc. Any suspended game will continue at a later date only in the case of a tie game. Otherwise, you will revert back to the last complete Inning for the final score. (Example: Top of the 6th inning, two (2) outs and the game is called, you will revert back to the 5th inning). A canceled game is considered before Four (4) completed innings. A canceled game will be played over from the start.
11. Concerning rain-outs and cancellations:
 - (A) **MOST IMPORTANT - NO COACH WILL CANCEL ANY GAME AT ANY TIME.**
 - (B) **MAKE-UPS - ALL make-ups need to be completed as soon as possible.**

12. Protests concerning technical errors or roster violations must be submitted to the Baseball League Director. He reserves the right to weigh such protests over a period of two days and also reserves the right to call the Director of each Organization to help determine any problems in deciding if a protest is valid or not. We also use the N.Y.S.C.A. Code of Conduct Policies & Procedures as our guide.
13. **PLAYING TIME:** Every player on the team roster will participate in each game for a minimum of six (6) defensive outs. This is MANDATORY at ALL Divisions! Every player who shows up before the Start of the Second Inning of the game MUST receive playing time according to this rule.
14. Mercy Rule: 15 Run Rule after Four (4) innings. If either Team does not get ALL their players in the game for Six (6) defensive outs prior to the Mercy Rule taking effect, they will FORFEIT the game!
15. 46' pitching distance and 60' base distance. Base runners may not leave a base until a pitch reaches home plate.
16. Leaving a base early, 1 Team Warning will be Issued. The 2nd time a team leaves a base early will result in a dead ball and the player is called out! Both are called immediately!
17. No dropped 3rd strike or infield fly rule.
18. Stealing of home is only allowed if a pick-off attempt is made at any base. That is, a player has arrived at a base safely, then is played on. A fake throw is not a pick-off attempt.
19. A team may start with 7-players for one inning but must have 8 by the 2nd inning.
20. Bat dia. 2 1/4 " Max. / Wt. Open
21. Barring an injury or illness, a player who starts an inning must finish the inning in the field.
22. Head Coaches are Responsible for their teams Asst. Coaches, Players, and Fans behavior!
23. ONLY the Head Coach can talk to the Umpires.
24. Free player substitution. Players leaving a game due to illness/injury are skipped.
25. No head first slides going to base, this will result in the runner being called Out! Head First only when going back to a base!
26. No intentional walks, uncaught 3rd strike, or infield fly rules in effect.

27. Max. of Three (3) walks per Inning, after Three (3) walks, the batter MUST hit the ball into play or strike out! Unless the batter is hit by a pitch.
28. Complete uniform & tucked in when possible.
29. Regulation baseballs must be used.
30. Regulation batting Helmet.
31. Bunting is permitted.
32. Steel spikes are prohibited.
33. 10 players on the field max (4 outfielders).
34. 6 run max per inning by each team except the 6th and beyond.
35. Bat the whole order (Full Roster of players available at any game). Each Team MUST bat their whole roster.

PITCHING:

36. 6-Innings Max. per pitcher in a 2 game week, 8 innings max in a 3 game week
37. Starting pitcher can pitch 3-consecutive innings or 50 pitches.
38. All relief pitchers 2-consecutive Innings Max or 50 pitches.
39. Pitcher may finish the batter after reaching 50.
40. No re-entry as a pitcher.
41. 1-pitch counts as an inning.
42. Warm-up pitches do not count as ANYTHING.
43. Each team must supply someone to count pitches
44. Week starts Tuesday and ends Monday.
45. If a pitcher hits more than 2 batters in one inning or more than 3 in one game he must be relieved.

“Athletes First, Winning Second!”