



# Hoyt Youth Baseball League (Hybrid)

## 10U Division Rules

Revised 7-1-24



### Eligibility:

1. A player's age by July 1 of the current year is his age for the summer recreation programs.
2. An adult must be present with each team for the entire game, or the game will be forfeited.

### General Rules

1. Game length shall be 6 innings or 1 hour 30 minutes finish inning.
2. Base distance will be 60 feet and pitching mound 46 ft.
3. Bats may be USA or USSSA. Wooden bats may be used.
4. A parent, guardian or adult representative **MUST** be present at all games and practices.
5. The team manager is responsible for the conduct of the coaches, players, spectators, and parents of his team during games and practices.
6. A team must start and finish with 6 players. Forfeit time is 10 minutes after game time.
7. Home team will keep the score hook and sit on the third base side.

### Game Rules:

1. This is a Recreational League.....let's show the kids how to have FUN!
2. Base runners may steal once the ball crosses the plate; 1 base at a time or if they are played on. Players may lead off up to 3 steps. Base runners may not steal when the designated pitcher is pitching. Stealing home is allowed 1 TIME per inning, unless there is a play at 3<sup>rd</sup>.
3. No advance on dropped 3<sup>rd</sup> strike.
4. If batter does not get a hit after 6 pitches, the coach may come in & pitch 3 overhand pitches to their own player. If player does not hit, they will be out. **NO WALKS ALLOWED**-we want players to HIT the ball. This will help them be more successful & move the game along.
5. Balks will not be called.
6. In Field Fly rule will not be in effect.
7. A pitcher may pitch (2) innings per game and no more than (4) innings per week, with 24 hours rest between games. One pitch constitutes an inning. No pitcher may return to the mound once removed.
8. All players must be placed in the batting order and will be required to play a minimum of 2 innings in the field.
9. There will be a 6 run limit per inning with the exception of the last inning in which teams will be allowed to score as many runs as possible.
10. There will be a 10 run mercy rule after 4 innings.
11. There will be unlimited substitution: players may be taken out and re-entered into the field at any time. A team may play with three (3) outfielders.
12. In order to allow more innings to be played the following are in effect:
  - A. The next inning will start within 3 minutes after the last one ends. A pitcher shall receive 4 warm-up pitches if time permits.
  - B. There will be a courtesy runner for the catcher at any point of the inning. This runner shall be the batter who made the last out, provided they are not the pitcher.
13. Any Player warming up a pitcher must wear a mask and helmet.
14. All batters, base runners and catchers must wear protective head gear.
15. Any player who (in the Umpires Judgement) **DELIBERATELY THROWS A BAT OR HELMET** (Either to the ground or in the air) will be considered OUT. If there is a 2<sup>nd</sup> infraction, the player will be ejected from the game. Any player ejected will be an OUT in their spot in the batting order every time they are up to bat.
16. Injury to a player does not constitute an out in batting order.
17. Coaches are allowed 2 trips per PITCHER with the 2<sup>nd</sup> trip mandating the pitcher removal
18. Adults are allowed to coach the bases provided there is an adult on the bench to keep the players under control. Any players coaching the bases must wear protective head gear.
19. Bunting will be allowed.
20. Tennis shoes or molded plastic spikes are allowed. **No metal spikes.**
21. Runners must slide on any close play at any base except 1<sup>st</sup>. If a play is made at home plate, the runner must slide or attempt to avoid contact. It is the judgment of the umpire if the play warrants a slide. If runner interference is called the runner will be called out and each base runner must return to the last base they occupied. The catcher cannot block the plate or make a play for the runner if he does not have possession of the ball. The coach shall warn the catcher or runner for the first infraction and can be ejected from the game. A dead ball will be called and the runner will be called safe if catcher commits such an infraction and each base runner will be awarded the base, they are going to plus one base.
22. Tie games will be played under the International Tie Breaker Rule (last out of previous inning starts at 2<sup>nd</sup> base and there is one (1) out) until one team wins, or the umpire declares darkness.

**NOTE: Un-sportsman behavior will not be tolerated by any spectator, coach or player. One warning will be given, then you will be asked to leave the field area! Repeat violations will result in removal of your child from the game.**