

# DARKE COUNTY FALL BALL 10U RULES

(NFHS rules will apply with the following exceptions)

1. Teams will field 10 players (including 4 outfielders.) Failure to field at least 8 players at any time will result in a forfeit. Forfeit time is 10 minutes after the scheduled game time. Forfeit rules only apply to year end tournament.
2. 10U pitches from a 46' rubber and use 60' bases. Each pitcher is restricted to 2 innings per game. One pitch is considered one inning. Pitchers may not re-enter as a pitcher once they have been removed. Pitchers will be given 5 warm up pitches before game, in between innings, and pitching changes.
3. A complete game consists of 6 innings. All league games will have a 1 hour and 30 minute time limit. No new inning after 1 hour and 30 minutes. All tournament play games will have a 2 hour time limit. No new inning after 2 hours. There is no time limit for championship games.
4. Run Rule is 15 runs after 4 complete innings and 10 runs after 5 complete innings. It is not necessary to play the bottom of the inning if the home team is winning unless it's a tournament pool play game since runs allowed is a tie breaker.
5. Baserunners can not lead off. Baserunners can leave the base once the ball crosses the plate. An umpire can call a runner out for leaving too early.
6. A baserunner can not steal home. Baserunners can not score on a wild pitch, passed ball, or throw back to the pitcher.
7. Batter is out on a dropped third strike. The catcher does not need to catch the third strike to complete the out.
8. Infield fly rule will not be enforced.
9. Courtesy runners must be used to help speed up the game. A courtesy runner must be used for the catcher with 2 outs. The runner must be the player who made the last out while batting.
10. The maximum amount of 3 coaches allowed on the diamond/dugout.
11. Teams must roster bat entire roster with free substitution.
12. No altered or shaved bats allowed.
13. Batters will be called out for throwing bats. No warnings will be issued.
14. Players will only play on one team's roster for the tournament.
15. The maximum amount of kids allowed on a tournament roster is 15.
16. A runner who fails to slide to avoid contact may be called out. A player may face ejection if malicious contact was made. This is at the umpire's discretion.
17. Coin toss will determine home and away in all league and tournament pool play games. Home team in bracket play will be determined by the higher seed. If both teams have the same seed a coin flip will determine home and away.

18. Tie breakers for seeding purposes in tournament:

1. Win-Loss record
2. Head to head
3. Runs allowed
4. Run differential (max run differential is + or – 8 runs)
5. Coin flip

19. No amplified speakers allowed at the ballpark. ie. Walk up music.

20. No pets allowed on property.

21. No chatter from any players in the infield dirt.

7/30/22 KH