

## SCBA 10U Division Baseball Rules

### All NFHS Rules apply. The following are league specific Exemptions

#### Rule 1: Players, Field and Equipment

**Number of Players:** Each team will field 10 players, with 4 playing outfield. Games will not be forfeited. We will play with whoever is available.  
**The Field:** The distance from the pitcher's rubber to the back edge of home plate is 46 ft. The distance between the outer edges of each base is 65 ft.  
**The Bat:** The maximum bat diameter allowed is 2 3/4". There are no other restrictions.  
**Protective Cup:** All male players playing the catcher position are required to wear a protective cup.  
**Cleats:** Molded cleats may be worn. No metal cleats.

- a. Run Rule is as follows: Run rule is as follows: 15 after 3, 12 after 4, 10 after 5

#### Rule 2: Playing Terms and Definitions

**Intentional Base On Balls:** "Stated intentional walks" are allowed.

#### Rule 3: Substituting – Coaching – Bench and Field Conduct – Charged Conferences

**Minimum Playing Time:** No player will sit the bench for 2 consecutive innings and no player may sit twice before all players have sat one inning.  
**Rotation:** *Each player must play in the infield and outfield at least once in the first 3 innings. Pitchers and catchers are exempt*

#### Rule 4: Starting and Ending Game

**Game Time:** A complete game consists of 6 innings or no new inning after 1hr 45 min  
A game is considered complete after 4 innings have been completed for rain/dark purposes  
**Run Rule:** – Each team may score a maximum of 5 runs per inning. Once the 5th run crosses the plate any remaining base running situations that result from the current play should be completed, but only the 5th run will count

#### Rule 5: Dead Ball – Suspension of Play

**Suspension of Play:** NFHS rule specifications are to be followed. Once lightning has been spotted, or thunder has been heard, it is an automatic 30 minute delay. Play cannot resume until it has been 30 minutes from the most recent lightning strike or rumble of thunder. This time will count against the time limit except for tournament games.

#### Rule 6: Pitching

**Pitching Limitations:** See the tables below for pitch count regulations.  
**Balks:** Warnings only  
**Trips to the Mound:** Maximum 2 trips per inning per pitcher. The pitcher must be removed on the 2nd trip.

#### Rule 7: Batting

**Bunting:** Bunting is permitted and should be taught as a skill to players.  
**Courtesy Runner:** At any time for catcher or pitcher on base. **Must be last recorded out.**

#### Rule 8: Base running

**Pick-Off:** Runner may advance 1 base on an over thrown pickoff attempt. Play is live until pitcher has the ball and is on the rubber.  
**Leading Off:** The base runner on any base is allowed a maximum of a six (6) foot lead-off.  
**Stealing Bases:** Is permitted when there are 2 Strikes on the batter and once the pitched ball has crossed home plate. No stealing of home is permitted at any time.  
**Uncaught Third Strike:** A batter may NOT advance to first base on an uncaught third strike.

Age	Pitches per day	All Ages Rest Requirements	
		# of Pitches	Days of Rest
7 & 8	50	20 or less	0
9 & 10	75	21-35	1
11 & 12	85	36-50	2
13 to 16	95	51-65	3
17 & 18	105	66+	4