

# Palos Power 10U in house rules 2014

- Ten players will be allowed on the field defensively. A team may take the field with seven players.
- Games are scheduled for 6 innings; no new inning may start after 1 hour 30 minutes as determined by umpire. Once inning is started it will be played to its natural conclusion with the exception of the "Mercy Rule" – see below.
- Mercy Rule will be used if one team is ahead by 12 or more runs at the 1 hour 30 minute mark.
- Bases will be 60 feet and the pitcher's mound 35 feet
- Infield fly rule and drop 3<sup>rd</sup> strike will NOT be enforced
- Bunting is allowed
- Stealing is allowed when the ball leaves the pitchers hand. Stealing is only allowed at 2<sup>nd</sup> and 3<sup>rd</sup> base with the max of 3 steals per inning. Teams will be given one warning if they attempt to exceed steal limits and any play on an invalid steal will result in an immediate "dead ball" and no runners can advance. Coaches are responsible for monitoring base steal limits per inning. Umpires are not monitoring number of steals per inning but in a dispute their decision is final.
- The mandatory slide rule will be in effect for all bases except first base. If it is a close play at the base, the player must slide to avoid a collision with one warning given per team prior to next runner being called 'out'.
- The play will be considered dead when the ball has returned to pitching circle and is held by a player. Runners that have not reached the halfway point between bases, when the player gets the ball in the circle, will have to return to the previous base.
- The game will last for **six (6)** innings; no new inning may start after 1 hour and 30 minutes. Once inning is started it will play to natural conclusion with the exception of one team being ahead by 12 or more runs (mercy rule), in which case the game is over at the 1 hour 30 minute mark.
- When the team that is batting scores five runs in their half of the inning, the inning will be over and the opposing team will go to bat. This rule will not apply in *the sixth or last inning as determined by the umpire due to time constraints. Last full inning notification will be given to both coaches so they are aware it is uncapped.*
- There is no batting out of order penalty due to injury, communicate with other coach if player will not be batting.

The pitching rules for the 10U division will be a follows:

- 1.) No pitcher may pitch more than three (3) innings per game.
- 2.) One pitched ball is considered an inning.
- 3.) A pitcher may re-enter once (1) time per game.
- 5.) After two hit batters in one inning, the pitcher receives a warning, three and the pitcher must leave the mound and may NOT re-enter the game.

The running rules for the 10U division will be a follows:

- 1.) If the ball is hit into the outfield, a runner may advance at their own will.
- 2.) For a play at first base, non-catches or overthrows are permitted to advance one base.
- 3.) For a play at 2nd, non-catches may result in a girl advancing on her own will.
- 4.) For a play at 3rd, non-catches or overthrows will allow a girl to advance on her own will.