

HUNTER YOUTH RECREATION ASSOCIATION RULES

10U BASEBALL

1. All divisions are Roster bat.
2. We will be playing by the "MAJOR LEAGUE" TRIPS TO THE MOUND RULE.
 - This means that you must replace your pitcher on the second trip to the mound per inning.
3. Once you pull your pitcher from the mound, he "CAN NOT" return to the mound for the remainder of the game.
4. Pitch count: 3 innings or 9 outs per game.
 - ****MUST rest a pitcher one day after each appearance.****
5. Courtesy runner for the catcher or pitcher when the runner must be the player who made the last out in the inning.
6. Bat restrictions:
 - Bat must be stamped 1.15 BPF, USSSA or BBCORR if-3, USA.
7. No Leadoffs. The runner must stay on base until the ball leaves the pitcher's hand. Runners may only steal 1 base at a time. No advance on an overthrow.
 - If there is a runner on 1st and 3rd base and 1st base runner steals 2nd base and the catcher throws down to 2nd base, the runner on 3rd base must stay and cannot advance home. In this situation, we do not want the 3rd base runner to run home on a throw down to the 2nd base for learning and teaching purposes.
8. Runners cannot steal home.
9. Runners can not advance/steal on a throw, back to the pitcher.
10. All rules not covered will fall back to OHSAA rules.
11. 1:30 time limit on games. One inning California tie rule if a game is not scheduled after the 5:30 game. No new inning will start after 1 hour 15 minutes. (Time limit subject to individual parks)
 - California tie-breaker – Starting the new inning in overtime a runner (last out) will be placed on second base (with no outs) and full innings will be played until a winner is determined.
12. Runners are responsible for avoiding collisions with the defensive players. This rule intends to minimize injuries caused by unnecessary collisions. No player shall be called out for simply failing to slide. All these instances shall be judgment calls by the umpire(s).
13. 6 runs an inning limit or 3 outs. Once the 6th runner crosses home plate and scores the 6th run then the play becomes dead and the inning is over.
14. There shall be NO WALK-INS. If the batter receives a fourth (4) ball count with bases loaded, the Coach of the hitting team, or his/her designee, shall pitch a maximum of three (3) pitches to the batter. The strike count will continue from its previous point, and umpires will continue to call "swinging" strikes. If during the coach's pitches, the batter receives a third non-foul swinging strike, the batter shall be called out. In the event the batter fouls the coach's third pitch, the batter at-bat continues until they either put the ball in play or swings and misses (3rd Strike).



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- The only exception to the “No Walk-ins” Rule is if the batter is hit by the kid pitch. Then a walk will be granted. Walk will not be granted if hit by the coach/designee pitch.
15. Will play with a third strike drop is an out.
16. Will play with infield fly rule.
- The infield fly rule is a rule that treats certain pop-up balls as though caught before the ball is caught, even if the infielder fails to catch it or drops it. The umpire's declaration of an infield fly means that the batter is out regardless of whether the ball is caught. (This can only be called by the Umpire)
17. Strike Zone: Shoulder to knee, 3” to each side of the plate. Mid-season the strike zone shall be called according to the rule book.

RULES SUBJECT TO CHANGE AT HYRA DISCRETION



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