

**LEARN TO PLAY LEVEL 3 (U10) RULES**

1. Game time on schedule is the start time of the game/lesson. The skill development portion is 30 minutes with a 60 minute modified game following. Please do not shorten or skip the 30 minute lesson plan as it serves as a warm up to the game. No new inning will start in the game after 8:00 pm
2. Distances – between bases – 45’; pitching – 30’; diagonal home to 2nd base – 63’8”.
3. Umpires – are parent volunteers. Parents should be instructed to respect all umpires and their decisions. There will be zero tolerance for unruly fans.
4. Strike zone – larger strike zone. Umpires are instructed to call a slightly larger vertical zone (shoulders to bottom of knees). This will help keep the adult pitcher out of the game longer and to help the player pitcher. The player in the pitcher’s position plays defense, not the adult.
5. Keep it moving. The catcher will only retrieve the ball from the backstop if there is a runner on base who can steal. The pitcher may have a bucket of balls so that if the catcher misses you don’t have to wait for them to retrieve the ball when there isn’t a runner who can steal. The umpire can throw balls back between batters.
6. Playing time – all players will be given the opportunity to play each position during games throughout the season.
7. Pitchers and catchers –Should only be allowed to play **one inning maximum per game**. This will allow more players to play in these positions. It also will encourage any players to see if they would like to further develop their skills in the off season.
8. Number of out fielders – there will be 4 outfielders used at all times. Limit of players on field is 10. Two coaches will be allowed on the field for the first half of the season to help direct play.
9. Overthrows – only one base will be awarded on an overthrow. (Note: a ball overthrown from the catcher to the pitcher is considered a dead ball).
10. Batting - all players should have a least one bat in a game. 3 outs per inning. In your last at bat, even if you have more than three outs, make sure everyone has had at least one turn to bat before finishing the game.
11. Walks – no walks will be issued unless a pitch hits the batter. If hit, they are awarded 1st base. If the pitcher gets 3 balls on the batter, an adult (from the batting team) will come in to pitch until the ball is either hit or the batter strikes out. The strike count is resumed where the pitcher left off. The adult pitcher is to use the windmill arm action when pitching.
12. Thrown bat – a player will receive one warning for throwing their bat. The next incident will result in the batter being called out.
13. Dropped third strike - if a catcher drops the ball on a dropped third strike, the ball is dead. No stealing of any base, and the batter is out.
14. Maximum runs – there will a maximum of 6 runs per inning. When the 6th run crosses the plate, the other team then bats. Scores will not be kept. You only need to keep track of how many players came home, and how many outs per inning.
15. Stealing – **there will be no stealing**. All players must be hit home from 3rd base. **Leading off** is encouraged once the ball has crossed the plate… this will lead into stealing at the U12 division.
16. Infield fly rule – does not apply.
17. If either team is unable to field 9 players, borrow from other team if they have more than 9 players. It is more important to have everyone involved in the game as much as possible, than to only play within your own team.
18. There is no forfeit of games for not having enough players. Modify the lesson plan or the game to accommodate number of players.
19. There is no rescheduling of rained out or cancelled games unless teams are requesting to do so.
20. Only 10-year-old (2nd year mite) players will be allowed to substitute for a squirt team. Players will be able to substitute up to 3 times per season unless the league has given prior approval. This will allow for numerous players to have the opportunity to participate.