

CO-OP Recreational Baseball

10U (Minors) League Rules of Play for 2023

Pitching:

1. All players will pitch from 44 feet
2. Each league will provide their own movable mound at their field that can easily be moved or removed so time is not lost.
3. Any pitcher that hits 3 batters in a single inning or 5 batters in a game will no longer be able to pitch in that game.
4. MOUND VISITS: Manager may visit the pitcher's mound once per inning per pitcher. If a second visit is made in an inning or a total of three visits per game, that pitcher must be replaced. No pitcher may reenter the pitching positions once removed.

Base Stealing/Passed Ball Advancement

1. Each team is limited to 3 successful steals/passed ball advances per inning without the ball being put into play. **One 1 of these can be at Home plate.**
2. A player can only advance one base at a time
3. A player can steal home on a pitch passing the catcher or a passed ball. (Clarification: only on a passed ball or delayed steal, no straight steal)
4. A player cannot advance on an overthrown ball during a steal.

Additional Rules

1. The time limit for each game is set for 2 hours from the start of the game. This is the time at which no new inning can be started. Once an inning is started the home team must bat. No time limit for playoffs.
2. A complete game is 6 innings and no additional innings shall be played. Games may end in a tie.
3. Younger players can play longer than any 10-year old at the coaches discretion.
4. All pitchers ages will observe a maximum of 90 pitches per day
5. If a pitchers starts a batter and reaches his maximum number of pitches for that day, that pitcher will be allowed to finished the current at-bat before being required to leave the pitching position
6. Pitching CALENDAR Day(s) Rest:
 - 71 or more pitches require 3 days rest
 - 51-70 pitches require 2 days rest
 - 31-50 pitches require 1 day rest
 - 1-30 pitches require 0 calendar day rest
 - a. A Group text will be established to monitor pitch counts through the season
 - b. Final pitch count will revert to the number of pitched thrown at the start of the final batter.

7. There will be a 5 run maximum limit per inning except for what is decided to be the last inning. Any inning started after 1 hour and 40 minutes will automatically be the last inning with unlimited runs allowed. It is the Coaches' responsibility to monitor time limits during games.
8. Mercy Rule Clarification - consistent with the Little League Rule Book the only mercy rule that will apply is 10 runs after 4 innings.
9. A team may start with 8,9, or 10 players. If you start with 8 players, you may finish with 7 due to injury. There will be no automatic out.
10. Catcher can swap positions with pitcher.
11. No infield fly rule
12. If a runner leaves early he will be allowed to return to the base with a warning declared from the umpire. The second offense the runner will be declared out. This courtesy will be given to each runner per inning.
13. A team is allowed 3 walks per inning. On the fourth batter that would be walked, the batting team's coach will pitch to the batter taking over the strike count that was reached by the kid pitcher. The umpire will continue to use the strike count existing for the batter, and will continue to call balls and strikes on all pitches thrown by the coach. All strikes thrown by the coach (and strikes assessed missed swings/foul balls) will be added to the prior strike count against the batter. The batter will then continue until the ball is either put in play or strikes out. At any point the batter accumulates three strikes, the batter is out. The coach must pitch from the mound and the kid pitcher may stand to the left or the right of the coach but may not be in front of the coach. If a batted ball touches the coach it will be played as a live ball. Strike outs will be recorded and there will be no hit by pitch when the coach is pitching. Base runners cannot steal/advance on a passed ball when the coach is pitching.
14. Throwing the bat:
 - will be called by the umpire
 - 1st time warning
 - 2nd and subsequent times "batter is out"
15. Maximum bat diameter is 2 5/8" with USA Baseball bat regulations. There is no maximum length.
16. A dropped third strike by a catcher is still an out.
17. No additional advancements can take place after the pitcher has control of the ball and is on the rubber.
18. Free substitution rule: No substitutions in the lineup (all players are in the batting order) Free substitutions on defense (all players must still meet Mandatory Play) (Official LL rule attached)
19. Any batter that shows a bunt and then pulls back for a full swing will be called out.

These rules are in addition to the Official Regulations and Playing Rules established by Little League Baseball.