



RP2.10 10U/11U Playing Rules

- a. Home base shall be marked by a five-sided slab of rubber. It shall be a 21-inch square with two of the corners removed so that the front edge is 21-inches wide, and the back of the plate comes to a point at the intersection of the lines extending from home base to first base and to third base.
- b. A team's turn at bat in an inning will end after three outs have been recorded or four runs have been scored. The last inning will have an eight-run maximum. On any play where the last allowed run in an inning is as a result of the ball leaving the playing field and the awarding of home base (ie: home run, overthrow, etc) results in more than the maximum runs allowed in an inning scoring, all awarded runs will score; this only applies to dead ball awards.

Ex. 1: Runners on 1st, 2nd and 3rd. 2 outs. 3 runs have already scored in the inning. The batter hits a groundball to the shortstop, who overthrows first base. The ball goes out of play. Because this is the first play by an infielder, all runners get awarded 2 bases from the time of pitch. 2 runs score for a total of 5 for the inning.

Ex. 2: Runners on 2nd and 3rd. 2 outs. 3 runs have already scored in the inning. The batter hits a ball in the gap between outfielders. Despite the fact that two runs would have scored easily, because the ball stayed in play, the inning ends when the runner from 3rd touches the plate. 1 run scores on the play for a total of 4 runs for the inning.

Ex. 3: Runners on 2nd and 3rd. 3 runs have already scored in the inning. The batter hits a ball down the left field line which rolls past an out of play line. Ball is dead. This is a 2-base award, so 2 runs score on this play, with a total of 5 for the inning.

- c. The following mercy rules shall apply at 10U/11U only:
 - i. 18 runs after 3 innings
 - ii. 15 runs after 4 innings
 - iii. 10 runs after 5 innings
 - iv. 9 runs after 6 innings.

If the home team leads by mercy after the top half of any such inning, the game shall be considered a mercy and the home team will not bat.

- d. No new inning shall be permitted to start after 2 hours have elapsed from the start of the game. No time limit during the final championship game. Local tournament rules for regular season tournaments can impose a shorter time limit. In all Rep Play-off tournament games and all play-off round games of regular season tournaments must have a winner declared, so extra innings are to be played regardless of the time limit.
- e. A 10U/11U game ends when the time limit is reached and a full inning has been completed. If the time limit passes during an inning, such inning will be the last inning however it will not be treated as the last inning for the purposes of the 8-run maximum rule. If the top of a new inning is started



within 15 minutes of the time limit, the umpire will declare that inning to be the last inning and the 8-run maximum will apply.

- f. A 10U/11U game ends at any time when a team is unable to score enough runs to win or tie the game based on the innings remaining in the game and the prescribed run limits per inning (RP2.10 (b)), excluding runs allowed because of dead ball awards.
- g. In games where extra innings are required to determine a winner, the 8 run maximum will apply for all extra innings.
- h. Unlimited substitutions defensively are allowed (including for injury or official ejection).
- i. The number of trips to the mound by the Coach shall be limited to 3 trips per inning per pitcher.
- j. Base runners cannot leave the base until the ball leaves the pitcher's hand. If an infraction occurs, the ball will be declared dead, and runners may not advance. One warning will be issued and for any further infractions thereafter, the runner will be called out. (Each team to receive 1 warning).
- k. If a player is removed from the game due to injury, illness, or official ejection, the player's spot in the batting order shall be deleted. In the event a batter must be removed during their time at bat, the next batter in the batting order shall come to bat assuming the balls and strikes count at the time the batter is removed. If the batter becomes an out, such batter shall then take their regular turn at bat.
- l. If a runner is removed by reason of injury or official ejection from the game, the player last put out shall act as pinch runner for the removed player. By virtue of the rules there shall be no pinch runners allowed.
- m. The batter shall not become a runner when a third strike is not legally caught by the catcher. The ball remains live, and all other runners may advance at their own risk.