

CHINO HILLS USA YOUTH BASEBALL
10&U DIVISION
CHINO HILLS USA YOUTH BASEBALL
10 & Under – Rules of Play

1. All players must be 10 or under years of age as of May 1, 2007
2. All players must wear a protective cup at practices and games. Catchers must wear a protective hard cup.
3. The CHUSA Board will determine the play-off format.
4. All scores are required to be emailed to chusabaseball@yahoo.com no later than 10pm Tuesdays. **Provide** : Date and time of game, Division; Team (home vs Visitor); Score; Winning Team

PITCHING

1. A pitcher will have been considered to pitch an inning as soon as one pitch is delivered to the batter.
2. A pitcher is allowed to pitch a maximum of three (3) innings on the same calendar day. Upon completion of three (3) innings the pitcher requires a 40-hour rest. The 40-hour rest is not required for a pitcher who pitches no more than two (2) innings on the same calendar day.
3. A pitcher may throw no more than eight (8) innings in a calendar week. A calendar week is from 12:01am Monday to 12 midnight the following Sunday.
4. Balks will be called and it is understood that there is one (1) warning per team during regular season play. During playoffs there is no warning.
5. The manager or coach may go onto the playing field one (1) time to talk to any player or players while the same pitcher is pitching. A pitching change must be made on the second trip in the same defensive inning. No more than three (3) players are allowed on the mound except in the case of any injury.
6. Once a pitcher is removed from the game he/she may not be allowed to return and pitch again in the same game.
7. The number of warm up pitches between innings shall be limited to six (6).

PLAYING RULES

1. Mercy Rule- If a team is ahead by, (see below) is declared the winner at this point in time and the game considered complete and official. Play will continue without any change in the official outcome of that game. Innings, and all other rules still apply.

Ten (10) runs after four (4) complete innings or 3.5 innings if the home team is ahead.

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Time is drop dead at two hours. The umpire will notify both teams prior to the last batter.

2. The six (6) run rule will apply to the first five (5) innings. No team may score more than six (6) runs in an inning, in the first five (5) innings. Once a team scores six (6) runs in one inning offensive and defensive sides will change. In the sixth inning, or where the umpire declares it to be the last inning, there is no run limit.
3. No new inning shall start after One Hour and Forty Five minutes (1 hour and 45 minutes) from the start of the game. Game is 6 innings or Two Hours drop dead time. If the current inning is not complete, final score will revert to score of last complete inning. Dropped third strike is in affect.
4. Runners are permitted to steal any base. This includes home on a pass ball by the catcher.
5. All players must bat in the line-up.
6. A player who fails to play a defensive inning as a result of the team having more than nine (9) players in attendance must play in the next defensive inning. No player shall sit two (2) consecutive innings. A manager that does not comply with this rule will be suspended the next one (1) game.
7. Distance between the bases is 60 feet. The pitching rubber is 44 feet from the back tip of home plate.
8. All players warming up pitchers must wear a protective cup and catchers helmet.
9. Metal cleats are not permitted.