

Champaign County League 10U Baseball Rules 2024

Age Qualifications: 10U Baseball ages are 9 and 10 year olds. A player can't be 11 years old before May 1st. All 11 year olds must move up to 12U Baseball League (No Exceptions).

A. UMPIRES:

1. 12u and Under umpires are not required to be sanctioned. Games may be called from behind the plate or at the pitcher's mound at the umpire's discretion. This could include coaches, parents or students. If the coach is to umpire as a last resort it should be the FIELDING team coach calling the game.
2. Home teams are responsible for making sure umpires are aware of county league rules.
3. All protests are to refer to OHSAA and Champaign County League rules and are to be resolved immediately. **Umpire's decision is final.**

B. EQUIPMENT

1. Home team will provide (1) new and (1) good used ball for each home game.
2. Shoes are required equipment. Shoe sole or heel projection other than the standard shoe plate are prohibited. Metal cleats are prohibited with the exception of 15U baseball, 16U softball AND if allowed by the hosting ballpark.
3. Only official bats in good, playable condition shall be allowed. Up to 2 ¾ inch diameter USSSA BPF 1.15, USA, BBCOR, or wooden bats are allowed with no less than drop 5 differential (you may have a -6 to -13). A team found using an illegal bat will be given 1 warning and told to change bats. On a second attempt to use an illegal bat, the team will be charged with an out, on a third attempt to use an illegal bat, the batter and coach will be removed from the game.
4. Batting helmets must be worn at all times by a batter and runners until they return to the dugout.

C. GAME PLAY

1. Player Substitutions: Teams may borrow up to (3) players from a lower division. Teams need to have 6 original members to count as a game. If an area does not have a lower division, they may borrow from another Champaign County League lower division team. No borrowed player will be permitted to play if a full line up of roster players is present and able to play. Sub players will not play before an original player on the roster. Subs may play any position on the field.
2. **Must bat all available players** (roster bat/pegged batting order). Open substitutions will apply on defense. If a player gets injured or has to leave the game for any reason while using continuous batting order, that player is then skipped in the batting order with no out taken. This player may also reenter in a later inning. Anyone arriving late will be inserted at the bottom of the batting order. No penalty. This applies to all age groups.
3. 8U, 10U, and 12U/13U players cannot play more than 3 innings in any one position. The exception is extra-inning games whereas coaches are allowed to field players as they see fit.
4. All present players must play at least 3 innings of defense in a full six (6) inning game. (Coaches have the right to reduce playing time for failure to attend practices.)
5. Games may be played with 8 players, without penalty. Games can be played with 7 players with a 1 out penalty for the 8th batter position. (Unless agreed to by both coaches prior to the start of the game)
6. A fifteen (15) minute grace period, after the scheduled starting time, will be granted prior to a forfeit being declared.
7. Games will consist of six innings. A complete game can be called after four innings. Only exception after 3 1/2 innings and the home team is ahead.
8. **Time Limit:** A new inning can't be started after one hour and forty-five minutes (1:45)
9. **Regular season games can end in a tie. Both coaches can agree to play one extra inning if time permits.**

10. Tournament Only: If the score is tied at the end of the 6th inning, extra inning will be played, and the international tiebreaker rule will be used. (The last batter from the previous inning will start the new inning on second base.)
11. **Official rosters** must contain: team name, age division, coaches name, phone number, players name, and player DOB. Rosters can be challenged and players may only be on (1) Champaign County League Roster. Players may be added to a roster up to the 3rd game of the season by contacting the league president
12. Final rosters must contain a minimum of (8) players and a maximum of (15).
13. Play with 10 defensive players (4 outfielders). The 4 outfielders must be in a normal playing position. Depending on the size of the field it can be defined as the edge of the grass or an approximation of 20 ft. beyond the base paths.
14. No infielder can play more than ten feet in front of any base until after the ball has been pitched..
15. No infield warm-up is permitted after the first inning by coaches.
16. A team will be given one (1) warning for a player throwing a helmet or bat; every additional incidence will result in an out, regardless of which player is guilty.
17. An umpire can eject a player if he feels they intentionally tried to injure another player.
18. An umpire may call a player out for throwing the bat after one team warning.
19. Play will be stopped if a player is obviously injured and the umpire will place the runners to their respective bases. (Safety of the child comes first!)
20. Playing Field: Pitching: 46ft. from the back corner of home plate to front edge of the pitching rubber. Base Path: 60ft.
21. Eight (8) foot radius pitching circle rule WILL apply.
22. A pitcher entering the inning for the first time will be allowed 5 warm up pitches. A pitcher re-entering will be allowed 3 warm up pitches. A pitcher will be allowed one extra inning in the event of extra innings. The maximum number of innings a player may pitch is 3 per game. Any delivery of a pitch will constitute an inning pitch.
23. A maximum of 3 base on balls or hit-by-pitch per inning will be allowed by the player-pitcher. Beginning with the 4th walk/hit-by-pitch of an inning, and all subsequent walks/hit-by-pitch that inning, **by any player-pitcher**, an offensive coach-pitcher will come in to pitch to any batter who reaches 4 balls in their at-bat. The coach-pitcher will pitch to that batter only and once that at-bat is finished the player-pitcher returns to pitch. The coach-pitcher will FINISH THE CURRENT STRIKE COUNT, failure to hit a fair ball within those pitches will constitute a strikeout against the batter. Should any subsequent batter(s) reach a count with 4 balls in that inning, a coach-pitcher will return each time to finish the strike count.
 1. Coach-pitcher must attempt to throw a flat pitch from the pitching rubber that is consistent in speed with the pitches thrown by the players in that age division.
 2. When the coach-pitcher is pitching, the player-pitcher must begin the pitch within the circle or no more than 8 feet from the pitching rubber and in line with, either to the right or the left, of the pitching rubber.
 3. A batter hit by a coach-pitcher will not be awarded first base and that pitch will be called a foul ball
 4. No player is allowed to advance a base while the coach-pitcher is pitching except via a batted ball
 5. If a batter fouls off the final coach-pitcher pitch, the at-bat continues until the batter either hits a fair ball, swings and misses, or does not swing at all.
 6. If a batter has 4 balls and 0 strikes on them at the time the coach-pitch comes in, the coach-pitcher will throw a maximum of 3 pitches
 7. If a batter has 4 balls and 1 strikes on them at the time the coach-pitch comes in, the coach-pitcher will throw a maximum of 2 pitches
 8. If a batter has 4 balls and 2 strikes on them at the time the coach-pitch comes in, the coach-pitcher will throw a maximum of 1 pitch

24. If a pitcher hits 3 batters in an inning or 4 in a game he will be removed and not allowed to re-enter the game as a pitcher.
25. No pitcher can return to the mound after being removed as pitcher.
26. No intentional curve balls are permitted. 1st offense is a warning from the umpire; 2nd offense-removal from pitcher's mound. This will be called by an umpire only.
27. No balks will be called.
28. A coach may make two trips to the mound. On the third trip, the pitcher must be removed.
29. Drop 3rd strike will not be played in 10U Baseball.
30. There will be no automatic walks. The pitcher must pitch to the batter
31. Bunting is permitted. Once the batter squares to bunt he must bunt or pull back. Slap bunting will result in an automatic out.
32. The infield fly rule does not apply.
33. Base runners may steal, but only one base per pitch and not until the ball has crossed the plate. No lead offs. Umpires can give one warning to a runner caught leaving early, otherwise the runner is out.
34. During an attempt made on stealing runner, the ball shall be considered live. (At his own risk, the runner may advance one (1) base beyond that where an attempt to retire him was made.) And all other base runners may advance one (1) base at their own risk.
35. Base runners CANNOT steal home or advance on a pitcher's dropped ball, but may advance home on an overthrow at ANY BASE. Runs are awarded following a batted ball, walk or an overthrow to a base.
36. All runners must slide if a play is being made on them at a base. Sliding head first is strictly prohibited and constitutes an automatic out.
37. 7 runs per inning limit. This includes the last inning. In the event that the final inning cannot result in a lead change, the winning team must complete the final defensive inning.
38. Run Rule: 15 run after 4 innings and 12 runs after 5 innings. A game will be called and considered official if a team is ahead by fifteen(15) or more runs after three (3) complete innings (2 ½ innings with the home team leading) etc.
39. A runner may advance one base on an overthrow after an attempted out was made, if while advancing to that base an attempt is made to make an out and that ball is overthrown she may advance one base at her own risk.

D. COACHES

1. Coaches must stay inside dugout, unless you are coaching a base or time is called (per OHSAA rule)
2. No manager or coach shall direct any remark to or call any opposing player by name for the purpose of distracting that player while the game is in progress.
3. Any manager, coach, umpire or team member creating a disturbance, using profane or insulting language, or displaying any other form of unsportsmanlike conduct during the warm-up, game, or immediately following a game, may be suspended from any further participation, in any capacity, for the year involved. This includes parents. Any suspension is subject to review by respective associations' boards.
4. **Any manager, coach, umpire or team member creating a disturbance, using profane or insulting language, or displaying any other form of unsportsmanlike conduct during the warm-up, game, or immediately following a game, may be suspended from any further participation, in any capacity, for the year involved. This includes parents. Any suspension is subject to review by respective associations' boards.

E. DELAYS/POSTPONEMENT

1. When games are postponed for any reason, attempts are typically made, but we may or may not finish or reschedule the game.
2. Games once started but suspended because of darkness or rain, prior to being an official game may be completed at a later date. Play will resume from the same point that play was suspended. The same line-ups will take the field as were in use at the time of suspension. The home team scorebook will be official in case of disputes.

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3. An on duty board member of the host association will be the sole judge of whether a game will be postponed