

10U All Star Rules

1. An official game will count after 3 complete innings. Game time is 1 hour and 15 minutes minimum. A game will be considered as completed and official when either of the two following conditions is met:
 - a. The third or subsequent inning is complete and time has expired. If a fourth or subsequent inning is started prior to the 1 hour and 15 minute minimum, it will be completed unless (b) below applies.
 - b. Time expires during the third or subsequent inning and either team has a lead that would preclude at least a tie due to the 5 runs per inning max rule.

In the event of a tie in a bracket game, the final batter from the previous inning will be placed at second base and the pitch count will be 1-1 for each batter. Pool games will be allowed to end in a tie.

2. Games will consist of player pitchers only, no coach pitching. Four pitched balls will constitute a walk. If the batter is walked she will be awarded 1st base only and may not steal second until the next pitched ball.
3. Player/pitcher pitches from 35'.
4. A player/pitcher may pitch no more than 2 consecutive innings with no maximum innings limit. A single pitch in any inning will constitute an inning pitched.
5. Three time-out limit per team to approach the mound.
6. The batter must make an attempt to avoid being hit by a pitch before being awarded 1st base.
7. 12 players maximum per team. Team must bat their entire lineup. 10 defensive players are allowed with a minimum of four playing in the grass.
8. No more than 5 runs may be scored in a half inning.
9. Lead offs are allowed after the ball leaves the pitcher's hand. Leaving early results in an out.
10. Stealing is allowed (one base at a time) only upon the ball leaving the hand of the player/pitcher. No running on an overthrow from a steal. No stealing third with a runner already on third.
11. A runner may not steal home. She may advance home if an attempt is made at 3rd to pick her off.
12. Player may advance on overthrown balls at her own risk until the ball is returned to the pitcher and they have possession in the circle.
13. Coaches cannot touch base-runners while the ball is in play. This will result in an automatic out.
14. All pop fouls caught behind the plate must go higher than the top of the batter's head prior to being caught for an out to be recorded. If a third strike or final coach/pitcher pitch is foul tipped and caught, an out is recorded (in this case, the ball does not have to go higher than the batter's head).
15. Courtesy runner (last batted out) for catcher in next inning is mandatory with 2 outs and optional with less than 2 outs.
16. VTD run rules will be in place.