

LEAGUE RULES:

This league will follow USA rules except as noted below.

1. A playing schedule must be kept. If a team has less than nine (7) players at game starting time, the game is a forfeit. **A team may play with 7 players they will not be assessed an out every time the 9th and 8th player is supposed to bat.** If you have ten players 10 must play in the field and bat.
2. All line ups (with names and numbers) must be turned into the official scorekeeper five (5) minutes before game time. The home team must provide the official scorekeeper. Scores will not be recorded.
3. **Games will consist of 5 innings or a time limit of 60 minutes (drop dead). No new inning may start after the 55 minute mark. A game can end in a tie.**
4. There will be a maximum of 5 runs limit per inning including the last inning. If the team at bat already has 4 runs in any given inning and a hitter hits multiple runner in; all runs count. If a team is up by 10 or more runs at the completion of the 2nd inning the game shall end in a mercy rule.
5. Ten players will play on defense with the 10th player being a rover. The rover will play in the outfield. Outfielders will play at least 15 feet behind the baseline.
6. USA Pitching Rules will govern. If a coach has an issue with how the pitcher is pitching, they must address the umpire and the opposing coach only. The umpire's judgment will prevail as to compliance.
7. **There are no walks.** If a batter receives 4 called balls, a coach will enter the game to pitch to his own team's batter. The coach gets to pitch a maximum or "four minus the number of strikes" pitches, or until the batter hits the ball, or strikes out. **The Coach needs to stay in contact with the rubber pitching strip when pitching.**
 Scenario:
 >Batter receives a count of 4 balls and 1 strike. Coach enters game and pitches maximum of 3 pitches. The first two pitches are called strikes—the batter is out, even though the 3rd pitch has not been thrown.
 >Batter receives a count of 4 balls and 0 strikes. Coach enters game and pitches maximum of 4 pitches. The coach throws 4 poor pitches that the girl cannot hit—the batter is out.
 >Batter receives a count of 4 balls and 2 strikes. Coach enters game and pitches maximum of 2 pitches. The first pitch is hit for a single—the batter is on base!
 >Batter receives a count of 4 balls and 1 strike. Coach enters game and pitches maximum of 3 pitches. The first two pitches are balls, and the girl hits the 3rd pitch foul. The batter receives another pitch until she either: hits the ball, strikes out, or receives another ball...i.e. a foul ball on the "last" pitch (no matter how many "last" pitches) results in another pitch to her.
8. There will be no dropped third strike rule.
9. Every player will be in the batting order. Players must play at least every other inning.
10. **Base-Runners may lead off, upon release of the pitch, however No Stealing Bases, which means you can only advance on a fair hit ball.**
11. **Batter-Runner:**
 - The batter-runner can advance 1 base on an infield hit with liability of being put out.
 - If the ball is misplayed, the batter-runner may advance one (1) base with liability to be put out.
 - If the batter-runner tries to advance further, they do so at their own risk.
 - However, at the end of play, if the batter-runner has not been put out by the defensive team, she will be returned to the base legally allowed by the rules.
 - If bases are loaded, the batter-runner cannot advance past first base on an infield hit.
12. **Base running:**
 - Base runners are allowed (1) one base with liability to be put out on an infield hit.
 - If the ball is miss-played, the runner may advance at their own risk one more base.
 - No more than one extra base may be gained on an over throw PER BATTED BALL.
 - If the runner advances further than allowed, they do so at the risk of being put out.
 - However at the end of the play, if the runner has not been put out legally by the defensive team, she will be returned to the base legally allowed by the umpire.
 - Base runners may advance as far as they can on a hit to the outfield.
 - Once the ball comes into the infield, the runner may advance to the base she is going to with liability to be put out but will not be allowed to attain an additional base on a miss-played ball.
 (For the purpose of base running, the infield is considered to be from the back side of the bases forward.)
13. **RUNNERS MUST BE HIT IN TO SCORE. Ex. A RUNNER AT SECOND BASE MAY ADVANCE ONE BASE ON AN INFIELD HIT BUT CANNOT SCORE ON A SUBSEQUENT OVER THROW.**
14. Bunting is allowed.
15. No infield fly rule.
16. **PICK UP RULE:** WHEN A TEAM CANNOT FIELD 8 OR 9 PLAYERS, A PLAYER MAY BE PICKED UP UNDER THE FOLLOWING RULES. FAILURE TO FOLLOW THESE RULES WILL RESULT IN A FORFEITURE OF THE GAME:
 - A. A TEAM MAY ONLY PICK UP A PLAYER FROM A FARMINGTON CITY LEAGUE BELOW.
 - B. THE PLAYER MUST BE FROM AND REGISTERED IN THEIR OWN CITY'S LEAGUE.
 - C. A TEAM MAY PICK UP AS MANY AS 3 PLAYERS, BUT ONLY ENOUGH TO FIELD A FULL TEAM OF 9 PLAYERS.
 - D. PICK UP PLAYERS MUST BAT AT THE END OF THE BATTING ORDER AND PLAY IN THE OUTFIELD.
 - E. PICK UP PLAYERS SHOULD COME IN HER OWN TEAM UNIFORM.
 - F. IF A PLAYER SHOWS UP THEN THE PICK UP PLAYER MUST SIT OUT (THIS SHOULD BE DONE AT THE END OF THE FULL INNING).
 - G. OPPOSING TEAM COACH, GAME OFFICIALS AND THE SCOREKEEPER MUST BE NOTIFIED THAT A PICK UP PLAYER IS BEING USED.
 - H. PICK UP PLAYERS MAY NOT BE USED IF A PLAYER HAS BEEN EJECTED FROM THE GAME.

The 10U (3rd-4th) recreation rules are established to give the defense the maximum opportunity to make plays and develop their defensive skills while prohibiting the offense from exploiting their inability to make skilled plays. The rules keep the coaches from manipulating the game and direct them back to coaching their players.