



10 and under League Rules-Revised 2025

Division Designation

9-10 years of age- Players cannot turn 11 years old prior to May 1st of the league year. 8-year-old players can play up a division with the approval of the League VP.

Each team will consist of 12-14 players. Coaches can select their team and players. Any roster not completed with a minimum of 12 players can have additional players added to their roster by the League VP. The vice president or their designee will be responsible for forming/rostering teams.

Loaning Players:

Players are rostered on a specific team and cannot be loaned to another team or play with another team in League Games. The only exception will be with prior approval of the League VP. The team being loaned players will forfeit and the game can be played as a scrimmage. . (Forfeits will be recorded as an 8-0 loss) Coaches caught switching players without approval will be suspended for a minimum of one game.

Time limits/Length of Play

1 hour 30 min. The length of the game may also be determined by run rule or in the event that 6 innings of play have been completed.

While school is in session we will play a drop-dead time limit.

No new inning will start with five or few minutes on the clock.

Once school is out, we will play to finish the inning. If the home team is ahead and up to bat, the game will be called when the time expires.

Any game canceled/forfeited with less than 24 hours' notice will result in a **\$100.00** fine, if this fine is not paid before next scheduled field practice or game, said team will be suspended until fee is paid.

Mercy Rule

20 after 2 innings.

15 after 3 innings,

10-run advantage after 4 innings, (3 ½ if the home team is ahead by 10 runs)

8-run advantage after 5 innings (4 ½ if the home team is ahead by 8 or more runs) shall complete the game.

Umpires:

There will be a zero tolerance for fans or coaches yelling at umpires. The umpire will eject the manager/coaches from the game for misconduct. It is the coaches/managers' job to control their fans. Should this become an issue with a team's fans or coaches the umpire in chief will notify the League VP. Anyone ejected from a game can be subject to a minimum of a one game suspension. (This will be at the discretion of the League VP and UIC.)

Equipment

Each team will be responsible for supplying 2 game balls to the umpire. Game balls will be a quality ball, supplied by FABC to each team.

Bats: Bats will be of good quality and should bear a USA bat or USSA official 1.15 stamp. The bat length to weight can be -10, -8, -5, -3 BBCOR or one wood/composite wood stick. Bats can be one- or two-piece construction.

Note: Teams needing helmets, catchers' equipment, practice baseballs etc., will check out equipment with FABC Vice President for their league. Any equipment not returned at the end of the league will be charged to the coach at replacement cost.

Team Dugout Designation

All Divisions

Third base dugout is reserved for the home team and the first base dugout is reserved for the visiting team. Except for tournament play, first come first serve.

Participation Rule/ Line Up/Game Roster/Substitutions

- 1) Teams must have 9 players to start a game. They may finish a game with 8 players due to injury or illness. An out will be recorded in the lineup for the injured/ill player.
- 2) All players shall play at least half of the game. For example, all players shall play at least 2 innings of a four or more-inning game and 1 ½ innings for a three-inning game. Coaches may opt to rotate positions more often during a game and should make an effort to rotate players through every position throughout the season. This rule shall apply throughout the season, but shall not apply to city tournament, non-FABC and/or state tournament games unless deemed by the rules of the governing organization. **Note: Failure to comply with the above rules may result in suspension of coaching and forfeiture of games in question.**
- 3) All team members shall bat in the order submitted to the official scorekeeper. All team members present for games shall be placed on the batting list and will bat in that order. Players that arrive late will be placed at the end of the batting list. At the coach's discretion any player may be omitted from the batting list for disciplinary or injury before game time. If a player gets injured or cannot continue to bat in the order turned in. The opposing team will be awarded an out for the missing player when the player comes to bat. Player may come back in his/her order at any time.
- 4) Each team will have their line up into the other team and score keeper 15 minutes prior to game time.
- 5) If any player present is not participating in the game, the opposing coach must be notified and noted on the line-up card.

- 6) Free substitution is allowed only at the half inning unless there is an injury or illness.
- 7) An inning will be 3 outs or 6 runs whichever comes first.
- 8) **Absolutely no walk-up music will be played as the hitter approaches the batter's box.**

Batting Order

Coaches are free to use the line-up of their choosing:

- straight 9 with substitutes listed
- designated hitter in place of one of the nine defensive players
- extra hitter as the tenth batter in the lineup
- line-up of all players present.

The batting order must stay consistent throughout the game. Any player who leaves and then returns to the batting line-up must occupy the same place in the order. If a team does not have 9 players in the line-up, an out will be called for the ninth missing batter or for any empty spot if batting all.

Courtesy Runners

Courtesy Runners may be used for the CURRENT listed pitcher or catcher. The “current” pitcher or catcher is the player who last assumed that position in the previous inning. Any player who is not in the batting order or previously listed in the batting order may be used as the courtesy runner. The spirit of the courtesy runner is to speed up the game, not gain an advantage in speed.

If a team is batting all of their players, they are not allowed Courtesy Runners!

Score Keeping

All coaches should report wins and losses to the VP.

The scorekeeper will be responsible for the official score, scoreboard, and pitch count. **No parents or team scorekeepers are allowed in the press box.**

All Offensive and pitching changes must be reported to the scorekeeper.

Pitch Count Tracking

The official scorekeeper shall be responsible for tracking each of the team’s pitch counts, either through the use of the scorebook or the pitching count chart/counter. Each pitcher’s pitch count is computed by adding the number of balls and strikes, the number of foul balls hit with two strikes, and the number of fair batted balls. Coaches will also keep track of pitch counts, but at no time will they supersede the official scorekeeper’s count. **It is recommended that coaches track pitches and confer with the official scorekeeper after each half inning. A clicker counter is recommended.**

ALL TEAMS SHALL HAVE A BOOK (ELECTRONIC OR PAPER) TO BE HEARD IN ANY DISPUTE, AND MUST BE COMPLETE TO THE POINT OF DISPUTE.

Pitch Counts and Pitching Rules

AGE	DAILY MAX PITCHES	REQUIRED REST (PITCHES)					
		0 DAYS	1 DAY	2 DAYS	3 DAYS	4 DAYS	5 DAYS
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+

Note: If a coach is found to be guilty of over pitching during the game, The coach will be suspended for the following game. If a coach does it on a 2nd offense, he will be suspended for 3 games. On the 3rd offense a board meeting will be held during the coaches' 5-day suspension on if they will be allowed to coach in FABC.

It is also encouraged to not allow a pitcher to catch after max pitch count has been met.

The pitching mound will be 46 feet from home plate.

A player may pitch in more than one game in a day. **If a pitcher throws in a second game on the same day, the total pitches for the day will be calculated and total pitch count shall be calculated per total listed above. A PITCHER CAN NOT PITCH 3 DAYS IN A ROW, REGARDLESS OF 19 OR LESS RULE**

All pitch count rules shall apply regardless of game outcome via rain delay to a new day or suspended games. Unless the proper days' rest have been met.

Defensive Play and Dugout Rules

Coaches may be on the first base coach's box and third base coach's box while their team is batting. One coach may be outside of the dugout on a bucket while their team is on defense. All other coaches must remain in the dugout.

A team may have a manager, 2 assistants and a batboy/girl in the dugout. Maximum of three adults/coaches in the dugout or inside the fence of the playing field.

Visits to the mound

MLB rule = 5 trips per game and each pitcher must throw to 3 hitters, or at the end of an inning. Anything beyond 5 trips will be removal of the pitcher from the mound unless injury or change of pitcher.

A coach who visits the same pitcher a second time in the same inning must remove that pitcher. They cannot visit the pitcher twice during the same batter.

Obstruction/Interference Rule/Sliding Rule

Offensive interference- Players are encouraged to slide if a play is being made or is imminent at the base they are going into. If the player does not slide and contact is made, it is at the discretion of the umpire whether or not the player interferes with the play. If in the umpire's judgment interference occurred, the player will be called out. **There is no mandatory slide rule. If players do slide, they have to slide legally.**

Defensive Obstruction- Players not in possession of the baseball can not hinder or obstruct a runner's ability from obtaining the base. This is at the judgment and discretion of umpire.

Infield Fly Rule

The infield fly rule will be in effect.

Speed of Play

Coaches should make every effort to speed up play in all leagues whenever possible. This means the teams should be taking the field quickly. Umpires will also carry ball bags to ensure faster speed of play.

Warm up Pitches

Each Pitcher entering the game for the first time will be granted eight initial warm up pitches and five pitches when returning to the mound after the end of half inning of play. **Failure to take the mound in a timely fashion could lessen the number of pitches a pitcher may receive.**

Infield

Pregame infield may be taken as long as both teams have 10 minutes and infield is completed five minutes before game time. Home team takes infield first.

Post Season Play

A division, end of year, city tournament will be played. The seeding for this tournament will be based on head-to-head competition then record vs like opponents and then to runs. The City Tournament will be played by League Rules.