



10U AAA Division Official Rulebook

Authority & Scope

This document serves as the **official and authoritative rulebook** for all Farmington Area Baseball Congress (FABC) **10U AA Division** league games. These rules govern all league play unless superseded by officially adopted tournament rules or governing-body regulations.

All **coaches, umpires, and league officials** are expected to be familiar with and adhere to this rulebook.

The **League Vice President (VP)** and **Umpire-in-Chief (UIC)** retain final authority over rule interpretation, enforcement, and disciplinary action. **Judgment calls made by umpires during live play are final and not subject to protest.**

1. Division Overview

1.1 Age Eligibility

- Players must be **9 or 10 years old**
- Players **may not turn 11 before May 1** of the league year

1.2 Playing Up

- Eight-year-old players may play up **only with prior approval** from the League VP
- Approval is based on **safety, skill level, and developmental readiness**

1.3 Team Rosters

- Minimum roster: **12 players**
 - Maximum roster: **14 players**
 - Teams with fewer than 12 players may have players assigned by the League VP
 - Final roster decisions rest with the **League VP or designee**
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2. Loaning Players

- Players are rostered to one team and **may not be loaned or shared**
 - Exceptions require **prior approval** from the League VP
 - Games involving loaned players will be recorded as a **forfeit (8-0)** but may be played as a scrimmage
 - Coaches found switching players without approval will be suspended for **a minimum of one game**
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3. Game Length & Time Limits

3.1 Regulation Game

- Scheduled for **1 hour 30 minutes**
- May end earlier due to:
 - Completion of **6 innings**
 - **Mercy rule**
 - Time expiration

3.2 School In Session

- **Drop-dead time**
- No new inning may start with **5 minutes or less** remaining

3.3 School Out of Session

- Inning in progress will be completed
- If the home team is ahead and batting when time expires, the game is called

3.4 Cancellations & Forfeits

- Games canceled or forfeited with less than **24 hours' notice** may result in a fine **up to \$125**
 - Teams must pay the fine **before the next game or practice**
 - Failure to pay results in suspension
 - All changes must be coordinated through the league
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4. Pregame Infield Practice

- Both teams may take **up to 10 minutes each**
 - Practice must conclude **5 minutes before game time**
 - **Home team takes infield first**
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5. Speed of Play

- Coaches must actively **maintain pace of play**
 - Umpires may use ball bags and enforce pace-of-play measures
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6. Mercy Rule

Inning Threshold	Run Differential	Game Result
After 2 Innings	20 Runs	Game complete
After 3 Innings	15 Runs	Game complete
After 4 Innings	10 Runs	3½ if home team ahead
After 5 Innings	8 Runs	4½ if home team ahead

7. Umpires & Conduct

- **Zero tolerance** for abuse, profanity, or disrespect toward umpires
 - Umpires may eject **coaches, players, or spectators**
 - Coaches are responsible for spectator behavior
 - Ejections may result in a **minimum one-game suspension**
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8. Post-Season Play

- An end-of-year **League Tournament** will be held
 - Seeding order:
 1. Head-to-head results
 2. Record vs like opponents
 3. Runs allowed
 - Tournament is played under **League Rules**
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9. Dugout Regulations

- Maximum **4 adults** in the dugout (1 manager + 3 assistants)
 - Coaches may occupy base coach boxes while batting
 - One coach may sit on a bucket outside the dugout while on defense
 - Home team uses **third base dugout**, visitors use **first base dugout** (except tournaments)
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10. Participation, Lineups & Substitutions

10.1 Minimum Players

- **9 players required** to start
- Teams may finish with **8** due to injury/illness
- Missing player results in an **automatic out**

10.2 Mandatory Participation

- All players must play **at least half the game**
- Minimum of **one infield position per game**
- Applies through League Tournament
- Violations may result in **suspension and forfeiture**

10.3 Batting Order

- Continuous batting order required
- Late arrivals added to the **end of the lineup**
- Players removed for discipline/injury must be declared pregame

10.4 Substitutions

- Free substitution only at **half innings**
- Injury/illness exceptions allowed

10.5 Run Limits

- **6 runs max per inning** or 3 outs, whichever comes first

10.6 Walk-Up Songs

- Must be **family-friendly**
 - Appropriate volume only
 - Must stop when batter enters box
 - One warning; continued issues result in removal
 - Explicit content = **season-long loss of privilege**
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11. Batting Orders & DH Rules

Approved lineup options:

- Straight 9
- 9 with DH
- 10 with Extra Hitter (EH)
- Continuous lineup (all available players)

Batting order must remain **consistent**

Designated Hitter Rules

- DH may bat for **any defensive player**
 - DH and defensive player are locked into the same batting spot
 - If DH plays defense, the defensive player is removed
 - DH role terminates if substitutions violate DH structure
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12. Base Running

- No leading off
- Stealing allowed only **after the ball crosses the plate**
- One warning; second violation = out
- Courtesy runners allowed for **current pitcher or catcher**
- Courtesy runner must not be in batting order

Obstruction & Interference

- No mandatory slide rule
- Sliding is encouraged when a play is imminent
- Umpire judgment applies

13. Infield Fly Rule

- **Infield Fly Rule is in effect**
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14. Scorekeeping & Pitching

- Coaches must report wins/losses to VP
- Official scorekeeper maintains pitch count
- Coaches may track pitches but **official count prevails**
- All teams must maintain a **complete scorebook**

Pitching Rules

- Mound distance: **46 feet**
- Pitchers may not pitch **3 consecutive days**
- Over-pitching penalties:
 - 1st offense: 1-game suspension
 - 2nd offense: 3-game suspension
 - 3rd offense: Board review

Warm-Up & Mound Visits

- 8 warm-up pitches when entering
- 5 warm-up pitches between innings
- MLB rule: **5 mound visits per game**
- Second visit in same inning requires pitcher removal

<u>AGE</u>	<u>DAILY MAX PITCHES</u>	<u>REQUIRED REST (PITCHES)</u>					
		<u>0 DAYS</u>	<u>1 DAY</u>	<u>2 DAYS</u>	<u>3 DAYS</u>	<u>4 DAYS</u>	<u>5 DAYS</u>
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+

16. Equipment

- Each team supplies **2 game balls**
- Approved bats:
 - USA or USSSA 1.15
 - -10, -8, -5, -3 BBCOR or wood
 - **-11 bats not allowed**
- Non-metal cleats for **4U–12U**
- Catchers must wear full protective gear including **protective cup**
- Double ear-flap helmets required whenever ball is live
- Loaned league equipment must be returned or replacement cost charged