



10U AAA Division Official Rulebook

Authority & Scope

This document serves as the **official and authoritative rulebook** for all Farmington Area Baseball Congress (FABC) **10U AAA 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 These rules govern all league play unless superseded by officially adopted tournament rules or governing-body regulations.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: **9 players**
 - Maximum roster: **14 players**
 - 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 Batting Order

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

10.3 Injury/Playing Short

- If a player gets injured or can't 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.

10.4 Substitutions

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

10.5 Innings

- Each 1/2 Inning will be 3 outs, no per inning run rule

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

- Players may lead off
- **Pitcher Pick off permitted**
- **Balks are in effect (warning first offense)**
- 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