

Hutchinson Recreation Commission

9 & 10 Year Old Baseball Rules



HRC Goal: The goal of Hutchinson Recreation Commission youth athletic programs is to provide a positive and fun learning experience for all participants in the community. Emphasis is placed on learning the fundamental skills, basic rules of the game, and good sportsmanship; while stressing equal participation for all.

Objectives

1. To teach the fundamental baseball skills of pitching, fielding, throwing and hitting.
2. Give experience in baseball play situations while in a team setting.
3. Build healthy minds and bodies through physical activity.

The Game

1. **Players:** Age is determined as of May 1st of the current year. Players may not be 11 years old before May 1st.
2. **Length of Game:** Games shall consist of 5 innings or 1 hour time limit, whichever occurs first. No new inning will start after 55 minutes. GAMES CAN END IN A TIE.
3. **Score:** Score will be kept. There is a run limit of 6 runs scored per inning. 3 outs or 6 runs will constitute an inning.
4. **Team Minimum:** Teams must have 7 players present to play a game. If a team does not have 7 players, the game will be declared a forfeit. The team short players may then borrow players from the opposing team so they can play a game.
5. **Field Dimensions:** 65ft. bases and a 46ft. pitching distance will be used in this league. A safety 1st base will be used.

Offense

1. **Batting Order:** Every player present shall be in the batting order.
2. **Base Running:** The Dropped 3rd Strike and Infield Fly Rules are not played in this league. "Squeeze plays" or suicide plays are not allowed. Runners are allowed a limit of ONE base on an overthrow.
3. **Stealing:** Stealing is allowed, however the base runner may not lead off and may not leave the base until the ball has crossed home plate.
 - a. **Enforcement:** If a player obviously leaves the base before the ball crosses home plate, he will be warned the first time, and called out the second time. Both are dead ball situations and the runner(s) will be returned to their bases.
 - b. A base runner may steal 2nd and 3rd base, but not home. A runner may only advance home by a batted ball, a walk, or an overthrow at a base.
 - c. A base runner stealing 3rd base may not advance home on an overthrow from the catcher to the 3rd baseman.
 - d. A base runner may not advance home on an overthrow from the catcher to the pitcher.
4. **Courtesy Runner:** A courtesy runner may be used for the catcher of the batting team if he reaches base. The courtesy runner will be the last batter to make an out. If there are no outs in the inning, then the batter who made the last out of the previous inning will serve as the courtesy runner.

Defense

1. **Fielders:** Ten players will take the field on defense. All players must play at least TWO defensive innings each game.
2. **Pitching:** A pitcher may pitch a maximum of 3 innings per calendar week. One pitch constitutes an inning. Pitchers may not throw "junk pitches". A "junk pitch" thrown will be called a ball and the pitcher warned. On the second occurrence, the pitcher will be removed from the position.
3. **Time Out:** Time will be called when an infielder has control of the ball and all play has been completed.
4. **Coaches:** One coach from the defensive team can take a position in the outfield to help coach, but most not interfere with play.