



MUDSOCK YOUTH BASEBALL RULES

10U League

Board Approved: April 3, 2025 Last Modified: March 31, 2025

1. LEAGUE OVERVIEW: The 10U League is a competitive youth baseball league with up to three (3) divisions which are determined by player evaluations and drafts. One division (**10U Red**) will consist of **both 9- and 10-year olds**. The remaining two divisions will be split by age: **10U White** (10-year-olds **only**) and **9U White** (9 year-olds **only**). Players who do not participate in evaluations will automatically be placed in their age-specific White Division. These rules are in place to ensure fair play and must not be manipulated by coaches. If there is any uncertainty about a rule interpretation, the league commissioner must be consulted for clarification. During games, **umpires have the final authority** on all rule interpretation decisions. This is a youth recreational league (no contracts, no pro scouts). Set a positive example because young players are watching.

1.1. Schedule: Teams play one weekday and one Saturday game per week, with makeups for rainouts (if schedule permits). Pre-season practices (*if applicable*) are league scheduled. Coaches may schedule one practice per week in-season **through the league**.

1.2. Uniforms: Players must wear the full team uniform: **team shirt, team cap, baseball socks, and baseball pants**. Shirts must be tucked in. In cold weather, additional layers are allowed. Players out of uniform may still play unless the League Commissioner rules otherwise. A pitcher **may** wear sunglasses **unless** deemed a distraction by the umpire, in which case they **must be removed**. White long sleeves on the throwing arm of the pitcher are not allowed. The **umpire has full discretion to require the removal** of any distracting attire.

1.3. Equipment

1.3.1. Ball: A standard baseball, provided by the league, will be used. Home team supplies game balls.

1.3.2. Bat: **Only USA Certified Bats are permitted**, with no restriction on barrel diameter. Wood bats are also allowed. Refer to <https://usabat.com> for approved bats. If a batter uses an illegal bat after one (1) pitch has been delivered or puts a ball in play with an illegal bat, the batter is out and all baserunners must return to their original base. A coach suspecting an illegal bat must notify the umpire **before the next batter receives a pitch**.

1.3.3. Glove: All defensive players must wear a **glove**. Players must provide their own gloves for practices and games. **Only** a Catcher or First Baseman is allowed to wear a mitt.

1.3.4. Helmet: The league provides team helmets, so players don't need to buy their own.

1.3.5. Spikes: Metal spikes are **prohibited**.

2. CODE OF CONDUCT

2.1. Coach's and Parent's Code: Be a **positive role model**. Children learn more from your behavior than your words. Emphasize **enjoyment over pressure** in competition. Respect coaches, officials, and opponents. **Do not enter the field** unless requested by an official or coach. The use of **alcohol, tobacco, and profanity is strictly prohibited** on or around the field of play.

2.2. Player's Code: Play for the love of the game. Be **humble in victory, gracious in defeat**. Always **play fair** and **obey the rules**. Prioritize the team's success over individual goals. **Respect officials' decisions** (no unsportsmanlike conduct). Conduct yourself with **honor** and **dignity** at all times.

3. PLAYING FIELD

3.1. Field Dimensions and Locations: This league will play at sixty (60) foot base paths. Fields that accommodate these dimensions are: Billericay Park (Fields 3, 4, 5, 6, 7, and 8), Harrison Thompson Park (Fields 1 and 2), and Holland Park (Fields 1 and 2).

3.1.1. Movable bases/plates: Bases and home plate are movable at fields identified in §3.1.

- **Billericay Park Fields #3 & #4:** Bases: 60', 65', or 70'; Home Plate to Mound: 46' or 50'.
- **Billericay Park Fields #5 thru #8:** Bases: 60' or 65'; Home Plate to Mound: Not Adjustable.



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- **Harrison Thompson Park #1 & #2:** Bases: 60' or 65'; Home Plate to Mound: Not Adjustable.
- **Holland Park Fields #1 & #2:** Bases: 60' or 65'; Home Plate to Mound: Not Adjustable.
- 3.1.2. **Mound to Home Plate Distance:** Must measure 46' from the back point of home plate to the front edge of the pitching mound rubber.
- 3.1.3. **Bases:** Base paths measure sixty (60) feet.
- 3.2. **Dugout Assignments:** The Home team will occupy the 3rd Base dugout, and the visiting team will occupy the 1st Base dugout. League schedule will identify home and visiting teams.
- 3.3. **Field Maintenance**
 - 3.3.1. **Pre-Game:** The home team is responsible for field preparation. They shall remove tarps and use pillow bags/sponges to absorb water **before** applying field dry.
 - 3.3.2. **Post-Game:** The visiting team shall **cover the pitching mound** and **home plate** with tarps and return all field maintenance equipment to the equipment shed.
- 3.4. **Scoreboard Operation:** Scoreboards at Billerica Park are controlled by the "DAK Score" Smartphone App via a bluetooth connection on a smartphone or tablet. To operate the scoreboard, download the "DAK Score" app to a device and connect to the desired field.

4. ROSTER

- 4.1. **Official Team Roster:** Teams consist of **no more than 12 players** unless approved by the commissioner. Rosters are determined by a **player draft**, however, Commissioners may **add or move players** as needed.
- 4.2. **Forfeited Game:** A game will be forfeited if a team cannot field at least eight (8) players at the scheduled start time or within a 10-minute grace period. To avoid a forfeit, teams may use the Farm System (§4.3 Farm System) to bring their roster up to a maximum of nine (9) players. If a tenth player arrives after the first pitch has been thrown to the first batter, the Farm System player **may remain** in the lineup for the entire game. Farm System players are **only allowed to play in the outfield** and must be **placed at the bottom of the original batting order**.
- 4.3. **Farm System:**
 - 4.3.1. **Red Division:** Any current registered MYA Baseball Player that plays in the 10U or 9U White or Divisions and/or 8U League.
 - 4.3.2. **10U White Division:** Any current registered MYA Baseball Player that plays in the 9U White Division and/or 8U League
 - 4.3.3. **9U White Division:** Any current registered MYA Baseball Player that plays in the 8U League.

5. GAME OVERVIEW

- 5.1. **Pre-Game Warm-up:** Teams should arrive at the field **(30) thirty minutes before the scheduled start time**. If there is enough time, the visiting team will have the field for the first 15 minutes, followed by the home team for the last 15 minutes before the game begins. **If there are fewer than 15 minutes remaining before game time, no infield warm-ups will be allowed.**
- 5.2. **Length:** The game lasts six innings or 90 minutes (**whichever comes first**). No new inning starts **after** the time limit. If time expires mid-inning, play continues until the completion of the current inning unless the home team is ahead while batting, in which case the game ends immediately.
- 5.3. **Maximum Run Rule:** A team can score up to six (6) runs per inning with **no exceptions**.
- 5.4. **Run Rule:** The game will end early if a team is ahead by 10 or more runs after four (4) innings or 7 or more runs after five (5) innings.
- 5.5. **Playing Short:** A team must field at least eight (8) players or would be in violation of §4.2. If a team does field the eight (8) player minimum, no out will be recorded for the ninth batter's spot in the batting lineup.



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- 5.6. Fair Play/Guaranteed Playing Time:** All players must play at least **two (2) innings in the infield** within the first **four (4) innings**, except in cases of injury, illness, or disciplinary action. **Player safety is the top priority.** Coaches must not assign a player to a position where they are at risk of injury. If a player is not placed in an infield position due to safety concerns, the coach **must** discuss the decision with the **player's parents and the league commissioner.**
- 5.6.1.** At the end of **each half-inning**, **both coaches** must meet to review the upcoming defensive lineup to ensure compliance with **§5.6**
- 5.7. Drop Third Strike:** This rule is not applicable to this league.
- 5.8. Infield Fly Rule**
- 5.8.1. Red Division:** The Infield Fly Rule is in effect when **all** of the following conditions are met:
- (1) The batter hits a **fly ball** that, in the umpire's judgment, **can be caught by an infielder with ordinary effort.** For this rule, the **pitcher, catcher, and any outfielder positioned in the infield** are also considered infielders.
 - (2) The fly ball is **untouched and lands or comes to rest in fair territory.**
 - (3) At the time of the pitch, there are runners on first and second base, or first, second, and third base, **with fewer than two outs.**
- NOTE:** If all three conditions are met, the batter is **automatically out**, regardless of whether the ball is caught. However, the **ball remains live**, and runners may advance at their own risk if the ball is caught, or tag up and advance after the catch, just like on any fly ball.
- 5.8.2. 9U and 10U White Divisions:** This rule is not applicable to this league.
- 5.9. Offensive Timeouts:** The coach may stop play for **only** one (1) batter per inning on offense.
- 5.10. Umpire:** Umpires will be provided by the league. If an umpire does not show, it is the **responsibility of the visitor team** to secure a volunteer umpire for the game. Umpire should call balls and strikes from behind the pitching mound. All **judgement calls** by an umpire are considered **final.**
- 5.11. Official Scorekeeper:** The **home team** is the official scorekeeper. The scorekeeper of both teams shall consult each other at the conclusion of each half inning. Any discrepancies at the end of the half inning must be resolved at that time. Any disputes will be handled by the league commissioner.
- 5.12. Game Reporting:** Coaches **must** notify the commissioner if a game is canceled due to weather or darkness. **Within 24 hours** after the game ends, they must also report the final score (along with their team name and number), any farm players used, pitchers and their pitch counts, and any other important game details to the league Commissioner.
- 5.13. Protests:** This rule is not applicable to this league.
- 5.14. Weather**
- 5.14.1. Lightning and Thunder:** If lightning is seen or thunder is heard, the field **must be cleared immediately.** Players and fans must leave the field and return to their cars (dugouts are **not** allowed). The game is suspended for **30 minutes** from the last lightning strike or thunder. If play cannot resume **before the game's halfway time limit**, the game will be postponed or rescheduled. (See **§5.2** and **§5.16**).
- Note:** The game clock **does not stop** during weather delays once the game has started.
- 5.14.2. Rain:** As long as the field is deemed to be "playable", game play is allowed to continue. It is up to the discretion of **both coaches** to determine how "playable" is defined.
- 5.14.3. Suspended Game:** If a game is suspended due to weather or darkness, it will resume from the point of suspension and continue within the remaining time limit, if scheduling allows, unless a complete game (**§5.16**) has been reached.
- 5.15. Ties:** If a game is tied when the time limit is reached, it ends in a tie. No extra time or rescheduling will be allowed. However, if six (6) innings are completed and time remains, extra innings can be played to determine a winner. In extra innings, the offensive team starts with one out and the last batted-out is placed on second base. **§5.2** still applies for the time limit.



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- 5.16. Complete Game:** A complete game is defined as the **completion of 2 innings**, (1 ½ innings if the home team is leading at that point). If the 2 complete-inning mark is not reached, coaches shall notify the league commissioner so the game can be rescheduled. The game will resume at the point in which the game was suspended, with the remaining game time.

6. BATTING

- 6.1. Batting Order:** The batting order will remain consistent from inning to inning. Once a team's offensive inning has concluded, the next batter due up will lead off in their team's next offensive inning.
- 6.2. Balls and Strikes:** Umpire will call all balls and strikes. Balls and strikes are **judgment calls** and are **not** to be argued.
- 6.3. On Deck:** All players are to be in the dugout except for the batter and the on-deck hitter. The on-deck hitter must be wearing a helmet.
- 6.4. Throwing-the-Bat:** Umpires will issue a **warning** to a batter on his first offense. The second offense, and any subsequent offense, by the **same batter** in a game will result in the batter being declared **"out"**.
- 6.5. Bunting:** Bunting is **not** allowed in this league.
- 6.6. Coaches on Field:** While batting, the hitting team will be allowed no more than two (2) coaches on the field of play: 1B Coach and 3B Coach.
- 6.7. Final Batter:** This rule is not applicable to this league.
- 6.8. Injuries and Early Departures:** If a player becomes injured (as ruled by the umpire) and is unable to continue playing, his spot in the batting order **shall be skipped** with **no automatic out recorded**. Once the injured player leaves the batting order, he may **not** reenter the game.

7. FIELDING

- 7.1. Fielding Positions:** Each team will use nine (9) defensive players consisting of one (1) pitcher, one (1) catcher, four (4) infielders (1B, 2B, SS, and 3B), and three (3) outfielders (LF, CF, and RF). **All** outfielders **must** be positioned in the outfield grass, **no closer** than ten (10) feet to the infield dirt. At **no time** can an additional infielder be added to the defensive lineup.
- 7.2. Shifts:** No fielding shifts are allowed in this league.
- 7.3. Stopping the Runner:** If the defense forces a runner back to their previous base, the runner cannot advance until the next pitch is thrown. However, if the defense tries to throw the runner out while they are retreating, all runners are allowed to advance freely.
- 7.4. Coaches on Field:** No coach is allowed on the field of play to provide instruction.

8. BASE RUNNING

- 8.1. Stealing:** Division specific rules are detailed below.
- 8.1.1. Red Division:** Base runners may advance ("steal"), but only after the **ball fully crosses home plate**. In this division, a base runner may steal **any** base.
- 8.1.2. White Divisions:** Base runners may advance ("steal"), but only after the **ball fully crosses home plate and is caught by the catcher**. Stealing is only allowed for **second and third base**. Advancement to home plate requires the ball be put in play by a batted ball.
- 8.2. Head First Slides:** Head first slides are **not allowed** at any base and will **result in an out** unless the base runner is diving back (retreating) to his last occupied base.



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- 8.3. Lead-offs/Leaving Base Early:** Lead-offs are **not allowed**. Runners must keep at least **one foot on the base** until the requirement of §8.1 is met. If a runner leaves early, the umpire will issue a **team warning**, and all runners must return to their original bases. On the **second and any further offenses**, any runner who left early will be **called out**, and the play will be ruled dead. If a runner leaves early on a hit, the play is also **dead**, the pitch does not count, and all runners return to their bases. If it is the team's **second offense**, the runner who left early is **out**, and the batter continues their at-bat with the same count as before the warning.
- 8.4. Over Throws:** Runners can run an unlimited amount of bases in the event of an overthrown ball. Play is not stopped until §7.3 **Stopping the Runner** has been achieved. **Exception:** Runners may **not** advance on an overthrow from the catcher back to the pitcher.
- 8.5. Speed-up Rule:** If a player (who will be the catcher in the next defensive inning) is on base with **two (2) outs**, they may be replaced on base with a pinch runner. The pinch runner **must** be the last batted out.
- 8.6. Defensive Obstruction:** If a batter-runner or base-runner is obstructed while within the base path, the obstructed base-runner will be deemed safe and the play is ruled dead. No further advancement of baserunners will be allowed.
- 8.7. Offensive Interference:** If a batter or runner intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball, he shall be declared out.
- 8.8. Slide Rule:** There is **NOT** an automatic slide rule at each base. Runners are to avoid any intentional and/or malicious contact with the defensive player, and are strongly encouraged to slide in the event of a play. Any runner **not avoiding intentional or malicious contact** will be **called out**.

9. PITCHING:

- 9.1.** A pitcher may not throw more than sixty (60) pitches or three (3) innings, whichever is reached first, in a single game. One pitch in an inning counts as an inning pitched. If the sixty (60) pitch count is reached in the middle of an at bat, the pitcher may continue to pitch until any of the following conditions occur:
- batter reaches base
 - batter is put out
 - third out is made to complete half-inning

Coaches must count the number of pitches and report to the league commissioner. Information communicated to commissioner should include:

- pitcher's name
- innings pitched
- number of pitches

9.2. Required Rest (Calendar Days Midnight to Midnight)

Required Rest (Days)*:	0	1	2	3	4
# of Pitches:	1-20	21-35	36-50	51-65	66+

**Required rest (Days) is defined as a Calendar Day (midnight to midnight)*

- 9.3. Breaking Pitches:** Breaking pitches are **not allowed** in this league.
- 9.4. Warm-ups (between innings):** Warm-ups between innings are a maximum of five (5) pitches. There is no minimum. If a pitcher throws the maximum five (5) pitches to a coach, they do not get additional warm-up pitches to their catcher.



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9.5. Hit Batter:

9.5.1. Red and 10U White Divisions: A pitcher that hits **three batters in an inning** must be replaced with a new pitcher to finish the inning and cannot re-enter as a pitcher during the game. The new pitcher or another pitcher must also pitch the next inning.

9.5.2. 9U White Divisions: If a pitcher hits four (4) batters **in a game** or three (3) in a **single inning**, they **must be removed** from pitching and **cannot return** as a pitcher for the rest of the game. If any pitcher or combination of pitchers on a team hits three (3) batters in one inning or allows a total of four (4) hit batters and/or walks in an inning, a coach will finish pitching that inning. The original pitcher stays in the game as the defensive player in the pitcher's position but does not throw pitches. The coach-pitched inning does not count as removing the original pitcher, so they may return to pitch the next inning if they are still eligible under §9.1.

9.6. Balks: Not applicable in this age division.

9.7. Intentional Walks: This rule is **not** applicable to this league.

9.8. Coach Trips to Mound: A coach can visit the mound twice per game. On the third visit, the pitcher must be replaced. If both visits occur in the same inning, the pitcher must be removed immediately.

9.9. Coach Pitching: Division-specific rules are laid out below.

9.9.1. Red and 10U White Division: This rule is not applicable to these divisions.

9.9.2. 9U White Division: A pitcher is allowed five (5) pitches per batter. If the ball is not put in play, the batter has not walked or struck out, a coach pitcher will take over and is allowed up to three (3) additional pitches. During the coach pitch portion of the at bat, the following will be apply:

- The coach pitcher must pitch overhand and must have at least one foot in the dirt area of the mound when they start their pitch.
- The coach pitcher has a maximum of three (3) pitches to either strike out the batter or allow the batter to put the ball in play. The strike count carries over from the pitcher who started the at bat.
- There are no called strikes during the coach pitch.
- After three (3) coach pitches, the batter is out unless there is a fouled ball on the third and subsequent pitches.
- There will be no walks, hit batter, or steals during the coach pitch.

If **9U White Division Rule 9.5.2 (Hit Batter)** is invoked during an inning, the coach pitcher must adhere to the following:

- The coach pitcher must pitch overhand and must have at least one foot in the dirt area of the mound when they start their pitch.
- The coach pitcher has a maximum of six (6) pitches to either strike out the batter or allow the batter to put the ball in play.
- There are no called strikes during coach pitch.
- After six (6) pitches, the batter is out unless there is a fouled ball on the sixth and subsequent pitches.
- There will be no walks or hit batter by the coach pitcher.

After the ball is hit, the coach-pitcher must avoid interfering with play. If hit by a batted or thrown ball, the play is dead, runners return to their last base, and the batter resumes their at-bat. The pitcher's helper must keep one foot in the mound's dirt area and stay behind the coach-pitcher during the pitch. After the pitch, they may move freely as a fielder.

9.10. Pitcher Re-entry: Once a player is removed from the pitcher position and replaced by another player on the team, that player **cannot** re-enter into the pitcher position for the remainder of the game.



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10. TOURNAMENT:

10.1. Seeding

If the number of teams in the league are either eight (8) or sixteen (16) teams, a standard bracket will be utilized that results in highest versus lowest seed game. If the number of teams in the league are anything other than eight (8) or sixteen (16) teams, the regular season top place team(s) will get a bye until the amount of teams remaining can be bracketed for a championship game.

10.2. Seeding Tiebreaker Scenarios:

If there is a tie for a regular season place standing, tie breakers scenarios will be applied in the following order:

- (1) head-to-head game winner.
- (2) run differential.
- (3) fewest total number of runs allowed.
- (4) highest total number of runs scored.
- (5) coin toss

10.3. Adhere to Season Rules:

Regular season rules will apply for the tournament. This includes §5.7 Fair Play/Guaranteed Playing Time.

10.4. Game Tie:

If a game is tied at the end of the time limit or at the conclusion of six (6) innings (whichever comes first), the game can enter extra innings to determine a winner. The seventh inning (and any subsequent innings) will begin with the offensive team having one out. Additionally, the last batted out from the offensive team will be placed on 2nd base to begin the inning.

10.5. Championship Game:

The Championship game will not have a time limit. This game will be a full six (6) inning game. If, at the conclusion of six (6) innings, the game is tied, teams should adhere to §10.4. Also, §5.4 still applies.

11. ALL STAR GAME:

11.1.

The All-Star team will include a set number of teams and players identified by the league commissioner. The game will adhere to the same set of season rules. The All Star game will not have a time limit. This game will be a full six (6) inning game. If, at the conclusion of six (6) innings, the game is tied, teams should adhere to §10.4. Also, §5.4 still applies.

12. FALL BALL RULES:

12.1.

Fall Ball will adhere to rules that are set forth by the commissioner (or designee) at the time of player draft and/or roster creation. Otherwise, Fall Ball Rules will default to this set of rules.