

**Holmen Youth Baseball**  
**10 & UNDER Tourney RULES**

All rules will follow the National High School Rules with the following additions:

- Age:** Player's age on April 30<sup>th</sup> determines their age for the season
- Dimensions:** Bases will be 60 feet apart Pitchers rubber 46 feet.
- Game Rules:** Games consist of 6 innings. 10 run rule is in effect after 4 innings. 15 run rule after 3 innings. A new inning may not be started after 85 minutes. This is determined by the last out made in the previous inning.  
**Home team's scorebook is the official book and must be reported to the concession stand after game.**
- Bat Size:** Maximum bat diameter is 2 ¼ inches (no weight differential)
- Batting:** **All Divisions:** All players must be in the batting order (free substitution is allowed if all players are in the batting order) and may have 10 players (4 outfielders) if teams agree before game.  
No designated hitter is allowed at any age level  
**All Divisions:** A batter may not run on a dropped third strike  
**NO SLASH BUNTING** in all divisions
- Pitchers:** Pitchers are allowed 5 warm-up pitches each inning or until batter is ready  
**Pitchers may not exceed 3 innings/ game and 9 innings for tournament.**  
One pitch in any inning constitutes an inning of pitching
- Special Run Limit & Walk Limit Batting Rule:**  
**9U and 10U: 8 Run Limit Per Inning- Teams can only score 8 runs per inning for the first 3 innings.**  
**9U Silver Only: "Walk Limit Rule"**  
After 3 walks per inning (not consecutive) the "Walk Limit takes affect."  
**1. Once there are 4 balls on the batter, the hitting teams coach will pitch**  
**2. The Strike count started by pitcher continues until the batter strikes out or hits the ball in play.**  
**3. The coach must pitch from the mound.**  
**4. No bunting when coaches are pitching.**
- Courtesy Runner:** Courtesy runners with two outs are (a) a must for the catcher (b) recommended for the pitcher. Runner will be last out made.
- Stealing:** **10U Gold- Can steal at any time in count, other divisions must wait for 1 strike on the batter.**  
Can't steal until the ball crosses the plate (*runners leaving early will be called "out"*)  
10U-Base runners may score on a passed ball, wild pitch or throw back to the pitcher  
9U- No runner may advance on over-throws back to the pitcher. Can only steal 1 base at a time unless a play is made on the runner. Runners starting at 3<sup>rd</sup> base can only score if walked in, batted in, or there is a play made on them.

**ALL DIVISIONS: Base runners can't steal or advance a base unless batted around after leading by 10 or more runs** (*runners will be called "out" if this rule is violated*)

**Base Paths:**

**Slide to avoid contact with the defensive player.**

**Questionable calls may result in ejection from the game.**

Team players coaching bases must wear a helmet for protection

**Safety:**

**NO METAL SPIKES**

Jewelry is prohibited and must be removed if asked

Catchers must use a face mask w/ throat protector

**Blood/Bleeding:**

Umpires will determine if a player needs to leave the game. A player not playing will replace them until the condition is resolved and their uniform is clean.

**Miscellaneous:**

Each team is allowed 3 defensive conferences per game (after the 3<sup>rd</sup>, a change must be made each time) and one offensive conference per inning