

2010 Coulee Diamond Classic 10 & UNDER RULES

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

Age: Player's age on April 30th determines their age for the season

Dimensions: Bases will be 60 feet apart

Pitchers rubber will be 46 feet

Game Rules: Games consist of 6 innings. 10 run rule is in effect after 4 innings

A new inning may not be started after 75 minutes has expired. This is determined by the last out made in the previous inning. A pool play game may end in a tie. During bracket play, if the score is tied, play continues until a team wins the game.

Home team's scorebook is the official book

Substitution: Free substitution is allowed. A pitcher may reenter the game provided their innings have not been used up.

All divisions shall play 10 on the field (4 outfielders).

Bat Size: Maximum bat diameter is 2 ¼ inches (no weight differential)

Batting: BATTING ORDER: All players **MUST** be in the batting order (late arrivals at the end)

C only: BATTING LIMIT: Teams can bat around no more than **ONCE** in an inning. Largest team lineup determines number of batters per inning (maximum of 15 batters).

NO SLASH BUNTING in all divisions

A batter may not run on a dropped third strike.

C only: "WALK LIMIT RULE"

After 3 walks per inning (not consecutive) the "Walk Limit Rule" will take affect.

- a. Once there are 4 balls on the batter, the hitting teams coach will come out and pitch. The strike count continues.
- b. The coach must pitch from the mound.
- c. The strike count continues until batters strike out or hit the ball in play.
- d. No bunting.

Pitchers: Pitchers are allowed 5 warm-up pitches each inning or until batter is ready

Pitching Limit: Pitchers may only pitch 3 Innings per game, 6 innings per day and a cumulative of 10 innings in the tournament. One pitch constitutes an inning. Coaches shall get together after the game and submit a form with the score of the

game and the number of innings pitched by each player to the Tournament Coordinator's Box which will be located near the concession stand.

Courtesy Runner: Courtesy runners with two outs are (a) a must for the catcher (b) recommended for the pitcher

Stealing Can't steal until there is one strike on the batter

Can't steal until the ball crosses the plate (*runners leaving early will be called "out"*)

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*)

10A: Base runners may score on a passed ball, wild pitch or throw back to the pitcher.

B Only: Runners can't steal home even on a 1st and 3rd situation—they can only score from 3rd base if walked in, batted in or there is a play made on them

No delayed steal of any kind is allowed

C Only: No runner can advance on over-throws back to the pitcher

C Only: Can only score from 3rd if batted or walked in. After one strike, can steal only one base at a time.

Base Paths: Slide to avoid contact with the defensive player.

Questionable calls can result in ejection from the game.

The infield fly rule is suspended

Team players coaching bases must wear a helmet for protection

Safety: NO METAL SPIKES

Jewelry is prohibited

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 3rd, a change must be made each time) and one offensive conference per inning