

# Spring 2016 D6 Inter-League Rules: 10U

10U plays by LL book rules with these modifications / clarifications:

- Continuous batting order and free substitutions.
- No new inning after 2 hours from official game start time.
- Home team is responsible for field set up, which includes: setting up of the bases, raking and watering of the field before the game.
- Both teams are responsible for breaking down the field and putting everything away.
- Home team sits in the 3rd base dugout.
- Each team is responsible for cleaning its own dugout before snacks are issued. It is everyone's responsibility to ensure we maintain a clean park.
- All batters must wear approved batting helmets while on the playing field. (See Rule 1.16)
- Minimum play requirements to include 1 inning infield and 1 inning outfield in first 4 innings.
- All fielders must wear hats or visors while on the playing field. Exceptions: pitchers and players wearing a mask that interferes with the hat or visor.
- No persons shall be allowed on the playing field during a game except uniformed players, managers and coaches. (See Rule 3.15)
- There will be a five (5) run rule in effect for each inning. No more than five (5) runs can be scored in an inning. Once the offensive team scores five (5) runs in an inning, regardless of how many outs they have, the fielding team will come to bat.
- There is NO open inning. The game will be played as 6 innings or by time restraints listed above.
- A player can pitch 6 innings per week and/or 4 innings per game.
- If a pitcher hits any three batters within one game the pitcher must be pulled from the pitching position for the remainder of that game.
- Stealing is permitted, once the ball has crossed home plate. If player leaves too soon, she will be sent back to base.
- **\*\*\*NEW NLL RULE for 2016\*\*\*** There will be no stealing of home on a passed ball or wild pitch until the mid-point of the season. That date will be determined by the BOD and will be shared with coaches prior to the change taking place.