



MUDSOCK YOUTH BASEBALL RULES

10U League

Board Approved: [March 15, 2024](#)

Last Modified: [March 5, 2024](#)

1. **LEAGUE OVERVIEW** – The 10U League is a competitive league. The league consists of three (3) divisions (determined by evaluation scores and player drafts). Division order is as follows: Red, White, and Blue. Players who do not go through player evaluations will automatically be placed within the Blue Division..
 - 1.1. These rules are in place to ensure fair play for all and should not be exploited by adult coaches. When in doubt on rule interpretations, confer with your league commissioner. Remember this is a youth baseball recreational league. No contracts are awarded, no player is going pro after this season. Set an example. Young eyes are watching you!
 - 1.2. **Schedule:** Teams will play one game during the week, and one game on Saturday. Additional games may be scheduled due to rainouts. Pre-season practices will be set by the league scheduler. Additional practices will not be scheduled by the league once the season begins due to field space.
 - 1.3. **Uniforms:** Each player must wear the complete uniform at all times. The complete uniform will consist of a team shirt, team cap, baseball socks, and baseball pants. Shirts must be tucked in. In cold weather, additional clothing can be worn; except that pitchers are not allowed to wear white long sleeves or a glove on their catching or pitching hand. Players not in compliance with the uniform rule for a particular game will be able to play unless denied by the Commissioner of that league.
 - 1.4. **Equipment**
 - 1.4.1. **Ball:** A regular-style baseball will be used in this league, and will be supplied by the league at equipment distribution. Game ball(s) will be supplied by the home team.
 - 1.4.2. **Bat:** Only USA Certified Bats are to be used, there is no restriction on barrel diameter size. A wood bat may also be used. Please refer to the USA Bat Guide for allowable bats: <https://usabat.com/>. If, after one (1) pitch has been delivered to a batter determined to be in possession of an illegal bat or an illegal bat was used to put a ball in play, the hitter shall be deemed “out” and any baserunners shall return to the base they occupied at the beginning of the at-bat. A coach suspecting use of an illegal bat must raise a request to investigate with the umpire prior to the next batter receiving a pitch.
 - 1.4.3. **Glove:** All players must wear a glove when playing defense. Players will provide their own gloves to use during practices and games.
 - 1.4.4. **Helmet:** League will provide team helmets. A player is not required to purchase their own individual helmet.
 - 1.4.5. **Spikes:** Metal spikes are **NOT** allowed in this league.



2. CODE OF CONDUCT

- 2.1. Coach's and Parent's Code:** Children have more of a need for model behavior than criticism. Make athletic participation a positive experience. Attempt to relieve the pressure of competition. Be kind to your child's coaches and to officials. The opponents are necessary friends. Applaud good plays by your team and by the opponents. Enter the field of play at request of the official or coach only. The use of alcohol, tobacco, and/or profanity is **not** allowed on or around the field of play.
- 2.2. Player's Code:** Play the game for the game's sake. Be generous when you win. Be graceful when you lose. Be fair no matter what the cost. Obey the rules of the game. Work for the good of your team. Accept the decisions of the officials with good grace. Conduct yourself with honor and dignity.

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 each of the fields identified in §3.1.
- **Billericay Park Fields #3 & #4:** Bases adjustable to 60', 65', and 70'; Home Plate/Mount Distance adjustable to 46' and 50'.
 - **Billericay Park Fields #5 thru #8:** Bases adjustable to 60' and 65'; Home Plate/Mount Distance are not adjustable.
 - **Harrison Thompson Park Fields #1 & #2:** Bases adjustable to 60' and 65'; Home Plate/Mount Distance are not adjustable.
 - **Holland Park Fields #1 & #2:** Bases adjustable to 60' and 65'; Home Plate/Mount Distance are not adjustable.
- 3.1.2. Mound/Home Plate:** The mound will 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 at 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:** Home team is responsible for preparing the field for play. Pull tarps from the field. If water is present, use pillow-bags and/or sponges to dry up water before the application of any field dry.
- 3.3.2. Post-Game:** Visiting team is responsible for closing the field down. Pull tarps onto both the pitching mound, and home plate areas. All field maintenance equipment surrounding the field should be returned to the equipment shed.



- 3.4. Scoreboard Operation:** Scoreboards are not present at Harrison Thompson and Holland Parks. 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:** Team roster will consist of no more than twelve (12) players unless otherwise approved by the commissioner. Rosters will be set by a player draft. Commissioners may add or move players to and from a team’s roster as needed.
- 4.2. Forfeited Game:** A game will be forfeited if a team cannot field a minimum of eight (8) players at the start of the game or within a 10-minute grace period after the official start time of the game. The Farm System ([§4.3 Farm System](#)) can be used for a game to increase a roster to a maximum of nine (9) players so as to avoid a forfeit. If a tenth player shows up after the first pitch has been delivered to the first batter of the game, the Farm System player must be allowed to remain in the lineup for the remainder of the game. Players from the Farm System are only allowed to play in the outfield, and must be placed at the bottom of the original batting lineup.
- 4.3. Farm System**
- 4.3.1. Red Division:** Any current registered Mudsock Youth Baseball Player that plays in the 10U White or 10U Blue Division and/or 8U League.
- 4.3.2. White Division:** Any current registered Mudsock Youth Baseball Player that plays in the 10U Blue Division and/or 8U League
- 4.3.3. Blue Division:** Any current registered Mudsock Youth Baseball Player that plays in the 8U League.

5. GAME OVERVIEW

- 5.1. Pre-Game Warm-up:** Teams should be at the field thirty (30) minutes prior to scheduled start time. If time allows, the visiting team will have the field for the first fifteen (15) minutes; home team will have the field for the last fifteen (15) minutes before the start of the game. If less than fifteen (15) minutes before game time, no infield warm up is allowed.
- 5.2. Length:** The game will be six (6) innings or 90 minutes. No additional innings are to begin once the time limit is reached. If time expires during an active inning, play will continue until that inning is completed. However, if the home team is ahead and batting after the time limit is reached, the game shall end.
- 5.3. Maximum Run Rule:** A team may score a maximum of six (6) runs per inning, including inning number six (6) and any subsequent innings thereafter.
- 5.4. Run Rule:** A run rule is in effect if a team is leading by ten (10) runs or more after four (4) innings and seven (7) runs or more after five (5) innings.



- 5.5. Playing Short:** A team must field at least eight (8) players or would be in violation of [Rule 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.
- 5.6. Fair Play/Guaranteed Playing Time:** All players, except in the case of injury, illness, or disciplinary action, must play in the infield a minimum of two (2) innings in a 6-inning game. Additionally, every player must play the infield in at least one (1) inning within the first 3 innings of a game. The safety of a player should be considered at all times. Do not put a player in a position that would put them at risk of injury. If a player is not getting an opportunity to play a position due to safety concerns, it is imperative that the coach discuss this decision with the player's parents and the league Commissioner.
- 5.7. Drop Third Strike:** This rule is not applicable to this league.
- 5.8. Infield Fly Rule**
- 5.8.1. Red Division and White Division:** The Infield Fly Rule will be in effect and the batter will be declared out if the following criteria are met:
- (1) a fly ball is deemed catchable by an infielder with ordinary effort by the umpire's judgment,
 - a. **Note:** The pitcher, catcher, and any outfielder who stationed himself in the infield on the play shall be considered infielders for the purpose of this rule.
 - (2) the fly ball is untouched and comes to rest in fair territory
 - (3) at the time of the pitch, first and second bases, or first, second, and third bases are occupied with less than 2 outs
- If all three conditions are met, batter shall be declared out.
- Note:** The ball is live and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is caught (the same as on any fly ball). If a declared Infield Fly falls untouched to the ground outside the baseline and becomes fair before passing first or third base, it is an Infield Fly.
- 5.8.2. Blue Division:** Infield Fly Rule is not applicable to this division.
- 5.9. Time Outs:** The coach is allowed to stop play to only one (1) batter per inning while their team is at bat.
- 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.
- 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 should report to the commissioner if a game is canceled due to weather or darkness. The final score of the game (including team names and numbers, farm players used, pitchers used and number of pitches thrown, as well as any other game notes) should be reported to the commissioner within twenty-four (24) hours of the conclusion of the game.

5.13. Protests: Protests are not allowed in this league.

5.14. Weather

5.14.1. Lightning and Thunder: If lightning is seen, or thunder is heard, fields must be vacated. Players and fans need to leave the field completely and return to their cars. Players are not allowed to stay in the dugout. The game will be suspended for thirty (30) minutes from the time lightning is last seen or thunder is heard. If the thirty (30) minute time suspension extends to such a point that play cannot be resumed before the time limit halfway point, the game shall be postponed or rescheduled (See §5.2 and §5.16).

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 the umpire(s) to determine how “playable” is defined. If an umpire is not present, both coaches should make a mutual decision on defining “playable”.

5.14.3. Suspended Game: If a game is suspended due to weather and/or darkness, the game will resume at the point it was suspended, and will be allowed its full remaining time limit.

5.15. Ties: If a game is tied at the end of the time limit, the game shall end in a tie. No extra time can be taken to break the tie nor will the game be rescheduled to determine a winner. If, at the end of six (6) innings, the game is tied and the time limit has not been reached, 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. Adherence to Rule 5.2 (Length of Game) should continue to be followed.

5.16. Complete Game: A complete game is defined as the completion of 4 innings, (3 ½ innings if the home team is leading at that point). If the 4-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
 - 6.6.1. A Coach-Pitcher for the Blue Division is acceptable when required.
- 6.7. **Final Batter:** This rule does not apply 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 defensive team forces the base runner towards the base for which they last occupied, the runner is not allowed to advance to the next base until the next pitch is delivered. If an attempt is made to throw the base runner out as they retreat to the originally occupied base, the base runners may advance at will.
- 7.4. **Coaches on Field:** No coach is allowed on the field of play to provide instruction.

8. BASE RUNNING

- 8.1. **Stealing:**
 - 8.1.1. **Red Division and White Division:** Base runners may steal any base once a pitched ball has crossed home plate.
 - 8.1.2. **Blue Divisions:** Stealing is not allowed in this league. A runner may not leave base until the ball is put into play.
- 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.



8.3. Lead-offs/Leaving Base Early: There are no lead-offs in this league. Players are to keep at least one foot on the base until the ball has crossed home plate.

8.3.1. Red Division and White Division: If a runner leaves a base early, the umpire will issue a **team warning** on the first offense. If a runner leaves early on a ball that is hit and this is the team's first offense, the play will be called dead and the pitch will not count. The batter will resume their position at the plate with the count as it was at the time in which the warning was issued. All base runners will return to the base previously occupied. On a **team's** second and/or subsequent offense, any runner that leaves early, based on the judgment of the umpire, will be called out and the play will be ruled dead. The batter will resume their position at the plate with the count as it was at the time in which the warning was issued. All base runners will return to the base previously occupied.

8.4. Over Throws: Runners can run an unlimited amount of bases in the event of an overthrown ball. Play is not stopped until [Rule 7.3 \(Stopping the Runner\)](#) has been achieved.

8.5. Speed-up Rule: If a player (who will be the catcher in the next defensive inning for their team) 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. The baserunner must avoid contact at any base while staying in the base path. If in the umpire's judgment the runner did not try to avoid contact, that runner shall be called 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.

9. PITCHING

9.1. Pitch Count: 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.

9.5. Hit Batter

9.5.1. Red and White Division: 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 pitch the next inning.

9.5.2. Blue Division: A pitcher that hits four (4) batters in a game or three (3) batters in an inning must be removed as the pitcher and cannot re-enter the game in the pitcher position. If the pitching team (one or more pitchers) hits three batters during any one inning or records any combination of four (4) hit batters and/or walks in a single inning, a coach pitcher finishes that inning. The current pitcher remains in the game as the fielder for the pitcher's position for the remainder of the inning. They have not been removed as the pitcher of record; they just have a coach pitching the ball for them. After the inning is completed by the coach pitcher, the pitcher of record may return the next inning if they have not exhausted their allowance of innings or pitches as stated in [Rule 9.1](#).

9.6. Balks: There are no balks in this league.

9.7. Intentional Walks: There are no intentional walks in this league.

9.8. Coach Trips to Mound and Coach Pitching

9.8.1. Red and White Divisions: A coach is allowed two trips to the mound to consult with their pitcher in one game. On the third trip, the pitcher must be replaced with a new pitcher. If the second trip is in the same inning as the first trip, the pitcher must be removed for a new pitcher.

9.8.2. Blue Division: A coach is allowed one trip per pitcher per inning, three (3) trips total per game to the same pitcher. If the coach makes a second trip in the same inning as the first trip, the pitcher must be removed for a new pitcher.



9.9. Coach Pitching

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

9.9.2. **Blue 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 or hit batter by the coach pitcher.
- Baserunners cannot steal during coach pitch

If **Blue 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.

As soon as the ball is hit, the coach pitcher must position themselves to avoid any possibility of interfering with the play. If the Coach-Pitcher is hit by a batted or thrown ball, the ball will be considered dead. All runners will return to the base last occupied, and the batter will continue their at bat. The pitcher's helper must have one foot in the dirt area of the mound without interfering or being interfered with by the coach pitcher when the coach pitcher pitches the ball. They cannot be any closer to the batter than the coach pitcher. Once the pitch is thrown; the player pitcher is free to become a fielder and move wherever necessary.

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.



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 [Rule 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 Rule 10.4. [Rule 5.4](#) shall be invoked (if necessary) to declare a game complete prior to six (6) full innings being played.

11. ALL STAR GAME: The All-Star team will include a set number of teams/players identified by the league commissioner. The game will adhere to the same set of season rules.

12. FALL BALL RULES: 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.