

10U In-House Rule Highlights

The following rules and regulations will govern play for all 10U CICB regular season games and the end of year inhouse tournament with addendum rules added for the tournament. The list of rules and regulations are **NOT** intended to cover all of the playing rules, but rather highlight areas that are referenced most often. In general, CICB has adopted the MYAS rules except where modified or clarified below.

Game Length

1. Game consists of six innings or 90 minutes of play, whichever is reached first. Once an inning is started the inning must be completed, both teams get a chance to hit if home team is losing.
2. An inning will not start 90 minutes after first pitch.
3. Ties will stand after darkness. Try to make every effort to complete the game but do not risk injury due to darkness. To ensure the playing of the full six innings, hustle between half innings and retrieve foul balls in a timely manner. It is ultimately the judgment of the umpire to determine if the game should be completed or allowed to continue.
4. The 10-Run rule will take effect after 3 ½ innings if the home team is ahead, or four innings if the visiting team is ahead.
 - a. Exhibition innings may be played following the 10-Run rule takes effect, **ONLY** if both teams mutually agree to continue.
 - b. Please remember that Exhibition innings count towards a pitcher's inning count.
 - c. The final score reported to CICB should be when regulation stopped. Exhibition innings due not count towards final score.
5. If weather or darkness interferes with play so the game is called by the Umpire, it is a regulation game if four innings have been completed or
 - a. After 3 ½ innings if the home team is ahead, or four innings if the away team is ahead.
 - b. If a game is called when the teams have not had an equal number of completed turns at bat, the score will revert to the score at the end of the last completed inning unless the home team score a run(s) and equals or exceeds the away teams score. In that case the final score will be recorded as the score when the game is called.

Example: Home team is winning 5 -4 with two outs in the bottom of the fifth inning. If the game is called the final score is 5-4 the score does not revert back.

 - c. If weather or darkness interferes with the play so the game is called by the umpire but does not reach a regulation game, then the game is considered incomplete and will be completed at later date if possible.

Game Play

1. Three outs or 5 runs scored ends an inning
2. Maximum of Nine players on the field, and a team can play with eight fielders
3. Teams must have a minimum three outfielders with nine players, and two outfielders with eight players.
4. All players will bat in a continuous batting order and batting order cannot be changed during the game.
5. Have your line up and positions ready before the start of the game, so players know where they are batting and playing and can move quickly on and off the field to avoid any delays or other timing issues.
6. Read the Rules and Code of Conduct and pass on to your players and parents before the game season begins.

7. The base distance is to be set at **60 ft**
EXCEPTION: Games at the Sandquist Softball Complex are at 65 ft. This is what the base distance is at that complex and cannot be changed.
8. The pitching distance is to be at **46 ft**. This is a standard distance for multiple leagues around both locally and nationally.
EXCEPTION: If a game is played at the Community College there is a permanent pitching rubber for the college softball games. This rubber is at 43 ft. Pitch from this distance. If a pitching rubber is put in at 46 ft. the shorter one generally interferes with the pitching movement.
9. A runner may lead off/and or steal after the ball crosses the plate.
 - a. ****Penalty for runners leaving early****
 1st offense: Dead ball – umpire issues a warning, and the pitch is declared a “No Pitch”.
 2nd offense: Dead ball – runner will be called out.
10. A runner may advance **ONLY ONE BASE** on an overthrow. There is **no specification** on what type of overthrow, just that only one base is allowed. There is no advancing to home on a pass ball to the catcher or the pitcher unless the catcher is throwing to second for the steal, then third base can advance. If there's a runner on 3rd and the catcher throws the ball out into centerfield the kid on third can score. If a kid is running into second on a hit to right field and the throw gets past the shortstop covering 2nd that runner may advance to 3rd at their own risk. They may not keep running to home unless another overthrow happens at 3rd base.
11. A batter/runner that is awarded 1st base on a base on balls (“walk”) may not lead off 1st base or advance to 2nd base until the first pitch to the next batter. Other runners occupying a base when the batter/runner is awarded 1st base may only advance one base.
12. Batter may **NOT** attempt to advance to first base on a dropped third strike. Runners already on base may advance at their own risk one base.
13. A courtesy runner (the last runner to be put out) will be allowed **only** for the catcher and **only** when there are two outs.
14. A courtesy runner may also be used for an injured player, however if a courtesy runner is used the injured player will not be allowed to reenter the game.
15. Remind your players not to slide into 1st base
16. Any pitcher may re-enter the pitching position **ONCE** during the game. Please note pitcher must not exceed innings pitched for game.
17. Good sportsmanship is paramount, foul language, yelling at ump's, coaches, parents, and players will not be tolerated by anyone.

Pitching Restrictions

1. A pitcher may pitch a maximum of **TWO** innings per game or scrimmage, and a maximum of **SIX** innings per week. Violation of this rule will be subject to review by the CICB Board and could result in a potential forfeiture of the game(s) in question or a coach's ejection. **DEFINITIONS:** A week consists of Monday through Sunday.
Note - One pitch in an inning constitutes ONE inning pitched.
2. As noted above, any pitcher may re-enter the pitching position **ONCE** during the game, as long as the pitcher has not exceeded the number of innings pitched for that game.
3. Balks are not called in 10U and 12U baseball but make your pitchers aware of them.
4. Submit “innings pitched” of ***BOTH TEAMS***. Both Head Coaches must submit the jersey number and number of innings pitched for each player of the **BOTH TEAMS** who pitches during a game. Simply use the form at www.cibaseball.com and submit “innings pitched” of the **OPPOSING TEAM** within 24 hours after each game is completed.
5. Curve balls will **NOT** be allowed. A fastball, knuckleball and change-up are the only pitches allowed in the 10-12U year old divisions.

- a. **1st offense of curve ball:** Dead ball – umpire issues a warning, and the pitch is declared a ball
- b. **2nd offense of curve ball:** Dead ball – pitch is called a ball and the pitcher is removed from the pitching position for the remainder of the game.
- c. **PLEASE REMEMBER THAT PITCHING RULES ARE FOR THE HEALTH OF PLAYERS NOT TO GIVE ANY TEAM A COMPETITIVE ADVANTAGE. MAKE SURE PITCHERS ARE TAKING BREAKS BETWEEN GAMES, SCRIMMAGES, AND PRACTICES.** NOTE: Stresses on a pitcher's arm are caused from overuse, lack of conditioning, improper mechanics of pitching and lack of understanding of proper recovery time.

Miscellaneous

1. Home team is responsible for bringing the bases on and off the field and making sure that the field is chalked and ready for game play. Home team is also responsible for cleanup and dragging the infield after the game.
2. Both teams must submit both teams pitchers' number and innings pitched via the form at www.cibaseball.com within 24 hours after the game.
3. Both teams need to e-mail game score to cicompbaseball@gmail.com . Please remember if the 10-run rule is applied to submit the final score prior to any exhibition innings.

10U In-House Tournament Rules

Tournament Rules Addendum

1. Game consists of six innings or 90 minutes of play, whichever is reached first. Once an inning is started the inning must be completed, both teams get a chance to hit if home team is losing.
2. An inning will not start **85 minutes** after first pitch.
3. The 10-Run rule will take effect after 3 ½ innings if the home team is ahead, or four innings if the visiting team is ahead.
4. Higher Seed is home team except championship game then undefeated tournament team is home team, if a second championship game is needed then the higher seed in the regular season is home team for the second game.
5. If weather or darkness interferes with play so the game is called by the Umpire, it is a regulation game if four innings have been completed or
 - a. After 3 ½ innings if the home team is ahead, or four innings if the away team is ahead.
 - b. If a game is called when the teams have not had an equal number of completed turns at bat, the score will revert to the score at the end of the last completed inning unless the home team score a run(s) and equals or exceeds the away teams' score. In that case the final score will be recorded as the score when the game is called.

Example: Home team is winning 5 -4 with two outs in the bottom of the fifth inning. If the game is called the final score is 5-4 the score does not revert back.

Game Play

1. Three outs or 5 runs scored ends an inning
2. Maximum of Nine players on the field, and a team can play with eight fielders
3. Teams must have a minimum three outfielders with nine players, and two outfielders with eight players.
4. All players will bat in a continuous batting order and batting order cannot be changed during the game.
5. Have your line up and positions ready before the start of the game, so players know where they are batting and playing and can move quickly on and off the field to avoid any delays or other timing issues.
6. Read the Rules and Code of Conduct and pass on to your players and parents before the game season begins.
7. A runner may lead off/and or steal after the ball crosses the plate.
Penalty for runners leaving early
1st offense: Dead ball – umpire issues a warning, and the pitch is declared a “No Pitch”.
2nd offense: Dead ball – runner will be called out.
8. A runner may advance ONLY ONE BASE on an overthrow. There is **no specification** on what type of overthrow, just that only one base is allowed. There is no advancing to home on a pass ball to the catcher or the pitcher unless the catcher is throwing to second for the steal, then third base can advance. If there's a runner on 3rd and the catcher throws the ball out into centerfield the kid on third can score. If a kid is running into second on a hit to right field and the throw gets past the shortstop covering 2nd that runner may advance to 3rd at their own risk. They may not keep running to home unless another overthrow happens at 3rd base.
9. A batter/runner that is awarded 1st base on a base on balls (“walk”) may not lead off 1st base or advance to 2nd base until the first pitch to the next batter. Other runners occupying a base when the batter/runner is awarded 1st base may only advance one base.

10. Batter may **NOT** attempt to advance to first base on a dropped third strike. Runners already on base may advance at their own risk one base.
11. A courtesy runner (the last runner to be put out) will be allowed **only** for the catcher and **only** when there are two outs.
12. A courtesy runner may also be used for an injured player, however if a courtesy runner is used the injured player will not be allowed to reenter the game.
13. A player sliding **HEADFIRST** into home plate will be called out.
14. Good sportsmanship is paramount, foul language, yelling at ump's, coaches, parents, and players will not be tolerated by anyone.

Pitching Restrictions

1. 2 innings per game, 6 innings a day, 10 innings per tournament, coaches report pitching information to board members
Note - One pitch in an inning constitutes ONE inning pitched
2. Any pitcher may re-enter the pitching position **ONCE** during the game.
3. Balks are not called in 10U and 12U baseball but make your pitchers aware of them.
4. Curve balls will **NOT** be allowed. A fastball, knuckleball and change-up are the only pitches allowed in the 10-12U year old divisions.
 - a. **1st offense of a curve ball:** Dead ball-umpire issues a warning, and the pitch is declared a ball
 - b. **2nd offense of a curve ball:** Dead ball-pitch is called a ball and the pitcher is removed from the pitching position for the remainder of the game
5. Pitching distance is 46 ft
6. **PLEASE REMEMBER THAT PITCHING RULES ARE FOR THE HEALTH OF PLAYERS NOT TO GIVE ANY TEAM A COMPETITIVE ADVANTAGE. MAKE SURE PITCHERS ARE TAKING BREAKS BETWEEN GAMES, SCRIMMAGES, AND PRACTICES.** NOTE: Stresses on a pitcher's arm are caused from overuse, lack of conditioning, improper mechanics of pitching and lack of understanding of proper recovery time.

Weather Policy

In the event of inclement weather CICB may modify game length rules to finish the tournament. The end of the year tournament must finish by 8:00 pm Sunday; there will be **NO** makeup games.

Equipment Turn In

All equipment must be turned in after your team is finished with the tournament. A Board Member or Volunteer will go through your bag with you and check out.