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# 2010 PIRATE BASEBALL CLASSIC

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## 10U RULES

**All Pirate Baseball Classic Tournaments will adhere to the National Federation of State High School Association rules with the exception of those changes listed herein.**

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### I. TEAMS

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Each team must field no more than nine (9) players & no less than seven (7) players at posted game time. Any team that cannot field at least seven (7) players any time during the game will forfeit the game. A. Maximum of fifteen (15) players is permitted per roster.

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### II. PLAYERS

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A player must not attain the age of Eleven (11) years prior to May 1, 2010. Teams rosters & birth certificates are to be submitted & approved, no changes will be permitted.

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### III. RULES

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A. Pitching distance will be 46' feet. Base paths will be 65' feet.

- B.** Leading off & stealing of any base is only permitted after a pitched ball has crossed the plate. Each team will receive one (1) warning. *Penalty: After team warning, runner will be declared out after the play has ended.*
- C.** There will be a continuous batting line-up for all games. Every player must have a regular turn at bat, & must play a minimum of two (2) innings on defense. *Penalty: Game forfeiture by guilty team.* Defensive changes may be made at any time. The Federation re-entry rule will not apply.
- D.** Games will be six (6) innings, with four (4) innings constituting an official game, inclement weather, mercy rule, or time limit. No new inning will start after 1 hour & 45 minutes from the first pitch. The umpire will announce start time after the first pitch. Tie games will be completed until a winner has been determined. Championship games will have no time limit. The International tiebreaker rule is in effect for all games including the championship game.
- E.** Speed up rule: Courtesy runners may be used for the catcher only, at any time during the inning, & is mandatory for the catcher with two (2) outs in the inning. Whenever this rule is applied, the **last batted out** will assume the courtesy runner rule.
- F.** There are no appeal plays. If a runner misses a base the umpire will declare the runner out at the conclusion of the play
- G.** Pitchers may pitch a maximum of nine (9) outs in any one game. Once the pitcher has been removed from the pitchers mound, they may not return to that position the remainder of the game.
- H.** All catchers must wear a protective cup. Players warming up pitchers must wear a facemask.
- I.** The mercy rule is Fifteen (15) after Three (3) innings (2 ½ if home team is leading) or ten (10) after four (4) innings (3 ½ if home team is leading).
- J.** Dropped 3<sup>rd</sup> strike Batter is out. Runners may advance.

- K.** No bat restrictions.
  
- L.** There will be no balks called.
  
- M.** No metal cleats or spikes.