

Special USSSA 10&Under Class C Event Rules

1. First please refer to the USSSA online rulebook for the base set of rules used in all USSSA events.

<http://www.ussa.com/ussa/ussa-general/2010FPRules.pdf>

2. There will be **no** infield fly rule. The ball remains alive with all runners in jeopardy of being put out.

3. There will be **no** dropped third strike rule. Whether the 3rd strike is caught or not, the batter is out.

4. *10 & under base stealing is allowed under the following rules. Runners starting at first base or second base are entitled to steal one base only per pitch with liability to be put out. (Runners ARE NOT ENTITLED TO ADVANCE more than one base per pitch even in the event of an overthrow at ANY base.) Runners starting at third base may not steal home but are liable to be put out if they are off the base.*

1. A runner attempting to advance beyond the one base they are entitled to steal may be put out while between bases or in contact with a base to which she/he is not entitled

2. After all play ceases and the ball becomes dead, if a runner occupies a base beyond the one the runner was entitled to steal, the runner will be returned to the correct base without liability to be put out.

3. A batter runner, who has received a base on balls, can attempt to steal second base.

4. Awarded bases will apply to all runners. This includes an overthrow into dead ball territory.

5. Runners can only score on:

a) a batted ball.

b) A base on balls or hit batter with bases loaded.

c) An awarded base when the ball goes out of play to include a pitch that goes out of play.

d) An illegal pitch.

5. A 5 run limit per inning shall be imposed on any inning that begins less than 60-minutes from the start of the game. All subsequent innings shall have no run limit. Umpire will note when the 60-minute time mark is reached in the game.

Points of Emphasis For USSSA 10&Under in Class C Events

1. Bunting **shall be** allowed. (USSSA Rulebook – Rule 7)
2. Nine (9) players shall play defense at a time except when completing a game shorthanded. USSSA allows starting games with 9 players and dropping back to 8 during the game (taking an out for the spot vacated in the batting order). (USSSA Rulebook – Rule 5)
3. Please see the USSSA online rulebook for information on the use of a Designated Hitter (DH) and/or Additional Players (AP). (USSSA Rulebook – Rule 5)
4. A batting order may consist of 9, 10 or 11 batters (9 players/DH and up to 2 additional players). (USSSA Rulebook – Rule 5)
5. Both windmill and slingshot pitching styles **shall be** allowed. (USSSA Rulebook – Rule 6)
6. Pitchers **may** pitch unlimited number of innings per game and for the tournament as a whole.
7. There is **no** mandatory removal of a pitcher from the pitching position because of the number of batters hit by pitches.
8. There is **no** use of the infield by either team for warm up prior to the start of the game. Groundballs may be practiced behind the baselines between 1st and 2nd and between 3rd and 2nd. Likewise pitcher may not pitch from the circle/pitching rubber until the game has started.
9. All on-deck batters, batters, base runners, and bat shaggers **shall** wear a NOCSAE approved batting helmet equipped with dual earflaps and a NOCSAE approved face guard. There are no exceptions to the face guard requirement. (USSSA Rulebook – Rule 2)
10. Please familiarize yourself with **USSSA Rulebook -- Rule 11 Sportsmanship.**