**PTAA Fast Pitch 10u – Plays in the Eastern Fast Pitch League**

**Rules for 10u Fast Pitch (as of April 1st 2012)**

* Games are 6 innings. If a game is terminated for darkness, weather, field conditions, or umpire calls the game, 4 complete innings (3 1/2 where applicable) will determine a regulation game.
* Games will not exceed 2 hours.
* A 15 run rule will be in effect for all games after 4 innings (3 1/2 where applicable).
* Runs per inning shall be limited to (5) PERIOD! The 5 run rule is waived in the final inning.
* Each player must have played 2 full innings by the end of the 5th inning. If the starting pitcher is removed from the circle during an inning, the pitcher cannot return to the circle during the same inning. The pitcher can return to the circle in the next inning, but only the starting pitcher may do so. Any other player can enter the game defensively anytime and at any position.
* If a player cannot bat for any reason, the player is removed from the game and cannot re-enter the game in any position. The vacated batting position is not recorded as an out.
* Pitchers are permitted to pitch a maximum of 4 innings per game.
* All pitchers can re-enter.
* A pitching rubber must be installed at 35 feet from home plate.
* The infield fly rule **does not** apply.
* Batters will lose their ball count on a called strike pitch. The intent is to encourage the batter to develop hitting skills. i.e. 3-0 count and there is a called strike, the count becomes 0-1.
* A pitcher can only have 2 walks per inning. On the 3rd walk, the coach will come into pitch, the batter will lose the entire count, and will receive 4 pitches from the coach. On the 4th pitch, either the batter hits the ball or is out.
* Base runners cannot leave the base until the pitched ball has crossed home plate.
* Base runners starting at 1st or 2nd base are entitled to advance or steal only one base per pitch, with liability to be put out (no advancement on an overthrow to 2nd on a steal from 1st to 2nd). Runners starting from 3rd base may not steal or advance home on a passed ball, a wild pitch or a bad throw back to the pitcher but are liable to be put out if they come off the base.
* A runner attempting to advance beyond the one base they are entitled to advance or steal, may be put out while between bases. A runner cannot be put out while in contact with a base.
* After all play ceases and the ball becomes dead, if a runner occupies a base beyond the one the runner was entitled to advance or steal, the runner will be returned to the correct base without liability to be put out.
* If a batter strikes out and the ball is dropped, the batter is out and cannot advance to 1st base, but the ball remains live for the purpose of throwing any advancing runner out. **The dropped 3rd strike rule does not apply.**
* A batter who receives a base on balls cannot advance past 1st base. If they advance further, once the ball becomes dead, the batter/runner will be returned to 1st base, however, they do so with liability to be put out.

Pitching Rules
10U: Pitchers are permitted to pitch from the “L” position. The “L” position is defined as “starting the motion with the ball in the pitching hand above and behind the head, glove hand out, lead foot in front of the rubber, and back foot on the rubber.”