

## **10U FEVER FEST FRENZY RULES**

- 11" ball, 35' pitching distance, coin flip to decide home team.
- 5 runs max per 1/2inning. Unlimited in the last inning. Umpire will tell each coach when the last inning is. Umpire will tell the start time to each bench at the start of the game
- Stealing allowed after the ball crosses the plate (one base per each new batter up).
- No stealing of second on a walk, one base on an overthrow.
- NO Bunting.
- Pitchers may pitch 3 innings max.
- Stealing home is NOT allowed.
- No running to first base on a dropped third strike.
- You may use 10 players in the field provided 4 are in the outfield.(in the grass)
- Coach pitch on the 5<sup>th</sup> walk per inning (hit by pitch counts as a walk). Coaches will pitch to their own players. Player must hit or strike out on coach pitch. No stealing on coach pitch. MAXIMUM of 4 pitches from the coach unless 4<sup>th</sup> is fouled off.
- 6 inning games. No new inning after 75min.
- Must bat your entire line up. Unlimited substitution, no penalty for a player being injured. They may re-enter when they are better.
- Last out may be used for courtesy runner for the pitcher or catcher
- One minute between half of innings, strictly enforced.
- Starting pitchers may leave the mound and re-enter the position once
- All protests will be settled on the field, and must be done before the next pitch. Umpire decisions are final. Umpire may include the UIC and/or tournament director in discussion, but only at his or her wish.
- Heckling of the umpires will not be allowed. The Coach of the team whose fans violate this rule will be warned once. If the heckling continues, fans will be asked to leave the premises.
- Must slide when there is a play to be made or will be called out.
- 12/10/8 mercy rule after 3/4/5 innings.