

10U TOURNAMENT RULES

1. 6 Innings or 1 hour & 30 min (whichever comes first)
NO DROP DEAD
2. 6 Runs per inning. Last inning is open (must make 3 outs)
3. Mercy rule is 15 runs after 3 full innings, 12 runs after 4 full innings, and 8 runs after 5 full innings. If mercy rule is reached at top of an inning, the home team will be allowed to bat in the bottom of the inning.
4. Can steal more than 1 base. No stealing of home (runners can advance to home provided the play began with a batted ball or a walked-in run).
5. No infield fly rule.
6. No drop 3rd strike.
7. Teams can field (10) defensive players 6 in fielders & 4 out fielders.
8. Continuous batting order will be utilized. If a player is injured during the game, and their spot in order is skipped (no out), and the player can play defense only for remainder of game.
9. Game can end in a tie in pool play.
10. All forfeited games will be scored 7-0
11. Seeding tiebreaker rules are as follows:
 - A. Record in pool play
 - B. Head to head (if more than 2 teams with same pool record, skip to C)
 - C. Runs allowed
 - D. Coin flip
12. After each game, both teams are responsible for turning in scores at check-in table beside concession stand.
13. Protests must be settled on the field before game is to continue.
14. Otherwise following ASA rules.