

Rules for the Santa Fe League Minors (9-10) League (10U Boys)

1. 7 run rule per half inning with no consecutive runs. When that 7th run crosses the plate the ½ inning is finished.
2. 60 ft bases.
3. No leading off, the runner may leave the base when the ball crosses the front plain of home plate.
4. Each team may bat 10 using an EH/EP or bat their entire line-up. If a team chooses to bat their entire line-up, they have free substitution. Batting order cannot change. If a team does not bat their entire line up, once a player is substituted for, they are not able to re-enter.
5. No advancing on a dropped third strike.
6. Helmets must stay on until the player is back in the dugout.
7. 90 minute game time with no new inning after 1:20 or 6 innings. (4 innings is considered a regulation game if the 10 run rule is in place.) (or extended if both coaches and the field director agree)
8. 10 run rule after 3 ½ innings.
9. The distance between the front side of the pitcher's mound and the read point of home plate will be 46 ft.
10. Fake bunt – Slash Bunt – A batter is out for illegal action when the player fakes a bunt and then takes a full swing, thus eliminating a player from fake bunting (slap-hitting) the ball. Penalty: Batter is out, the ball is dead, and runners may not advance.
11. If there is a play at any base, the runner should slide. (Judgement call by umpire)
12. Pitchers will have the following pitch count:
 - Pitchers are limited to 60 pitches per any one outing.
 - 1 day of rest is required after 20-29 pitches
 - 2 days of rest are required after 30-44 pitches
 - 3 days of rest are required after 45-59 pitches
 - 4 days of rest are required for 60 pitches
 - No more than 75 pitchers per calendar week.
13. Use regulation leather baseball
14. Bat barrel size not to exceed 2-5/8" (No big barrel bats)