

USSSA Region 1

10U “C” & “All-Star” Rule Exceptions

For 10U “C” and “All-Star” tournaments in Maryland & Delaware the following rule exceptions or points of emphasis will apply to the latest edition of standard USSSA fastpitch rules, which can be found online at either www.ussa.com or www.ussa1.com .

1. The dropped third strike rule does not apply. Whether or not the 3rd strike is caught, the batter is out. The ball is still live and runners may steal 2nd and 3rd bases if they so choose. Runners may not advance to home on a dropped third strike.
2. Base stealing is permitted under the following rule exceptions:
 - Runners may not steal home or advance to home as part of stealing a base or bases.
 - Runners may steal one or more bases per pitch to include a batter who receives a base on balls advancing to second or even third when receiving a base on balls.
 - Runners starting at third base may not steal home, but are liable to be put out if they are off the base when a play is made on them. See rule #4 below for clarification on how runners may score a run.
3. A 5 run limit per inning shall be imposed for the first 2 innings of the game. All subsequent innings shall have no run limit.
4. Runners may only score on:
 - A batted ball
 - A base on balls or hit by pitch with bases loaded – the runner on third is forced to home under this situation.
 - An awarded base when the ball goes out of play to include a pitch that goes out of play
 - An illegal pitch