10U Softball Rules

* This league is for learning. Please remember that the players and the umpires are learning. Please be respectful, lead by example, and help your players and parents to do likewise.
* The home team will be decided by a coin toss (or pick a number between 1 and 20) unless the schedule outlines the home and visiting teams. Be ready for a coin toss and captain’s meeting 10 minutes prior to game time.
* An 11-inchsoftball will be used.
* Helmets are provided and must be worn by all batters and runners until they get back to the dugout. Catcher’s gear is also provided. Those playing catcher must wear the full gear at all times while in that position.
* No one under the age of 18 should warm-up a pitcher without a helmet.
* All players must be on an official roster and registered with the league. The team may use substitute players from another team within the same age group if needed. A team may play with a minimum of 7 players. If there are less than 7 players on a team, we still encourage a scrimmage and the other team may share some players if they want so the girls can still play/develop.
* 5-Run Rule: the inning ends after five runs or three outs, whichever comes first. 5 run max limit for each inning. However, if there are four runs scored and the next batter hits the ball, each base runner (how ever many are on base), including the batter, may try to score before they are tagged or forced out. Each run will count before the out occurs. It is possible to score 8 runs in an inning due to the continuation rule.
* Coaches will change the batting order in order for each girl to get approximately the same number of at bats throughout the season. We want to avoid some girls getting many at bats while others get few at bats.
* If there are two outs and a runner touches home plate before another runner is forced out (for the third out), the run does not count. However, if a runner scores before another runner is tagged out (for the third out), then the run counts at home plate. Small note, but points are called “runs” in softball.
* Games are scheduled for 5 innings or 65 min. No new inning will be started after 60 minutes. Coaches should help us to keep on schedule by encouraging their players to be at the field and warming up at least 20-25 minutes before the scheduled start time. If the games are running on schedule, the teams will do a base race at the conclusion of the game. (The umpire will inform teams if there is not enough time for a base race.)
* All players should be in the batting lineup. If a player comes late, they may be added to the bottom of the lineup upon arrival.
* The pitching distance for 10u is 35 ft. from home plate. The player-pitcher will be allowed to pitch to the batter until the count reaches 4 balls. If the batter strikes out with the player-pitcher, the player is out. If the count reaches 4 balls, the batter’s coach will come in to pitch and the player-pitcher will play defense to the side of the coach-pitcher. The batter will still have the same number of strikes with the coach pitching as she had when the player-pitcher was pitching.
	+ The coach-pitcher must pitch from a minimum distance of 30 feet which will be about the front of the pitching circle.) There are no walks. If the 3rd strike is fouled off, a 4th pitch will be thrown. (and so on.)
	+ If the batter has one strike remaining, the batter will not be called out on a third strike if the coach pitches a ball: unless the player swings and misses.
	+ The batter will receive another pitch to hit until a true strike is thrown and the batter hits or misses the ball.
	+ If the coach is unable to consistently throw strikes for their player, the umpire may ask for another coach or parent to pitch.
* If a team is playing up an age division, they may pitch at the distance required for their own age division, but the mound will remain at the distance of the older age division.
* Runners may steal:
	+ 2nd base and 3rd base on a pitched ball or on any overthrow.
	+ During an overthrown ball back to the pitcher or any other player.
	+ The runner may leave the base, including third base, on the release of the pitch.
		- Runner can only steal home on a passed ball or overthrow to the pitcher when the player-pitcher is pitching.
	+ Runners may NOT steal bases when the coach is pitching and may only advance on a ball hit into play when a coach is pitching.
	+ On a wild pitch or passed ball to the catcher.
* If a ball is thrown out of play then each runner may advance only one base.
* Coaches may not bench a player for more than one inning, and can not bench a player twice in the same game except for injury or player request.
* Any batter throwing the bat will be given a warning. On the next offense, the batter will be called out. We do not want anyone getting hurt.
* No metal cleats allowed.
* A batter may not run on a dropped 3rd strike.
* Infield fly rule is in effect.
* If a player gets hit by a pitch (even balls in the dirt that hit the batter) from the player-pitcher, the player will be awarded 1st base.
* There is a mandatory slide rule at 2nd, 3rd, and home if there is a play at that base. A runner may be called out for not sliding when there is a potential play at the base.
* No abusive language or behavior from coaches, players, or fans. If the umpires have difficulties, they will stop the game immediately and notify the league director. The director will determine if the game continues or if both teams forfeit.