**2025 HAAA 10u Softball Rules**

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RED = rule added or changed 05/09/25

HAAA will follow USA Softball rules with the following exceptions:

**Game Length:**

* Games are 6 innings or less after completion of 41/2 innings if subsequent innings are started and the game is called for darkness or weather the final score will revert back to the last full inning.
* A team is not permitted to score more than 5 runs in an inning. This rule is waived for both teams in the 6th inning and in extra innings.  The 10-run rule is in effect after completion of 4 ½ or 5 innings.
* A 1hr50min “finish the inning” time limit for all regular season games.

**Canceled Games:**

* When a game is canceled, it is the responsibility of the home team coach to reschedule the game.
* The home team coach will make 2 attempts to reschedule the game. If a later date and time can’t be agreed upon, the home coach will contact the softball coordinator.
* If the visiting coach is not contacted by the home coach or can’t get in touch with the home coach then the visiting coach will contact the softball coordinator

**Playing Field:**

* Playing field will consist of 60’ bases.  With a 35’ pitching rubber (a 24” long by 6” wide pitching rubber is required).

**Fielders:**

* Ten players are permitted on the field (players positioned in the outfield shall be a minimum of 20 feet behind the base lines).  No Rover.  A team must have a minimum of 8 players to begin the game.
* All players must play at least 2 innings in the field with 1 inning being in the infield.
* Free substitutions are permitted in the field.
* Each team is allowed 6 infielders (Catcher, first, second, third, shortstop, and pitcher).
* A minimum of 8 players is required to start a game.

**Batting:**

* There will be a continuous batting order of all players that are at the game. In case of injury, the injured player’s spot in the line-up is skipped until the player is able to return. There will not be an out charged when this occurs.
* The batter is entitled to take one base when hit by a pitch when being pitched to by the kid pitcher (regardless of pitching method and number of walks).
* Bunting is allowed.
* Batter is out on a caught foul tip third strike.  The batter is still out on a missed third strike, even if catcher drops the ball.
* Batter/runner must keep their helmet on until they are out of the play area or until the umpire calls time out and has control of the ball.
* A foul ball with two strikes is not an out.

**Pitching:**

* Pitching rules will be in accordance with Fast Pitch rules. A fast pitch (i.e. windmill) or modified pitch delivery is allowed. Before starting the delivery (pitch), the pitcher shall comply with the preliminary regulations identified for the method of delivery performed. A pitcher may not change the method of delivery during an at-bat. A change of pitchers may result in a change of the method of delivery.
* Only “developmental pitchers” shall pitch the first inning of every regular season game. The run limit for the first inning will be set at three (3) runs per side. All other innings shall have a run limit of five (5) runs per side.
* *A Pitcher may pitch a maximum of three (3) innings per game. One extra inning is allowed per pitcher in extra innings*
* Pitching rules:  The pitcher shall take a position with one foot in contact with the pitcher’s plate to start. Pitchers must wear a chest protector. Crow Hopping or Leaping is not permitted.
* A pitcher who hits 3 batters in one inning will be removed from the game as a pitcher. Suggestion: remove pitcher after 2 hit batters in an inning and return the following inning at pitcher. A pitcher can hit up to 6 batters in a game.
* Any pitched ball that **hits the ground** prior to hitting a batter is deemed a dead ball and a ball will be issued to the pitch count. No runners may advance on such a pitch and the batter is not awarded first base.
* Any pitched ball swung at which touches any part of the batter is a dead ball and is considered a hit by pitch. The batter is awarded first base. Base runners cannot advance.
* *FAST PITCH 10U COACH PITCH RULES.*

A pitcher may only be allowed two walks (base on balls) per inning. Subsequent walks would require that a coach from the batting team pitch to the current batter.

**While a coach is pitching the following rules will apply:**

1. The batter cannot be awarded a base on balls.

2. The batter cannot be awarded a base on a hit batsman.

3. The batter will assume a zero strike count only.

4. All pitches must be flat (no arc); otherwise “no pitch” will be called and the pitch will be lost.

5. Pitcher/Fielder must remain with 1 foot in the 8 foot circle until the ball is batted.

6. Pitcher/Coach struck by a batted ball will be considered “dead ball” and “no pitch” will be called.

7. Coach must leave the field promptly after the ball has been batted avoiding interference with fielders and runners.

8. The batter will have a maximum of 4 pitches or 3 strikes play at bat cannot end on a foul ball.

9. A batter may foul the fourth pitch and subsequent pitches until she is otherwise put out or reaches a base.

10. Base runner may not steal while coach is pitching.

**Base running:**

* Runners starting at first or second base are entitled to advance or steal one base only per pitch with liability to be put out. Runners starting at third base may not steal or advance home but are liable to be put out if they come off the base and may advance home if an attempt to make a play on them. Runner advancements and awarding of bases shall be in accordance with USA Softball rules (refer to current USA Softball Manual).
* Base on Balls: A batter who receives a base on balls cannot advance past first base. If the batter/runner advances further, once the ball becomes dead return the batter/runner to first base.
* Over throw steal – you may only advance to the base you are going to and can not advance any further.
* Over throw at bases – These are not new but highlighted for reference only

If a batted ball is hit and fielded by an infielder then over thrown at any base the base runners may only advance 1 base with the liability of being put out.

Scenario – runners at 1st and 2nd. Ball is batted to shortstop, shortstop then throws to 3rd and the ball is over thrown, the runner going to 3rd may advance to home with the liability of being put out. The runner going from 1st to second may advance to 3rd with the liability of being put out and the batter going to 1st may advance to 2nd with the liability of being put out.

If a batted ball is hit and fielded by an outfielder then over thrown at any base the ball remains live until it becomes possessed by the pitcher within the pitching circle and time is called by umpire or the ball becomes blocked and time is called by umpire.

Scenario – runners at 1st and 3rd. Ball is batted to the outfield, outfielder then over throws 2nd base, the ball then becomes possessed by the catcher and then is over thrown again but this time at 3rd base all runner may continue to advance until the ball is possessed by the pitcher in the pitching circle or the ball becomes blocked and time is called by the umpire.

* A Live ball will become a Dead ball once the pitcher has possession and control of the ball inside the pitching circle (an 8ft radius of the pitcher’s plate) and all runners have completed their advancement, at this point the umpire shall call time. Runners must be given ample opportunity to complete their base running responsibilities. Runners may only advance during a live ball. In the umpire’s judgment, if a runner has stopped or hesitated upon completing their base running and the pitcher has possession and control within the pitcher’s circle, then time shall be called and base runners will be returned to their applicable base. An umpire will not call time while any play is in progress, except when a player becomes injured and in the umpire’s judgment needs immediate attention. An 8’ radius circle around the pitching rubber is required and shall be drawn on the playing field. Runner can only advance to the base they are going to once the pitcher has possession of the ball in the circle.
* You may only go head first when going back to a base. No head first sliding to any base or home plate while trying to advance.
* Drag Bunting is legal.
* Infield fly rule is not in effect.
* Courtesy runners are permitted for the pitcher and catcher only. Courtesy runners must be eligible players and must be the player that has made the previous last out. No one player can run for both pitcher and catcher.
* A runner must make an attempt to slide or avoid contact with a fielder at all bases when there is a play at the base. Any runner not sliding or avoiding contact will be put out.

**Safety:**

* No metal spikes or batting donuts.
* All batters and base-runners must wear batting helmets with face guard.
* It is mandatory at 8u and 10u for all infielders to wear face masks. All other ages it is highly recommended.
* Bats must meet USA Softball standards. All bats must be approved bat models, and must be properly marked OFFICIAL SOFTBALL. Bats MUST bear the approved ASA/USA Softball 2004 certification markings, and also must not be listed on the latest edition of the USA Softball Banned Bat List. All bats must be legal bats allowed by USA Softball. All bats, in the sole opinion and discretion of the umpire, must comply with the USA Softball bat standards. The umpire has sole discretion to disallow the use of any bat that does not meet these standards.
* All catchers are required to wear a catcher’s helmet. All catchers’ helmets must have double earflaps, or full hooded helmets. No skullcaps.
* Catchers must wear a mask, chest protector, shin guards and helmet.
* No jewelry. Medical tags only and they must be taped.

**Coaches:**

* Both coaches are responsible to have the umpire sign, initial, or number their scorebook. The umpire shall indicate the final score.
* Pre-game conference shall take place five minutes prior to the scheduled start time of each game. Half umpire fee if the umpire shows up full fee once a pitch is thrown.
* The home team shall be responsible for maintaining the official scorebook.
* Only head coaches are allowed to dispute calls or have communications with the umpire during the game.
* Only 4 coaches plus a score keeper are permitted in the dugout or on the field (no parents or spectators). All coaches must have volunteer clearances.
* Scores are to be reported to Rob Miller by the winning team within 12 hours of the completion of the game. Any players or coaches ejected need to be reported to the Softball Coordinator as well.

**Playoffs:**

* Players must play in 50% of the teams scheduled games to be eligible for the HAAA Playoffs.
* Teams must play 10 games in order to be eligible for the HAAA Playoffs.
* A & B Brackets will be decided by regular season record.
* All coaches must bring their score book to the seeding meeting before the playoffs.
* No developmental first inning imposed.
* Any team who forfeits a game in the playoffs will be disqualified and removed from the playoffs.
* A 1hr50min “finish the inning" time limit for all playoff games.

**Call Ups and Call Overs:**

* Every attempt must be made to use a call up player before using a call over player. A call over player must be disclosed to the opposing team’s head coach prior to the start of the game. A call over player can only play the outfield and must bat last in the batting order.
* No Call Over Players can be used in the HAAA Playoffs.

**Sportsmanship:**

* When the pitcher comes set all chanting/cheering by players, coaches and spectators must stop. Penalty • 1 offence - warning by ump • 2 offense – Coach removed from game
* Poor behavior towards an umpire by spectators, coaches and players will not be tolerated. It is the head coach of each team’s responsibility to maintain a safe environment for all players, umpires and spectators. The head coach is responsible for their players, fans, and parents.
* If a player is ejected from a game, she will also be suspended from the next game played. If a violation of this occurs, the head coach will be suspended for the remainder of the season including playoffs.

Any rules not covered, refer to current USA Softball Manual.