

10U LEVEL SOFTBALL RULES

INTER-COMMUNITY GIRLS SOFTBALL LEAGUE

3/17/25

1. Field Rules:

- Base path is 60 feet measured from the back point of home plate to the back of the bag. Bases should be sliding.
- Pitching distance is 35 feet measured from the back point of home plate to the front of the rubber. Pitching rubber should be secured to the ground.
- A double first base must be used for all games. Set the base with white portion in fair territory and the orange portion in foul territory. On attempted force outs at first base, the fielder must use the white side of the base and the batter-runner must use the orange portion. On extra base hits or balls hit to the outfield and there is no play at first, the runner may touch either side of the base. If the batter-runner touches only the white portion of the base and collides with the fielder about to catch a thrown ball while on the white, INTERFERENCE is ruled. The ball is dead, the runner is called out, and all other runners must return to the base last occupied at the interference.
- Ground rules should be established before each game between both team head coaches and the umpire.

2. Equipment Rules:

- The only ball allowed for game play will be an 11 inch softball
- All batters, on deck batters and base runners must wear batting helmets that include face mask/guard.
- The catcher shall wear an approved mask, a body chest protector and shin guards. · Players in the game are prohibited from wearing jewelry. Medical alert bracelets and medical alert necklaces are not considered jewelry.
- No metal cleats
- It is suggested, but not mandatory, for the pitcher and any other players to wear fielding face masks.

3. Rosters/Fields:

- Each team should have a roster of players kept by their club which can be submitted to the league upon request.
- Club reps will provide the league with field addresses and directions which will then be available to all coaches on the website.
- No more than three (3) travel players are permitted on a single team.
- Travel players can pitch a maximum of 2 innings a game
- No travel players allowed in the all-star game.
- Player age is determined as of January 1st of the playing season. Exceptions can be made for girls who are close to the cutoff but may not be ready for the next level of play. Ask league for approval.

- Players playing down may only pitch a maximum of 2 innings
- Winning team will report score to league designee

4. Game Rules:

- Games will consist of 5 innings, however due to time, no new inning should start after 1.5 hrs from start time
 - Lightning will end the game – no waiting for it to pass.
 - Umpire may call a game for darkness –score reverts to score at end of prior completed inning
 - Coaches mutually agree to shorten length of game.
 - Extra innings required in event of tie (only if time permits).
- The coach must turn the batting order into the scorekeeper for the opposing team.
 - The batting order must consist of the players physically present including, but not limited to their first name and jersey number if applicable.
 - Any players arriving late can be added to the bottom of the line-up.
- There will be no defensive coaching allowed on the playing field during the game. During play, coaches must be in or near the dugout at all times or in the coaching boxes while on offense.
- Forfeit if the team cannot field 8 players by 15 minutes after scheduled start time.
- Games can start and end with 8 players.
 - If 8 players are present at game time, game must begin.
 - Umpires will NOT wait for forfeit time to start.
- Keep in mind this is a rec league. Even if a team has to forfeit, a scrimmage game should still be played if possible by borrowing players or playing short.

5. Hitting Rules:

- Innings will consist of 3 outs or a 5 run limit whichever comes first.
 - In playoff and championship games, there will be no run limit, but a 10 batter per inning rule will be enforced. Before the 10th batter, the batting team defaults to 2 outs, even if only 1 has been recorded for the inning.
- Each batting line-up shall include all members of the team in one complete order throughout the entire game.
- Players arriving late can be added to the bottom of the line-up.
- Players may bunt, drag bunt or slap hit as described below:
 - Bunt - occurs when the batter does not swing to hit the ball, but holds the bat in the path of the ball to tap it slowly to the infield.
 - Drag Bunt - the batter attempts to bunt the ball by running forward in the batter box, carrying the bat with her. The movement of the bat is in conjunction with the batters forward movement.
 - Slap Hit - modified swing or slap at the ball as it approaches home plate.
NO FAKE BUNTS AND THEN PULLING BACK TO SLAP.

- NO throwing of the bat is allowed.
- 1st time – a warning only – individual 2nd time – batter called out – individual · NO running will be permitted on a drop third strike.
- If a player needs to leave the game due to injury, no out will be recorded for their at bat. The batter will be skipped

6. Defensive Rules:

- A maximum of 10 players may take positions in the field. Only six (6) defensive players are allowed on the infield portion of the playing field. These positions are 1st base, 2nd base, shortstop, 3rd base, pitcher and catcher. The remaining four (4) defensive players will be disbursed in an umbrella style format in the outfield, with no outfield player to be within 10 feet of the second base when the ball is pitched. No short fielder is permitted.
- Unlimited substitutions will be allowed at any time during the game.
- No player should be in the outfield all game. Everyone should have at least 1 inning of infield within the first 3 innings since games may not go longer than that, especially early in the season. At this age, there are not a lot of balls hit to the outfield and we want everyone to be able to experience different positions.
- No infield fly rule will be in effect.

7. Pitching Rules:

- Pitching distance is 35 feet.
- Pitcher must start from a stationary position with one foot on the pitching rubber. Their movement is forward on the pitch, one foot may be in contact with the rubber at the time when the ball is released.
 - WINDMILL PITCH: The back leg pushes and drags from the rubber while staying in contact with the ground.
 - Infractions can be called at the umpire's discretion.
 - First time – warning only – no pitch called.
 - Second time and more – ball called in count.
- Pitched ball may have an arc, but it will not be required to have one.
- Both windmill and slingshot style will be permitted.
- **There are no walks.** After 4 balls the offensive team's coach shall pitch under the rules below for the remainder of the batter. The "at bat" will continue until the batter makes contact in fair play or strikes out.

*****Remember this is an instructional league*****

- If a ball hits a batter it will be a ball in the count and NO BASE will be given. No pitcher is trying to hit any batter! Remember, this upsets the pitcher as much as the batter.
- When hit by a pitch, the batter will have the choice of whether they want the team's coach to finish pitching their at bat.
- A pitcher does not need to be removed after she has hit any two (2) batters in an

inning. Umpires and coaches can come to an agreement if the pitcher's speed may pose a danger to players who may get hit.

- Pitchers can pitch up to three (3) innings per game.
- A minimum of one pitch constitutes an inning.
- A player removed from the pitcher's mound may be returned to that position in any other inning provided she does not exceed 3 innings in that game.
- Travel players may only pitch a maximum of 2 innings.

Offensive Pitching Coach Rules:

- Offensive coaches will pitch to their own team from the pitching circle. They must start from the pitching rubber in the center of the circle and the ball must be released towards the batter within the circle.
- After the pitch, the pitching coach shall not direct the batter/runner in anyway. o The player who was pitching will be the PITCHER'S HELPER. This player shall play beside pitching coach within the pitching circle and is responsible for fielding any ball that is hit in the area of the pitcher.
- No stealing of third is permitted while the during coach pitch.
- The pitching coach must avoid contact with the ball and defensive players when the ball is alive. Upon a hit ball the offensive pitching coach must avoid
- interference with the play. Penalty is the umpire's judgment any interference was intentional, the lead runner is out. If judged unintentional, no pitch-Dead Ball.

8. Base Runner Rules:

- A base runner is permitted to leave contact with the base at the time the pitcher releases the pitched ball from her hand. If the base runner leaves the base early she can be called out at the discretion of the umpire.
- Base runners can, as long as the ball has been hit in the field of play, continue to advance at their own risk.
- If a runner has not reached the halfway point between bases, she must return to the last base attained. Likewise, if the runner has gone beyond the halfway point between the bases, she will be permitted to continue to that base.
- Play will be considered dead when the fielder takes the recognized action of delivering the ball to the pitcher within a 10-foot radius circle around the pitcher rubber; unless the pitcher or another fielder re-engages in the play. No runners may advance. If a runner has not reached the halfway point between bases, she must return to the last base attained. Likewise, if the runner has gone beyond the halfway point between the bases, she will be permitted to continue to that base.
- Play remains dead even on overthrow back to the pitcher
- Base runners will be awarded one base on an overthrow if the ball leaves the field of play, with the extra base being added to the play being called a "DEAD BALL" at the time the ball leaves the field of play. The umpire will make this judgment call.
- Each team is allowed to have 2 successful steals of third base per inning. No stealing of second or home. No steals allowed when a coach is pitching. If a player steals third

after their team has already stolen twice successfully that inning, they must get back to second before being tagged out. **The base runner may not advance on an overthrow from the catcher.**

- Sliding is permitted and should be encouraged.

9. Coaching Expectations:

Coaches and all assistants involved in the program are expected to set a good example of sportsmanship and fair play to all the girls on their team and to opposing teams, coaches and umpires. This includes not yelling at the umpire, opposing coach, or players. Coaches need to communicate this standard to families. The girls in this division are very young and will require a great deal of patience by their coaches, teammates and most of all, parents as they are instructed in the fundamentals of the game! While the individual games can be competitive, this division of play has been established to be instructional in nature. It is understood that the players should have fun as they learn the game of softball.

10. Sportsmanship

Any misconduct, unsportsmanlike or abusive conduct toward players, coaches or umpires will not be tolerated. We are all volunteers promoting the growth of our youth and must remember that softball is just a game. If a problem arises, a league panel will review and correct the problem. Game suspensions and a removal from game area for coaches, players and parents will be enforced.

11. Game Scheduling:

Once games are scheduled at the beginning of the season, rescheduling of games for reasons other than weather or unscheduled school events should be kept to a minimum.

- If the head coach is not available, attempt to get an assistant or another coach from your club to fill in
- If more players are needed, invite girls to 'play up' from the 8U or move over from a second 10U team (to get to 10 players). Borrowed players are not eligible to pitch. Only rostered players can participate for a team in the playoffs.
 - [Note: A player can be rostered on two teams (in different age groups) provided she is under the max age in both groups].
- If the field is unavailable, consider playing the opposing team's field as the 'home' team.

In the event of **RAIN** or a **PRE-APPROVED** schedule change, the HOME team coach

MUST:

1. Contact the opposing team coach;
2. Agree to a reschedule date within 72 hours.
3. Notify league of new date, time, and field for game
4. If no date has been rescheduled after 72 hours, the League can reschedule the game at the date/time/place chosen by the League. If not played, the team unable to field a team will forfeit.

****It is suggested that you make a copy of these rules and have them available for the umpires to review before the game. They may also be handy stapled in your scorebook.****