

GIRLS SOFTBALL 10U RULES

- 1. The game will be six (6) innings or a 1 hour and 30 minute time limit whichever comes first. No new inning will begin with 5 minutes or less remaining in the time limit. The game will be called if a team is numerically eliminated by the run rule.**
- 2. The run rule is five (5) per inning, and once a team can not catch up the game will be called.**
- 3. If the score is tied at the end of regulation the game will be recorded as a tie. No extra innings will be played during the regular season. During the post season tournament extra innings, each team begins their half of the inning with a runner on second base (the last player to be put out).**
- 4. You can not start a game with less than 8 players. Teams will not have to take an out for missing players. In case of an injury or sickness the game will continue as long as each team has 8 players. No team will be able to continue to play with less than 8 players. The first game of the night will have a five minute grace period.**
- 5. No team can play with a player that was not placed on their roster by Olive Branch Parks and Recreation.**
- 6. Batting order/line-ups must be presented to the umpire and scorekeepers prior to each game. This should include player's full name, jersey number and position.**
- 7. Each team will bat the number of players on their roster.**
- 8. Teams will play ten (10) players on defense (4 outfielders)**
- 9. There will be open substitutions, all players must bat at least once and play two innings in the field.**
- 10. Batting helmets must be worn at all times with chin straps.**
- 11. The pitching distance will be 35 feet from the point of home plate to the front of the pitching rubber.**
- 12. A batter will receive a maximum of three (3) strikes (called and/or swinging) in order to put the ball in play. Players should be encouraged to swing the bat as the strike zone will extend from directly under the shoulders to the knees and as wide as 1 ball off the plate on each side.**

- 13. If the pitcher hits the batter the batter will get 1st base and runners that are forced to advance will do so.**
- 14. If the pitcher walks the batter, the batter will not get first base and no runner will advance. Instead the coach pitcher will continue to throw to the batter (inheriting the same # of strikes to the batter as when the kid pitcher was pitching) until the batter puts the ball in play, is struck out (called, and/or swinging), or a maximum of 5 pitches have been thrown by the coach-pitcher. (ex. If the kid pitcher had a 3-1 count on the batter and then walks her, the coach pitcher starts throwing to the batter with 1 strike already on the batter) if a coach pitcher hits the batter with the pitch, that pitch will be considered "no pitch" and will not count towards the 5 maximum allowed pitches.**
- 15. Foul balls will count as strikes and towards the maximum pitches allowed, but if the 3rd strike is fouled and not caught then a batter may continue their at bat. If the 3rd strike is fouled and caught then the batter is out.**
- 16. The coach-pitcher will pitch anywhere along a straight line from home plate to 2nd base at a distance between 25 and 35 feet. The kid pitcher will stand behind the coach and field the pitcher's position after the coach pitcher pitches. The kid pitcher must have both feet inside the pitcher's circle until the ball reaches home plate or is put in play. If the kid pitcher leaves the circle before the ball reaches home plate or put in play the offensive team will have the choice of either dead ball "no pitch" or result of the play stands.**
- 17. If a batter hits the pitch and the ball hits the coach/pitcher, the play will be called dead and the pitch will not count. The batter will resume his/her position at the plate and will continue his/her at bat with the count as it was before the play. Base runners may not advance on the play and must return to the base they occupied prior to the coach/pitcher being hit. If it is deemed a coach pitcher intentionally interferes with the batted ball, the batter will be ruled out and all runners return to the base occupied at the time of pitch.**
- 18. Bunting: a) while using a kid pitcher, batters are permitted to bunt. A batter may not show a bunt and pull back and swing away. Doing so will result in a dead ball and the batter being called out and all runners return to the base occupied at the time of pitch. b) While using a coach pitcher, batters are not permitted to bunt. PENALTY: Batter shall be called back to the plate, the swing shall count as a foul-strike, the ball is dead, and no runners advance.**
- 19. After one warning per game per player for slinging her bat, the batter will be out, dead ball called, no runners advance.**
- 20. Three strikes is an out even if the ball is dropped on the third strike. The batter can not advance to first on a dropped third strike.**

- 21. A batter will not be called out on a fouled third strike if not caught.**
- 22. Any base runner leaving the base before the ball passes the batter is out (umpires decision). The pitch shall be declared a no pitch. The ball is dead and no base runner shall advance.**
- 23. A base runner may steal/advance from 1st to 2nd and 2nd to 3rd off of kid pitching, however there will be no stealing to home plate on the pitch/passed ball or return throw to the pitcher from the catcher. Runners starting at 3rd base must be hit in, forced to score from a hit batter, or released on a throw made by the catcher/defensive player during a steal attempt (ex. Runners on 1st and 3rd and the runner attempts to steal 2nd base and the catcher throws to 2nd in attempt to put the runner out then this would release the front runner from 3rd)**
- 24. While using the coach pitcher, base runners must remain in contact with the base until the ball is hit or crosses the plate. There will be no stealing or advancing on a wild pitch/passed ball.**
- 25. If there is a close play at home the runner must slide. This is a judgment call by the umpire and can not be protested.**
- 26. If a runner misses a base it will be an appeal play to the umpire, and must be appealed before the next pitch is thrown. If manager is correct the base runner is out.**
- 27. The infield fly rule will be enforced in this league. This is defined as a fair fly ball that, in the judgment of the umpire can be caught with ordinary effort when there are runners on 1st and 2nd or 1st, 2nd, and 3rd and less than two outs.**
- 28. All defensive coaches and players that are not playing defense must remain in their dugout.**
- 29. No protest will be heard involving the umpire's judgment.**
- 30. All visible jewelry should be considered dangerous and must be removed before a player is eligible to play. A medic alert bracelet may be worn, but must be taped securely to the body.**
- 31. Head Coach is responsible for the conduct of assistants, players, and fans. One warning will be given to the head coach then ejection takes place, the ejected person will have one minute to go to the parking lot. Failure to do so will result in a forfeit of the game by the offending team. Any coach or player ejected from a game will have to sit out their team's next game. NO EXCEPTIONS.**

Regulation Games

It is a regulation game if it is called by the umpire due to rain or other cause which in the umpire's judgment interfered with further play, provided that:

45 minutes of the time limit has been played.

In the event of a partial inning beyond 45 minutes, if the visiting team has not completed batting or the visiting team is ahead you would revert back to the last completed inning.

If one half inning is completed and home team is ahead the game is ended at that point with home team winning.

In the event that a game is halted before completion for any cause, it must be resumed from the point of termination when the game is rescheduled by league officials, with as nearly the same lineup as possible.