



## SOFTBALL: 10U

- Players: ages: 8, 9, 10.
  
- Games will be played under official Little League Minor League Softball rules with the following clarifications.
  
- Each Team must keep score for their team as well as the other team through the use of Game Changer. Recommendation is to select a parent or the dugout coach to maintain.
  
- Beginning a game: Teams may use a maximum of 10 players defensively.
  - If one team has less than 10 players, a nine-player defensive alignment shall be utilized by both teams.
  - In 10-player alignment, the team is required to have four outfielders in the grass (If the grass is more than 15 feet behind the baseline, players will stand 15 feet behind the baseline).
  - A game may start with a minimum of eight players. That team would skip over the ninth batting position without penalty. In a game where one team has eight defensive players, the opposing team shall utilize nine defensive players.
  
- Pitching:
  - The pitching circle (8' from front center of pitching plate) shall be chalked and all player pitches must be thrown from the 35-foot pitching plate. The entire game is kid pitch (35') up until a select amount of balls are thrown, will play resume by Coach Rescue. If the player-pitcher hits a batter, rule 6.08 (b) is in effect.
  
  - Coach Rescue: If the player/pitcher throws 4 balls to a batter, the count is then picked up by the relief coach with the remaining strikes that are left in the count. The batter is allowed up to 3 pitches from the coach; if there is a foul ball on the 3rd pitch, the batter continues to bat. A batter can foul off an unlimited number of balls from the coach. If the batter "takes" the 3rd pitch (or successive pitch if the 3rd was fouled), they are out. During Coach Rescue, Coaches must deliver pitches with both feet inside the circle. Players cannot steal or bunt while the coach is pitching. The kid pitcher then returns to face the next batter following coach rescue. During Coach Rescue, a batted ball that hits the pitching coach shall be declared dead and the batter shall be rewarded with one base. If there is a runner occupying first base, they will subsequently advance to the next open base.
  
  - Minor League reminder Regulation VI(c): If a pitcher is replaced, they must stay in the game defensively to be eligible to return as pitcher.

- **Batting:**
  - 3 Strikes or 4 balls , Coach Rescue after 4 balls
  - All players present shall be in the batting order (continuous batting order) for the entire game (rule 4.04). Free defensive substitution as per rule 4.04.
  - Rule 6.02c is enforced: After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat except for instances outlined in the rule book.
  - Dropped 3<sup>rd</sup> Strike the batter is declared out. Batter doesn't get to run to first.
  
- Infield Fly- Teach kids what this means but isn't enforced.
  
- **Advancing of runners:**
  - Play is over once the kid pitcher has possession of the ball inside the circle.
  - At this point, all runners must stop.
  
- **Stealing:**
  - No Stealing if Coach Relief is in play
  
- **Ending an Inning:**
  - An inning shall end when 3 outs are made or when 5 runs have scored (rule 5.07). In the instance a team is trailing by more than 5 runs in the last inning, the inning shall be completed in order to allow for maximum playing time for all players. The maximum runs that can be scored per the inning is 5.
  - If the visiting team is ahead by 6 runs or more when the time limit is reached, the home team may bat, but are limited to 5 runs. If the home team is ahead and batting when the time limit is reached, they will continue to bat until 3 outs are made or 5 runs are scored. If the visiting team is batting when the time limit is reached, they will continue to bat until 3 outs are made or 5 runs are scored. If the home team is ahead after the completion of this inning, the game is over.
  
- **Coaches:**
  - Teams may have a **maximum** of four coaches. There must be an adult in the dugout at all times. A team cannot have two adult base coaches if there is no adult in the dugout (Rule 4.05b).
  
- **Equipment:**
  - Cleats may be plastic or rubber. Metal spikes are not permitted.
  - All Infielder and outfielder safety masks are required. There is **NO** on-deck circle permitted in this division. 11-inch softball shall be utilized.
  
- **Time Limit/Curfew:** Time limit for all games is 1 hour 15 minutes. Friday and Saturday games will have a curfew of 9 pm. All other games will have a curfew of 8:30 pm. No inning can start after the designated curfew times. The chief umpire should keep official time at home plate. An inning must continue if it begins before curfew. If there is less than 10 minutes left

in the time curfew, a new inning will not start and that current inning will finish and the game is over. If a game is tied at the time of curfew, the continuation of that game will need to be scheduled by the representatives of each league involved. If a doubleheader is played, both games will consist of six innings and each game will have a 1 hour 15 minute time limit.

- Courtesy Runner –A courtesy runner may be used for the pitcher and/or catcher of record when there are two (2) outs during the Regular Season. The “courtesy runner” must be the player in the batting order who made the last out. See 7.14(b).
- Pool Players: We will follow the Little League Regulation V (Pool players must be noted in the line up and be pointed out at the plate meeting before the game starts. Pool players can play any position, bat anywhere in the lineup and must play at least 9 consecutive outs and bat once).