

## Bronco Bash – 10U Softball Rules

1. A player must not turn eleven (11) years of age before January 1 of the current year.
2. Bases are to be 60 ft.
3. Girls pitching with the mound at 35 feet. A player may pitch in a maximum of twelve (12) innings in a day. If a player pitches in seven (7) or more innings in a day, one calendar day of rest is mandatory.
4. A complete game in six innings and all innings will be limited to 6 runs with no open inning. Run rule is therefore 7 runs after 5 innings or 13 runs after 4 innings. No inning shall start after 90 minutes.
5. Half of an inning will consist of three outs or six runs.
6. A starting team shall consist of ten (10) players, (four outfielders). The minimum is seven (7) players, less than seven is a forfeit. Outfielders must be positioned in the grass until contact with the ball.
7. Catchers must wear full protective gear.
8. A courtesy runner may be used for the catcher when there are two (2) outs. The courtesy runner will be the player that made the last out. No courtesy runner will be used in the last inning or any extra innings.
9. All players on the roster, which are present for the game, shall be placed in the batting order, therefore creating free defensive substitution between innings. Should a player miss her turn at bat due to illness, she may return in her spot in the batting order without taking an out. If a player arrives late, she will be placed at the bottom of the batting order.
10. A player being played on while advancing to a base other than first should attempt to slide. If a runner advances to a base without sliding with the intent of knocking the ball loose by colliding with the fielder, the runner shall be called out and may be expelled from the game. A runner attempting to advance to any base, other than first, without sliding should avoid contact. (A runner may not leap over the top of a defensive player.) At umpires discretion.
11. A batter or runner shall be called out for knocking off or removing their helmet intentionally.
12. Coaches may not touch runners while the ball is alive. If this occurs, the runner shall be called out.

14. Runners may leave the base only as the ball crosses the plate. Leaving a base early will result in an out with no team warnings issued. Ball shall be dead when lead runner is stopped or pitcher has ball in the pitcher's circle.
15. Infield fly rule will not be enforced.
16. No dropped third strike.
17. Player throwing bat: one warning per team. After warning, any player on the warned team shall be called out. Runners DO NOT advance if the ball is hit in fair territory.
18. If play is stopped due to inclement weather, 3 ½ innings will be considered a complete game if the home team is ahead, otherwise the inning must be completed when the weather permits. If the minimum innings have not been played, play will pick up where the game was stopped.
19. At the end of play, the ball must be returned to the defensive team's player at the pitcher's position.
20. Infielders cannot play any closer to the batter than a radius in line with the pitcher, except when bunting.
21. There are no intentional walks allowed.
22. If any coach intentionally interferes with a ball put into play at the umpire's discretion, the batter will be called out and the runners will return to their original base. Any coach being hit accidentally, the ball will be declared dead and all runners will get one base.
23. 2 5/8" will be the maximum bat barrel size. USA/USSSA/BBCOR allowed
24. Little League Regulations shall apply to all situations and rules not covered above.