

NWRAA Softball Rules

10U Age Group

USSSA Softball rules specified for the current year shall be used. These House Rules shall supersede USSSA Softball Rules and may be amended by the NWRAA Commissioner, who will ensure that all relevant parties are promptly informed of any revisions.

The home team preps the field before the game; the visiting team restores it after. Each team provides a game ball. The home team keeps the official book, and the visitors manage the scoreboard. Both teams are responsible for cleaning their dugout after the game.

Batting practice or infield drills are not allowed on the infield within 1.5 hours before the game's scheduled start time. Both teams may use the outfield to warm up, as there should be enough space for everyone. Hitting or soft tossing balls against the fence is also prohibited.

Equipment/Safety

- Batting helmets are required for all batters, baserunners, on-deck batters, and base coaches (players coaching).
- Bats must display the USSSA stamp per league rules.
- Catchers must wear a mask with a helmet, chest protector, and shin guards.
- On-deck batters should warm up on the same side as the current batter.
- Defensive players must wear a safety fielder's masks.

Game info

Each game lasts 6 innings or 1 hour and 10 minutes. If the score is tied at the end, the game stays a tie. Games are considered complete after 4 innings, or 3½ if the home team is in the lead, when stopped by weather.

- The league commissioner will try to reschedule rainouts, which take priority over practices. Coaches must inform parents of any schedule changes.
- A team must have a minimum of seven (7) players to avoid forfeiture. In such cases, the batting order will consist of seven players, and no automatic “out” will be recorded for being short players. Should a forfeit occur, both teams may choose to stay at the field and take part in an informal game. Umpires cannot officiate informal games. Additionally, any informal game must conclude at least 15 minutes before the scheduled start time of the next official game. In the event both teams do not have the required players, both teams will forfeit the game.
- In order to avoid having not enough players to play, teams may borrow players from opposing teams. Borrowed players shall play outfield and bat last in the batting order.

Batting

All players attending will be in the batting order (round-robin batting), with any late arrivals being placed at the end of the batting order. It is the coach’s responsibility to inform the umpire, scorekeeper, and opposing team of players who arrive late.

Defense

Each team fields 10 players on defense —6 infielders (pitcher, catcher, 1st base, 2nd base, 3rd base, shortstop) and 4 outfielders. Outfielders must start at least 15 feet behind the baseline before a pitch.

Player Pitcher

Player pitchers must start with both feet on the pitching rubber and with their hands separated. At the start of the pitcher's motion, she must bring her hands together for one to 10 seconds. She may drop one arm to the side before starting the windmill motion. The pivot foot may remain in contact with or may push off and drag away from the pitching rubber prior to the front foot touching the ground, as long as the pivot foot remains in contact with the ground. Pushing off with the pivot foot from a place other than the pitcher’s rubber is illegal.

- NOTE 1: It is not a step if the pitcher slides their foot in any direction on the pitcher’s plate, provided contact is maintained.

- NOTE 2: Techniques such as the “crow hop” and “the leap” are illegal.
- NOTE 3: If a hole has been created in front of the pitcher’s plate, the pivot foot may be no higher than the level plane of the ground
No intentional walks.
- Dropped 3rd strike rule is in effect.
- If a pitcher walks or hits 3 batters in a row, the 3rd batter will come back to the plate and the coach will come in and finish the batter.

Coach-Pitcher

The batter gets up to 5 pitches or 3 swings, whichever comes first. If the batter fouls the ball off on the 5th pitch the batter may continue till she puts the ball in play or strikes out. No bunting is allowed while the coach is pitching. Coaches cannot walk batters. A ‘bad-pitch’ will count toward the 5-pitch limit.

- The pitch must be thrown from the pitching rubber. If a coach pitches from elsewhere, the first-time results in a warning and a no-pitch; further violations count as strikes.
- Player - The pitcher must remain in the pitching circle (both feet) when the coach pitcher is delivering pitches.
- Coach pitchers are allowed to coach the batter on count, swing, or stance prior to the pitch. Coaches cannot coach the batter-runner or runners once the ball is in play. As a result, the batter is out and runners are returned to their original position.
- Coaches must make every attempt to avoid a batted ball while in the pitcher’s circle. The coach must leave the field of play during a live ball.
 - A batted ball striking the coach while in the pitchers’ circle is a dead ball. However, if the coach is judged to have intentionally interfered with the play while leaving the field, the batter will be out, and runners will be returned to their original positions.
 - If the coach interferes with the defensive player fielding the ball, the batter will be out, and runners will be returned to their original positions.

Base Running

- Runners may steal at the point of release of the pitch by the pitcher.
- Runners may steal any base.

- Dropped 3rd strike rule is in effect.
- Stealing is not allowed while the 'coach pitcher' is in the game. A base runner must remain on base until a pitch leaves the pitcher's hand.
- A courtesy runner is allowed for the pitcher, catcher, or injured runner. The batter with the last completed out is eligible as a courtesy runner.
- Runners may slide feet first but cannot slide head-first.
- Runners may dive back to the bag head-first.

Infield Fly Rule

- There will be no infield fly rule.

Offense

- Bunting is allowed when the 'player pitcher' is in the game.

The LOOK-BACK RULE

The look back rule is in effect when the ball is live, the batter-runner has touched first base or has been declared out, and the pitcher has possession of the ball (e.g. has the ball in their hand, glove, under arm or chin, between their legs) within the 16-foot circle.

- Any runner(s) in motion may continue without stopping or may stop once. The runner must quickly decide to advance to the next base or go back to the last base held. The pitcher does not have to try to get the runner out. Failure of the runner to respond as indicated shall cause the Umpire to signal the runner out. The ball shall be declared dead.
- Once the runner stops at a base for any reason, they may not move off that base.
- A batter-runner who overruns first and does not without delay attempt to advance to second is committed to return to first and stop.
- If the pitcher no longer has possession of the ball within the 16-foot circle, the pitcher makes an attempt on any of the runners, or a fake throw is made, this rule does not apply. Runners may advance.
- Once all runners have either gone back to the last bag they held or advanced to the next base the Umpire shall call time out and the play is over.

Dead Ball

Umpire will call time when...

- All runners have reached a bag, and the defense has stopped the runners from advancing.
- The ball is controlled by the pitchers inside the pitching circle, and all batters have advanced to the next base or returned to the last base held (look back rule).
- Players cannot call timeout.