

**2026 KAN WILL GIRLS SOFTBALL**  
**10U - DIVISION RULES**

- 1) **Player cannot have turned 11 on or before August 31, 2025.**
- 2) Team rosters must be submitted at the Spring Scheduling meeting & include the name and birthdate of players, and all coaches' names, phone numbers, and email addresses. Any roster changes after this meeting must be approved by the Kan-Will Board.
- 3) The head coach is responsible for the conduct of anyone associated with their team. All coaches and players are expected to demonstrate respect on the field and encourage parents to do the same. No deliberate or malicious contact by any player or coach will be tolerated.
- 4) The scorebook keeper is required to keep an accurate account of each game. The home team scorebook is the official record of the game and the scorebook keeper must immediately verify the final score with the visiting team's scorebook keeper.
- 5) All games will start promptly at the scheduled time. There are 10 defensive positions. A minimum of 8 league rostered players must be present to play a game. Any team which is not ready to play within ten (10) minutes after starting time, shall forfeit the game. The only exception to this is to allow for the completion of a game already in progress. The violating team shall pay for the umpires.
- 6) Substitute players must be called up from a lower level. NO players from another 10u team may be used as a call-up. **Use of an ineligible player will result in a game forfeit.**
- 7) A player must be present in at least 75 % of games in order to be eligible to participate in the end of year Kan-Will tournament.
- 8) WEATHER: A game will be considered complete after 3.5 innings. If a game has not reached 3.5 innings, it may be "suspended" after coaches meet and agree on remaining game time and situation of game. All rescheduled games must be played prior to the end of the regular season. An attempt must be made to reschedule. A makeup game is required if it will cause either team to complete less than 12 games and must be completed by June 13.
- 9) GAME LENGTH AND TIME LIMIT: Play five (5) innings or 1 hour and thirty (30) minute time limit, whichever comes first. No new inning will begin after the time limit has expired, unless the game is tied. Head umpire will keep official time. The new inning starts following the 3rd out of the previous inning. A tie game should be continued for one additional inning (using the international tie breaker) upon agreement of both head coaches, pending weather/lighting.
- 10) There is a 5 run limit per inning for each offensive team for the 1st, 2nd, and 3rd innings. Additional runs scored on the final play of these innings will not count. Starting in the 4th inning and continuing for the remainder of the game, there will be NO LIMIT to the number of runs that can be scored.
- 11) Regardless of the amount of time remaining, if either team is ahead by 15 runs after 3.5 innings the game will be declared over, after conferring with each team to verify the score.

- 12) In the event of a tie, the International Tie Breaker rule will apply: Each team starts the inning with no outs and a base runner on second base, that was the player who completed the last official at bat from the previous inning. Only one International Tie Breaker inning will be played.
- 13) When on offense, only two coaches are allowed on the field in foul territory as 1st & 3rd base coaches. Baseline coaches may not have physical contact with base runners by assisting/pushing them to run; or by keeping/ holding them from running to a base. Hand and vocal signals only.
- 14) An 11" yellow optic softball will be used. Base distance will be 60 feet. An orange safety-base shall be required at 1<sup>st</sup> Base. All balls must be leather coated following IESA rules. The pitching rubber will be placed at 35 feet. The pitcher **MUST HAVE** one foot touching the rubber to begin a pitch.
- 15) Offensive players must wear a helmet and facemask while on the playing field including the on-deck hitter, hitter in the batter's box, or any base runner. If a player intentionally removes their helmet during play and/or before reaching their dugout, the umpire will issue a warning. The second occurrence will result in an out. Helmets may be removed if time has been called by the umpire.
- 16) All defensive infield players must wear a face mask. Face masks are optional for outfield positions.
- 17) No metal cleats allowed.
- 18) All players present must play a defensive position at least **TWO INNINGS**.
- 19) A pitcher can pitch no more than 3 total innings per game with no more than two consecutive innings. A partial inning will be counted as a full inning.
- 20) A pitcher is allowed 5 warm-up pitches prior to pitching her first inning, and 3 warm-up pitches for any following innings.
- 21) If a pitcher directly hits three batters during a game, the pitcher shall be pulled from that position; **she cannot return as the pitcher until she has sat out for one complete inning or three outs**. If the pitcher hits one more batter (a 4th batter) during the game, the pitcher will be pulled and cannot pitch again in that game.
- 22) There is no drop third strike rule in effect.
- 23) In order to demonstrate sportsmanlike conduct, defensive players may not chant/yell at the batter once the ball has been released from the pitcher's hand.
- 24) The pitcher will be the responsible player to secure the ball for pitcher control in the pitcher circle to consider the play dead. The play is "dead" once the pitcher has control of the ball in the pitcher's circle. Advancing runners must be half way in order to acquire the next base, at umpire discretion.

- 25) A Continuous Batting Order must be prepared and exchanged with the opposing team prior to the game. No penalty is applied for less than 10 batters. It is the responsibility of the head coach to confirm the line up is correct before exchange. Any discrepancy to the batting order will be counted as an out.
- 26) A thrown bat will result in a warning to the player and team on the first occurrence and an out on any subsequent occurrences by the same player.
- 27) Bunting and slap hitting is allowed.
- 28) There is no infield fly rule.
- 29) No advancement of first base will be given to a batter hit by a ball after bouncing off the ground. If a batter is injured after getting hit by a pitch, they may return to the dugout and the next batter will have their at-bat with no penalty (out) applied.
- 30) Overthrows, whether into fair or foul territory, will be considered live, unless the ball enters a dugout or other area deemed out of play, in which case each runner will automatically receive one (1) base from the time of throw, to be determined by the umpire. Overthrows remaining in play will be considered live and runners can advance one (1) base at their own risk of being put out. **All runners cannot advance beyond one (1) base regardless of subsequent overthrows until the next pitch.** (ie: overthrow to first base, runner can advance to second base at own risk, if there is then an overthrow to second base, runner cannot advance to third base)
- 31) Any baserunner that advances prior to the pitcher releasing the ball will result in an out.
- 32) Only one(1) stolen base is allowed per pitch regardless of if there is an overthrow. **Base runners can steal home.** There is no continuous walk.
- 33) A courtesy runner is allowed for the pitcher and catcher and must be the previous out. This is to help maintain the pace of the game.
- 34) Rules are subject to change by the Kan-Will Board. The division representative will present requested rule changes to the Board for approval before the rule(s) can be enforced. The division representative will notify all head coaches of the Board's decision.