



Twin City Little League

Minor Softball Rules (Ages 9 & 10)

Coaches will meet prior to game to discuss Ground Rules

Pregame: The home team will chalk line the field and the pitching circle. Visiting team will put away equipment after the game.

Game will be 6 innings or "hard stop" at 105 minutes. After hard stop the score reverts back to the previous completed full inning. A "Soft Stop" will occur at 90 minutes. No new inning shall begin after the Soft Stop has occurred.

Batting: Bat through the whole roster until 3 "Outs" or the offense has scored 5 five runs. Mercy run rules will be in effect for a 15 run lead after 3 innings or a 10-run lead at the end of the 4th inning. All players on each roster must have at least 1 at bat before Mercy rule can take effect.

There is no on deck circle. Players must remain in the dugout until it is their turn to hit.

After four walks in a half inning, the coach of the team hitting will come in to pitch. The coach will pitch from inside the pitching circle. A coach cannot walk their own players. The players can strikeout when a coach is pitching. When a coach is pitching, the opposing team's pitcher must stay within the pitching circle. If a batted ball hits the pitching coach, it is a dead ball and considered a "no pitch." The pitching coach should walk outside the baselines after a ball is put in play to avoid obstruction. If any obstruction occurs the batter will be declared "Out" and all base runners must return to their occupied base prior to the obstructed play.

Base runners: Stealing is allowed. Runner cannot leave until the pitch has crossed the plate. Baserunners may steal home on a passed ball or overthrow back to the pitcher. THERE IS NO STEALING WHEN A COACH IS PITCHING.

Base runners may advance multiple bases as in "real" softball. Once a play has been declared "dead" the base runner may proceed to the next base if they are more than halfway to the next base.

Defense: Defense will field (9) players consisting of a catcher, pitcher, (4) four infielders, and (3) three outfielders.

No "Outs" will be recorded by a player running the ball to the base unless it is a legitimate softball play. Players must throw the ball when required. Umpires do your best to judge this.

Bat requirement: must meet softball standards of not more than 2-¼ inch barrel and have a stamped BPF rating of 1.20.

Post game:

- Players will line up and shake hands.
 - Throw away any trash left in dugouts. Bring lost and found equipment to the concession stand. ●
- (After last game is completed) Visiting team puts away any equipment in the proper storage area.