

# **Rules for 10U 2026 LFS Season**

ASA/USA Softball 10U rules in effect, except as follows.

## **Season:**

**Playoffs:** Seeding determined by season standings (wins/losses). Single elimination tournament.

## **Field Set-Up**

- Coaches on both teams are required to participate in field set-up and clean-up for their scheduled games. If you can not be there to set up please communicate with the opposing coach.
- **Bases-** 60 ft
- **Pitching-** 35 ft
- Home team and Away team will be determined in advance on the games schedule.

## **Time Limit:**

- **No new inning after 1 hour and 15 minutes. Finish out the inning.**
- **Playoffs. No new inning after 1 hour 30 minutes, no drop dead, International Tie-breaker will be used in a tie game at the completion of the inning after 1:30.**

## **Equipment:**

- All bats used must be USA Softball approved. NO BASEBALL BATS ALLOWED.
- All infielders must wear a fielding mask while playing.
- **Ball:** 11"

## **4 Run Up Rule:**

- Team that is batting can score 4 more runs in their at bat than the other team or add more runs to their lead.

**Example 1:** Team A comes up to bat losing 2-0, Team A can score 6 runs to make it 2-6 (4 Runs Up).

**Example 2:** Team A comes up to bat leading 3-0 Team A can score 4 more runs to make it 7-0.

- 12 run rule or 10 after the 4th inning.

## **Pitching**

- Players will pitch to the opposing team.
- 2 consecutive inning limit for pitchers; re-entry allowed for 1 additional inning if the game goes beyond 4 innings. One pitch in an inning constitutes a complete inning.
- Dropped 3rd strike per ASA rules
- The pitcher shall bring the hands together for not less than one second and not more than 10 seconds before releasing the ball.
- Step back, start back rule. Dominant foot needs to remain in contact with mound until push off (forward motion).

## **Hit by Pitch**

- If a batter is hit with a pitched ball in the air, the batter is awarded 1st base, if the pitched ball hits the ground first and bounces into the batter it's considered a ball and batter resumes at bat.

## **Batting Roster**

- Team must bat all present players up to 12. Any player after 12 may be added to the lineup or used as a substitute there will be no penalty for injury or illness, but that player may not re-enter the game once they skip an at-bat. Team may play with only 8 players with no penalty, the opposing team is NOT required to drop players and match. Team may add players if they are late as long as they are on sub list on lineup card that is presented to umpire at the pre-game meeting.

## **Defense Set-Up**

- Teams will play up to 9 players on defense. 3 players will be in the outfield. Outfielders may not line up as infielders (cannot be on dirt).

## **Stealing**

- Cannot leave bag until pitch is released.

## **Courtesy Runner**

- A courtesy runner may be used for pitcher and catcher, it must be last batted out.

### **Base Hits**

- Batter and runners can advance multiple bases on balls hit to the outfield. Once the pitcher has the ball in control within the pitching circle, all players must stop at the next base. (Control meaning ball is in their glove and they are standing still)

### **Special Rules**

- Infield fly rule.
- All players must play once in the field and once at bat per game. You may not bench a player for 2 consecutive innings except for injury, player request, or disciplinary reason.
- Drop 3rd strike.

### **Coaches**

- If a coach is ejected he must sit out the next game. A warning will be given. Refer to coaches code of conduct.

### **Records**

- **Books are mandatory to be kept by both teams to refer back to if there's any questions about the official final score.**
- **Coaches are required to sign the official scorecard at the conclusion of each game. The official scorecard will be submitted by the Umpire to the Snack Bar. To ensure the accuracy of division standings, it is the coaches responsibility to report their wins/losses and scores to the Player Agent Sara Cain (530) 310-4920 for tracking and proper seeding for Playoffs.**