



## 10U LEAGUE RULES

<b>PITCHING DISTANCE</b>	<b>35 ft.</b>	
<b>BASE DISTANCE</b>	<b>60 ft.</b>	
<b>GAME LENGTH</b>	<b>7 Innings or 80 Minutes</b>	No New inning shall BEGIN after 80 minutes. All games must be played out. If game is shortened due to weather/unsafe conditions, 4 complete innings or allotted time constitutes a complete game. Attempts will be made to reschedule incomplete games (continuation of game).
<b>GRACE PERIOD</b>	<b>Yes</b>	10 min after Game Time. Game length will be shortened by delayed time. Forfeiture results in score of 7-0.
<b>MINIMUM # OF PLAYERS TO PLAY</b>	<b>8</b>	Game may <b>begin with 7</b> players. Late players must be moved to bottom of batting order. If a team begins the game with 7 players, the 8th spot in the lineup will be listed as vacant and an out will be recorded when that position in the lineup comes up to bat (not the 9th & 10th). If a team is unable to provide the minimum # of players, the team shall suffer a forfeit. If possible, we would still like to have a competition so, other "registered" league players may be "borrowed" including from the opposing team to allow a softball competition to take place. The forfeit stands, however.
<b>GAME CANCELLATION</b>	<b>Info</b>	The League will notify Coaches by approximately 3pm on weekdays or 7am on weekends if the City has shut down fields due to inclement weather or other disruptions. Coaches should notify the League if games are called on-site. Head Coaches together will cancel a game on-site due to inclement weather or other unsafe conditions, in the absence of a Board member. Every effort will be made to make up any canceled game.
<b>UMPIRES</b>	<b>Coaches OR Paid</b>	A Paid Umpire will be provided, if possible. In the absence of a paid umpire, a coach for team at bat will be the umpire for their hitters and be positioned behind the pitcher. Coaches for the fielding team will umpire the bases.
<b>FIELD PREP/TEAR DOWN</b>	<b>Yes</b>	Both teams shall be responsible for prepping the field for the safety of the players AND for putting away equipment at the conclusion of the game.
<b>OFFICIAL BALL</b>	<b>11 inch</b>	11" Leather Fastpitch (A.D. Starr USA Spirit Softball Item # OUSA1147CL, or comparable (cork or polycore center). 1 New game ball provided by the League.
<b>BATS</b>	<b>ASA/USA Certification Mark</b>	All bats shall have visible ASA/USA Certification mark and not be listed on the USA Softball Non-Approved Bat List or be physically altered that could cause it to be deemed unsafe by the team head coach, umpire or Board of Directors.
<b>BATTING/CATCHER HELMET</b>	<b>NOCSAE Certification Mark</b>	All Batters, On-Deck Batters and Runners must wear while on the playing surface. The should be put on/taken off inside the dugout area. Catchers must wear with proper throat protection (either by-design or add-on).
<b>UNIFORMS</b>	<b>Yes</b>	Uniforms will consist of League-provided shirts. All players shall wear shirts tucked in. Sweatshirts/jackets are allowed during inclement weather conditions.
<b>HATS-VISORS-FACEMASKS</b>	<b>Yes</b>	Hats-Visors-Facemasks are NOT mandatory. 1 or more players may wear them in the field while others do not and they do not have to match. We encourage facemasks for defensive players to encourage confidence in their fielding and promote safety especially at 1st/3rd/P positions.
<b>VISIBLE JEWELRY</b>	<b>No</b>	Players may not wear visible jewelry for obvious safety reasons. This also includes hard plastic/metal hair clips. "Stud" earrings should be removed where possible.
<b>COACHES ON FIELD</b>	<b>Yes</b>	ONLY USA Softball Certified Coaches may be in the 1st base and 3rd base Coaching Box areas (in foul territory) and will become part of the field of play. Defensive Coaches will also be allowed in the same general areas in foul territory so long as they do not interfere with play. Please avoid collisions or interference with the gameplay.
<b>TIME BETWEEN INNINGS</b>	<b>1 Minute</b>	Players are allowed 1 minute to get to their positions on the field. Pitcher is allowed 5 warm up pitches. If either is exceeded, violating team will be penalized 1 out during next at bat. Rule is enforced by Opposing Coach & Umpire.
<b>INTERNATIONAL TIE-BREAKER</b>	<b>Yes - Modified</b>	If a tie occurs at the conclusion of the Game Length Innings or Time, each team when batting will begin the inning by placing a runner on second-base which will be the last batter with a complete at-bat from the prior inning. Visiting team may go up by a total of 6 runs in any tie-breaker inning.
<b>RUN LIMIT-EQUALIZER</b>	<b>Yes</b>	In any NON Tie-Breaker Inning, teams may go up 4 runs from the start of the inning. Trailing teams may "catch up" in runs and score an additional 4 runs in order to "equalize" the 4 Run Limit.
<b>RUN LIMIT-GAME</b>	<b>Yes</b>	10 Runs After the 4th Inning, the TRAILING team has the Option to continue the competition.
<b>PLAYING TIME</b>	<b>Yes</b>	No player will sit out more than 1 consecutive inning, and no more than 2 innings per game, except due to injury. Violation will result in forfeiture of contested game.
<b>ROTATION RULE</b>	<b>Yes</b>	Each player must play at least 1 inning each game in an Infield position. No exceptions are permitted without Board Of Directors WRITTEN approval. Violation will result in forfeiture of contested game.
<b>PITCHING RULE</b>	<b>Yes</b>	Pitchers may pitch no more than 2 consecutive innings, and no more than 3 innings per Game.
<b>WALKS-COACH PITCH</b>	<b>Yes</b>	In order to encourage Pitcher development, 1st base is awarded to the FIRST WALKED batter that a Pitcher walks per inning. On the 2nd walk, no base is awarded and a coach of the hitting team will come in to pitch to that batter. The coach will continue with the # Strike Count and each coach-pitch will be considered a Strike against the batter. Therefore, the coach will likely have no more than 3 pitches unless the 3rd coach-pitch is fouled off. A Hit by Pitch by a player does NOT count as a walk. A Hit by Pitch cannot be recorded against a Coach-pitch.
<b>PITCHING INNINGS</b>	<b>Yes</b>	1 Pitch constitutes an inning pitched.
<b>INFIELD FLY RULE</b>	<b>No</b>	The Infield Fly Rule is NOT in effect in this division.
<b>SPEED UP RULE</b>	<b>Yes</b>	The last recorded out will run for the pitcher or catcher when there is one out, or at Coaches option.
<b>DROPPED 3RD STRIKE</b>	<b>Yes</b>	Batter may Advance on Dropped Third Strike, as defined by USA Softball rules. Please note that batter may NOT advance on a dropped third strike with less than 2 outs when 1st base is occupied.
<b>THROWN BATS</b>	<b>Yes</b>	Unintentional or not, bats thrown by a batter for more than 6 feet from the batter's box get one warning per game, per team. Batters will be called out on subsequent bat throws.
<b>LEADOFFS</b>	<b>Yes</b>	Runners may lead off when the ball has left the pitcher's hand. All illegal leadoffs result in runner being called out per USA Softball rules.
<b>BASE STEALING</b>	<b>Yes</b>	Runners may steal 1 base at a time. There is NO advance on an overthrow from the Catcher. Runner may not steal home regardless of where a ball thrown by the catcher goes.
<b>SLIDING</b>	<b>Yes</b>	Per USA Softball Rules. NO HEADFIRST SLIDING IN ANY LEAGUE DIVISION.
<b>BUNTING</b>	<b>Yes</b>	Batters may bunt against player pitching. No Bunting against Coach Pitching
<b>ADVANCE ON OVERTHROWS</b>	<b>Yes</b>	Runner may advance ONE base to 2nd or 3rd (not home) on an overthrow but Not on overthrows from the catcher on a non-batted ball (a steal attempt).
<b>DEFENSIVE POSITIONS</b>	<b>10 Players, (4 Outfielders)</b>	Players must play in the appropriate positions. Outfielders must begin in the grass or at least 10 feet beyond the baseline of the infield.
<b>INJURIES OR LINEUP REMOVAL</b>	<b>Info</b>	If a player must leave the line-up due to injury, illness or another engagement, the team WILL NOT be charged with an out in her batting position as long as the team with the departing player notifies the other team prior to the departing player's at bat.
<b>NEGATIVE CHEERS</b>	<b>No</b>	The League does not tolerate "Negative" cheers. Coaches and Managers must monitor their Players and Fans, and abide by the Code Of Conduct.