

10U SOFTBALL RULES

(Rev. 1/2017)

1. Both head coaches and the umpire will have a brief meeting before the game to discuss/review any rules and/or answer any questions.
2. Time Limit = 2 Hours. No new inning will start after the 2 hour time limit has expired. A new inning begins as soon as the 3rd out is recorded in the bottom half of the previous inning. Timing of game begins immediately after pre-game umpire/coaches' meeting.
3. A complete game will be 6 innings, or 2 hours, unless a team is behind by 6 runs after 5 innings, and then the mercy rule applies. There will be a run limit of 5 runs per inning for every inning.
4. The fielding team consists of 10 players, with the outfield having 4.
5. Teams must have 7 players to start the game.
6. Home team has official score book.
7. Each team will supply 1 new game ball for every game. Take your ball with you after the game.
8. An 11-inch ball will be used.
9. Full team roster batting order will be used.
10. Each player must play at least 6 defensive outs.
11. Pitching distance is 35 feet.
12. "Wind-Mill" Rule -- No "Sling Shot" pitching motion allowed.
13. Base paths are 60 feet.
14. All offensive players, including the on-deck batter, must wear helmets. Base runners removing helmets may be called out.
15. Players will wear face mask on helmet.
16. There will be free substitution at all positions. Re-entry will not apply.
17. A pitcher can only pitch 3 innings per game. One pitch constitutes an inning.
18. 3 warm-up pitches allowed per inning.
19. If a pitching change is made, 5 warm-up pitches are allowed.
20. Bunting is allowed.
21. Runners must slide into the base/plate they are going to if they are being played upon--except for first base. Any player not sliding into the base/plate will be called out at the umpire's discretion. A runner will not be automatically called out for not sliding, if it is judged by the umpire that it was not reasonable or necessary for the runner to attempt a slide (such as the defender being too far up the baseline to permit a slide). However, the runners must make every attempt to avoid a collision -- including plays at Home. Failure to do so will result in the runner being called out at the umpire's discretion.
22. Base runners cannot leave the base until the ball crosses the plate. One warning will be given per team to runners leaving early. After that, runners will be called out.
23. Runners are allowed as many bases as they can get on overthrows that stay in play.
24. Runners are allowed the base they are going to plus one on overthrows that goes out of play.
25. Stealing is allowed from 1st to 3rd.
26. Runners may not advance to Home on any throw back to the pitcher from the catcher position. The runner on 3B may advance to Home if a play is made on a runner elsewhere on the field-- such as a play on a base runner attempting to steal 2B.
27. A runner may advance to Home on a passed ball or wild pitch.
28. No arguing of judgment calls.
29. Abuse of umpires by fans, coaches, or players will not be tolerated. Forfeiture could result.
30. Teams must clean up dugouts before leaving.
31. Infield Fly Rule will not be used.
32. Game time is 6:00 p.m.
33. For rain outs, please try to call before 4:30 if possible. Home team is responsible for making the rain call out.
34. We encourage a large strike zone.
35. 30 minutes lightning delay from last lightning-strike seen.
36. Pitcher only needs one foot in contact with the rubber.
37. All other ASA rules apply.