



Bismarck Youth Fastpitch Softball Association 10U League Game Rules

The 10U division focuses on player development and having fun. It is important that players learn the basic skills of the game (throwing, batting, pitching/catching, game rules, etc.) and leave this season with a positive experience which will promote them to return the following season. The rules listed below are intended to provide for a learning atmosphere.

Rules

1. During the first 4 weeks, there will be one practice/game each week and will consist of a 45-minute practice followed by a game. Games are 7 innings or 90-minute time limit (whichever comes first). The remainder of the season will change to one doubleheader game night per week. Games are 5 innings or 75-minute time limit (whichever comes first).
2. Additional practice nights are determined by the team coaches.
3. Players will use an 11" softball.
4. Pitching rubber is set at 35'.
5. Base length is 60'.
6. Players will pitch every inning.
7. Each pitcher is limited to pitching two innings per game. This encourages the development of pitchers throughout the season.
8. Catchers are required to wear all gear (helmet, chest guard, shin guards, etc.).
9. Facemasks are strongly encouraged for all infield positions.
10. Five run max per inning per team.
11. Base runners may only steal second base when the base is unoccupied and only on a passed ball to the catcher. Base runners may NOT steal 3rd or home. If the ball is overthrown to 2nd base the runner must remain at 2nd base. Other runners may NOT advance on throws attempting to throw out runner stealing 2nd base.
12. Base runners are allowed to leave the base once the pitcher has released the ball. If there is no passed ball or the ball is not put into play by the batter, the runner must return to the base.
13. Base runners may attempt to advance one extra base on an overthrow.
14. Batter may NOT attempt to reach 1st base if the third strike is dropped by the catcher.
15. No walking is allowed. If a player is pitching and the count reaches 3 balls, a coach will step in and pitch. The strike count will remain the same if a coach enters to pitch.
16. It is required to rotate your batting lineup and field positions. We want to encourage player development of multiple positions and skills.
17. It is the home team's responsibility to keep score for each game. After the game, coaches are responsible for updating scores via the SSU Play app. Scores will need to be reported within 24 hours.
18. If the score is tied at the end of time, report the score as a tie. If the 90-minute time limit has not been met, extra innings will be allowed to try and break the tie. Only start a new inning if time allows for a full inning to be played.
19. Umpires are provided for the games.

Go to www.bismarckfastpitch.com for coaching aides.

Code of Conduct

It is the coach's responsibility to ensure all players, parents, and spectators are following the leagues code of conduct to be respectful of umpires, coaches, players, and other fans.