



# 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, 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 and introduce players into healthy competition while still focusing on fun and basic skills.

## Rules

1. There will be a double header each week and one scheduled practice night. On game night there will be sufficient time provided for a team warm up prior to the start of the first game. Warm up suggestions will be provided with coaching aids. Games are 5 innings or 60 min (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 3 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 RECOMMENDED** for all positions.
10. Six runs max per inning per team.
11. Base runners may steal second and third base when the base is unoccupied and only on a passed ball to the catcher, when a player pitcher is throwing. Base runners may NOT steal home. If the ball is overthrown during a throw down by the catcher 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, during a live ball.
14. Batter may NOT attempt to reach 1st base if the third strike is dropped by the catcher.
15. Coaches will pitch to their own batters once four balls have been accumulated.
  - a. There will be NO WALKS and stealing is NOT permitted when Coaches are pitching
16. It is required to rotate your batting lineup and field positions. We want to encourage player development of multiple positions and skills.
  - a. Rotating your line up and positions can be done by game and do not have to be by inning unless it is in regards to the number of innings sitting the bench or pitching. Players are encouraged to have a designated infield and outfield position per game. It is encouraged that coaches plan for this ahead of time.
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 60-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.



# Bismarck Youth Fastpitch Softball Association 10U League Game Rules

19. Umpires are provided for the games.

Go to [www.bismarckfastpitch.com](http://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 league's code of conduct to be respectful of umpires, coaches, players, and other fans.