



10U Softball Division Rules

Updated: April 2025

1. All defensive players must wear a fielder's mask.
1. Teams will consist of a minimum of 10 players with a maximum of 13 players.
2. All players present will be in the batting lineup but only 10 defensive players per inning on field. Infield positions are catcher, 1st base, 2nd base, pitcher, shortstop and 3rd base. Outfield is left field, left-center, right-center and right field. Rover position is not permitted.
3. Teams must have at least 8 players to start and finish a game. There will be no penalty to the team for players leaving early or arriving late. Report all changes to the scorekeeper for each team.
4. A team may be granted a 5 minute "grace period", beginning at the scheduled start time of the game to allow for late arrivals. If after the "grace period", a team still does not have 8 players to start the game, it shall be declared a forfeit. The score documented in the Official Score Book will be 7 - 0 for the winning team. In the event a game is forfeited, the 2 teams scheduled to play will be allowed to scrimmage for the remaining time.
5. Each team lineup / batting order is to be submitted to the official scorekeeper before teams enter the dugout. This lineup will be complete with each player's last name, number and position in the batting order.
6. Every player on the roster is required to play at least 2 defensive innings.
7. Each game will be 6 innings. Games will have a time curfew of **1 hour 20 minutes**. No new inning will be started after the expiration of time. An inning that has started prior to the curfew will be played until completion. Extra innings are at the determination of the coaches of each team, the time curfew and umpire(s).
8. Regular season games CAN end in a tie.
9. A run limit of 5 runs per half inning has been set in place for this division.
10. Mercy rule will be in effect. If a team is leading by a score that is mathematically impossible for the opposing team to overcome, the game will be stopped and the team leading the game declared the winner.
11. Run Rules apply: 18 runs after 3 innings, 12 runs after 4 innings, or 6 runs after 5 innings.
12. Bases are to be set at 60'. Pitching rubber is at 35'.
14. Base runners must be in contact with the base until the ball is released by the pitcher.

15. Base runners may advance if the ball is overthrown into a dead ball area.
16. Base runners may steal on the live pitcher, **not** the coach and can only lead off once the pitcher has released the ball.
18. Home plate can be stolen on the pitcher, **not** the coach.
19. A Coach may not touch a base runner at any time. If an attempt to start a runner moving or to stop them from running, a Coach touches a runner, that runner will be called out. Coaches will not be warned regarding this matter.
20. The pitcher will pitch a normal at-bat constituting as many pitches as required to result in strike out, fair batted ball, hit by pitch, or a 4th ball.
 - 20.1. Upon a 4th ball, a designated coach from the offensive team will pitch the number of strikes remaining (unlimited foul balls) to the batter. The umpire will continue the batter's count (and call pitches) resulting in a fair batted ball or a strike out by the batter. Coach must have 1 foot in contact with the rubber when pitching.
 - 20.2. Pitchers may pitch no more than 10 innings per week.
 - 20.3. If a team is scheduled or has a make-up game(s) thus requiring a team to play 4 games in a week (Monday to Sunday), then pitchers would be allowed to pitch no more than 15 innings in that week.

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- 20.4. An inning is defined as 1 pitch. • A week is defined as Monday to Sunday
21. Courtesy runner for the catcher will be allowed with 2 outs in the inning. The courtesy runner must be the player who committed the second out. The player receiving the courtesy runner must catch the next half inning.
22. The Infield fly rule is NOT in effect for 10U softball.
23. NO headfirst sliding except for returning to a base. Players must slide at plate in event of (possible) play. No running contact with catchers will be permitted.
24. Home run balls must clear the fence. A ball which hits the top of the fence and remains in play is a live ball.
25. Any team where a batter unintentionally throws a bat will be given one team warning. A second offense will result in the player being called out. Any player who intentionally throws a bat will be automatically called out. This action could also result in ejection from the game.
26. Batters are to always wear a batting helmet included on base paths. 27. No jewelry of any kind is allowed during a game.
28. Batters on deck must have helmets on.
29. All players are to stay in the dugout when not in the game or at bat. 30.

Shirts are to be tucked in.

31. All pitchers must wear a face mask.
32. Only rubber / molded cleats are to be worn, no metal.
33. Base coaches are to be adults.
34. Catcher is to wear all catcher's gear, including leg guards, chest protector and helmet while on the field **or** warming up any pitcher anywhere.
35. The home team will occupy the 1st base dugout.
36. Home team is responsible for lining the fields before the game.
37. The home team is responsible for providing a bookkeeper for the game. The visiting team is responsible for providing someone to run the scoreboard. These individuals should sit together at the scorer's table.

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38. All coaches are expected to remain inside their dugout once gameplay has begun. A coach may walkout of the dugout to demonstrate or communicate something to a player and return to the dugout. Time must be called prior to entering the field of play for any reason once the umpire has declared "Play Ball". Coaches may sit on a bucket near the field entrance of the dugout.
39. Only rostered players, coaches and approved volunteers may be in the dugout during the game. Parents of injured players are also permitted to enter to care for their child.
40. Deliberate action taken to delay a game is considered unsportsmanlike conduct and will be reported to the division Vice-President. Repeated violations of this rule may result in a game suspension for the violating coach.
41. In the event a player or coach is ejected from the game by an umpire, the player or coach will not be eligible to participate in the next game played by their team. (The ejected individual will not be permitted to have any involvement with his / her team inside the fenced-in area of the playing field on the game day they are suspended for.) In the event that a second ejection occurs involving the game individual during the season, that player or coach will not be eligible to participate again until he / she has been given permission by the JCYB Board of Directors.
42. Any individual ejected from a game or the park by an umpire or league official must leave the field area for the remainder of the day in which the ejection occurs. The individual must vacate all park facilities, including the parking lot. Failure to leave in a prompt fashion or continued unsportsmanlike conduct may result in a forfeit of the game for the team affiliated with that person.
43. There will be no protests at this level of play. Managers and Coaches are not to question a judgment call made by the Umpire. If there is a question regarding a particular rule, the game should be momentarily stopped to consult with the Umpire regarding this matter. After consulting with the Umpire and resolving the issue, play will resume. When the Umpire makes

his decision as to the ruling, that decision is final.

44. Any rule not covered here will be covered by the Babe Ruth League rulebook and / or ruled on by the game umpire.

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