

10U Fall League Rules



- 7 inning games (Or time limit if it expires.)
- Time limit is 75 minutes no new inning
 - Complete the inning you are in.
- 5 run max per inning.
- Dropped 3rd strikes are outs.
- Runners may advance on overthrows at their own risk after a ball is put in play by a hitter.
- No advance on catcher throwback to the pitcher after a pitch.
- No Steals.
- Advance on passed balls (1 base at own risk) will be allowed.
 - Players may go home on passed balls.
- Players will walk on 4 balls.
- We will start with 0 balls, 1 strike count
 - *Encouraging players to be aggressive and swing. ☺
- Run Rules- 15 after 3, 10 after 4

Coaches Agreements

- *If the coaches agree, they may adjust the rules for both games or just 1.*
- With a wide range of pitching experience in the league, coaches may agree to have the coach come out to pitch after 4 balls.

-The experience levels vary greatly at 10u. As a coach, please use your best judgement of sportsmanship as we ENCOURAGE young players to enjoy the game so they continue to play and desire to practice as much at improving in softball as they may other sports. Please avoid turning the game into a track meet and focus on teaching player awareness when the ball is in play and respecting the opposing team with ball in hand.