

Cary-Grove Youth Baseball & Softball

TOS 10U Softball Rules

10U game rules shall follow IHSA rules with the following exceptions:

- 1) Pitching Rubber: 35 feet
- 2) Pool-play and bracket game length: Six innings, but no new inning shall start after 1 hour and 45 minutes. There is no drop dead. Championship game length: Six innings, there is no drop-dead time.
- 3) If a game is called due to weather or darkness, it shall be considered a complete game after three innings (2½ innings if the home team is ahead).
- 4) Large-Lead Rule: 12 runs after three innings (or 2 ½ innings if the home team is leading), 10 runs after four innings (or 3 ½ innings if the home team is leading), 8 runs after five innings and any subsequent innings (or 4 ½ innings if the home team is leading)
- 5) Teams can play with a minimum of seven players. If seven players are not available by the start of the game, the team will forfeit the game.
- 6) All pool-play games will start with a coin flip with the coach from the team who travels farthest making the call. The coin flip will determine the home team during pool play. The game clock will start when the home team takes the field in inning one. Bracket games will be seeded.
- 7) Pool-play games may end in a tie.

A. **Batting**

- 1) Continuous batting order, everyone bats. Late players are added to the bottom of the order. Players leaving early will be skipped without being an out.
- 2) Each team can score a maximum of five runs in each of the first five innings. Once a team scores five runs, their turn at bat is considered over and they will immediately take the field. **The five-run limit does not apply in the sixth and any subsequent innings.**
- 3) Bunting is permissible, but the batter may not pull back and swing after showing bunt. If the batter swings after showing bunt, that batter will be ruled out.
- 4) Dropped Third Strike Rule DOES NOT apply.
- 5) Bats must be official softball bats with USSSA 1.20 thumb print or 1.20 rating. Any batter that enters the batter's box with an illegal bat (i.e. does not comply with the bat rules) shall be called out immediately upon discovery (via appeal or the umpire's call). The batter may also be called out after batting and reaching base so long as the illegal bat is discovered prior to the first pitch of the following batter. In this case, the defensive team has the option of taking the penalty (an out) or the result of the play. If the penalty is taken, all runners shall return to their original bases. A second use of an illegal bat by any player shall result in forfeiting the game.

B. **Pitching & Fielding**

- 1) Pitchers shall be limited to three innings per game. One pitch in an inning constitutes a full inning pitched. Only the starting pitcher may be brought back once in a game. **All other pitchers are finished for the remainder of the game once removed.**
- 2) If a pitcher hits three batters in one inning, she must be removed as the pitcher for the inning. If the same pitcher (starting pitcher only) returns and hits ONE additional batter,

she must be removed from the game for the remainder of the game. Any pitcher hitting four batters in a game must be removed for the remainder of the game.

- 3) There are no illegal pitches and coaches should not make comments to the umpire, coaches, or players in this regard.
- 4) Per inning and per pitcher, a pitcher must be removed on the second visit to the pitcher's Plate. There is not a maximum number of visits per game.
- 5) Intentional walks are not permitted.
- 6) A maximum of nine defensive players will be on the field, six on the infield and three in the outfield.
- 7) Outfielders must start on the grass prior to the pitch.
- 8) The Infield Fly Rule is not in effect.

C. Base Running

- 1) A courtesy runner will be allowed for the catcher after two outs. A courtesy runner shall be the last batted out.
- 2) Runners should attempt to avoid contact at all times. An umpire may call a runner out for malicious contact due to not sliding or sliding too aggressively into a player.
- 3) When a batted ball is put in play and there is an overthrow at first or second base that remains in play, runners may advance only one additional base at their own risk whether or not an additional play is made on the runner. If the throw goes out of play, runners shall be awarded one additional base without risk of being put out.
- 4) Runners may not advance home on an overthrow at third base unless it is a pickoff attempt (see below).
- 5) When a ball hit to the outfield is secured by an infielder in the infield, runners may advance to the base that they are going to or return to the previous base at their own risk. If played on, runners must remain at the base they are attempting to reach.
- 6) Pick-off attempts: (After a pitch that is not put in play by the batter, any attempt by a catcher or pitcher to get a runner out at the base they started the play) This does not include when a base runner is stealing a base.
 - a. A throw by the catcher or pitcher in an attempt to pick off a base runner makes the ball live.
 - b. Any base runner can advance one base at their own risk.
 - c. A throw from the catcher to pitcher is not considered putting the ball in play. This includes an overthrow.
- 7) Stealing of second and third base is allowed after the ball crosses home plate.
 - a. A runner cannot leave the base until after the ball crosses home plate.
 - b. Base runners may only steal one base at a time (cannot advance an additional base on a missed play attempt).
 - c. Double steals are allowed.
 - d. The batter cannot immediately advance to second base after a walk.
- 8) Stealing home
 - a. A team may only successfully steal home one time per each half inning.
 - b. Additional successful steals of home shall return the runner to third base without risk of being put out.

D. Safety/Sportsmanship

- 1) A facemask is required to be worn for infielders playing first base, third base, and pitcher.
- 2) Batting helmets shall have a full facemask.

- 3) Proper catcher's equipment is required.
- 4) No metal cleats
- 5) On-deck hitters shall be at the batter's back.
- 6) Umpires have the final decision on calls. Only head coaches are allowed to approach the umpire to discuss calls which should occur between innings whenever possible.
- 7) Coaches not coaching bases shall remain in the dugout.
- 8) Only the head coach shall interact with umpires. All other coaches or fans interacting with the umpire, including influencing ball/strike or safe/out calls, are subject to being removed from the game. If removed from the game, the person must leave the grounds for the day. Persons will not be allowed back if a repeat offense occurs.
- 9) Team chanting and comments can only be directed to players on your own team and must be of a positive manner. NO chanting during the opposing team pitcher's windup.