



2021 Junior League Rules

JUNIOR LEAGUE RULES (10U)

1. The league teams will now play according to a combination of age and grade, not just grade as in the past.
 - All 3rd & 4th graders along with any 5th graders who have not turned 11 before January 1st of current year. We will use the January 1 cutoff date, for example any girl that turns 11 on or after January 1 of this current year will play in the 10U Junior league and any girls that turned 11 before January 1 of this current year will play in the 12U Senior league.
2. 35 Foot pitching distance will be used. (measured from back of the plate to the rubber).
3. 11 - inch softball will be used in league play.
4. All batters, base runners and on deck batters must wear helmets with a face mask installed.
5. Catchers MUST WEAR protective chest, face, and leg gear during practices and games.
6. A game consists of 6 innings or 80 minutes time limit (drop dead rule at 90 minutes), whichever comes first. A 10 run rule applies after 5 innings and no more than 4 runs can be scored per inning. If a game is tied at the time limit, it will remain a tie. The plate umpire will keep the time limit and the next innings starts with the last out of the previous inning. A full inning is allowed to be played up to a maximum of six (6), as long as there is any time remaining at the end of the previous inning. Exception: No time limit will be used during the league championship game.
7. A line up consists of 10 players. To start a game a team must have a minimum of 6 players. Once a game begins a team can play with less than 6 due to injury, health, etc. Any substitutions for a team not normally on that team roster must be agreed to by the opposing coach prior to the game. *If a player must leave a game early due to other commitments, NO penalty/no out will be assessed.
8. In case of rain, the Board will determine if games are to be played. First check the website, then Face Book. There will be an email sent to the head coaches and also be a sign posted at the park for rain outs.
9. During the time that your team is at bat, only one girl is allowed to be on deck and she must be wearing a helmet with an attached face mask.
10. Coaches must remain on the bench when their team is in the field.
11. Coaches must remain in the coaches' box when their team is at bat.
12. Only 1 time out per inning is allowed for the coach to talk to the pitcher. A second time out will constitute a change of pitchers.
13. The home team is listed first on the schedule and will be in the 3rd base dugout. The visitors will bat first and be in the 1st base dugout.
14. Warm ups by the pitcher between innings are limited to 3 pitches. A new pitcher is allowed 7 warm up pitches.
15. Any player can pitch, but they can only pitch a maximum of 3 innings (Pitchers still cannot pitch more than three total innings – INCLUDING PLAYOFFS – even if game goes into extra innings).

16. A player once removed as a pitcher may re-enter as the pitcher only one time, but not in the same inning.
17. A younger player (3rd/4th grader) that is not advancing to the next level league the following year is required to pitch one inning within the 1st, 2nd, or 3rd inning.
If the game is expected to go into the 6th inning then a younger player that is not advancing to the next level league the following year is required to pitch an additional inning. In other words: if the game goes 6 innings, then a younger player that is not advancing to the next level league is required to pitch 2 innings. (The “younger player” does NOT need to be the same player in both innings and it is recommended that it is actually a different player if possible, in order to develop more pitchers.)
18. A runner is not allowed to lead off until the ball crosses home plate. The umpires are going to be watching this very closely. The team will be warned once about leading off early. After that runners will be called out for leaving the base early.
19. Stealing a base is allowed if the **ball goes out of the catcher's box**. However, **no stealing when a coach is pitching** and a player cannot steal home. Only one base can be stolen per batter regardless of what happens with the throw from the catcher. No matter what happens when stealing, the runner must stop at 3rd base and wait for a batter to hit them in.
20. OVERTHROWS: A runner may advance only ONE base per overthrow, with TWO bases maximum per play. (Examples: 1. The ball is hit to SS who overthrows 1st base, the runner then heads to 2nd base...meanwhile the 1st baseman picks up the ball and throws wildly to 2nd in an attempt to get the runner out, but instead overthrows 2nd base and the goes out to leftfield...the runner then can advance to 3rd base – but no further. 2. With runner on 1st base the ball is hit to SS who overthrows 2nd base in an attempt to get a force out at 2nd, this base runner then heads to 3rd base...meanwhile the ball is picked-up and thrown wildly to 3rd base in an attempt to get this runner out, but instead overthrows 3rd base ...the runner then can advance home.)
21. No walks will be allowed. **A batter will start with a count of 1 ball and 0 strikes.** **(This is in effort to allow more opportunities for bunting)* The coach will pitch when ball 4 has been reached with in the count. Balls will not count from the coach, but strikes will.
22. Coaches must pitch from the mound (the rubber). The “Pitcher/player” must have both feet in the circle when the coach is pitching.
23. A player must slide if she is being played on at any base except first base. A warning will be given by the umpire and then an out will be called if any other player on the team does not slide when a play is being made on them. Fielders must be in position to make the tag at the base to require a slide. If there is no play on the runner, then fielder needs to stay out of the runner’s way to avoid injuries **or being called for obstruction, in which the runner is awarded the next base.**
24. Bunting is allowed except when a coach is pitching. *(No bunting off the coach.)*
25. Windmill pitching is preferred, **but not required.**
26. All players present must bat, and they must bat in continuous rotation. Batting out of order is an out.
27. If a pitched ball hits a batter, it is an automatic walk even if the ball hits the ground before it hits the batter. The batter MUST make an effort to move out of the way. It is the umpires judgment as to whether an attempt was made. Exception: If the batter is making an attempt to swing or bunt and is hit by the ball, there is no walk.
28. Each player must play a minimum of 3 innings per game, 1 of which must be in the infield.
29. All four (4) outfielders must start on the grass until the ball is pitched.
30. No infield fly rule will be in effect.
31. Batter may not run on a dropped 3rd strike.
32. No infield practice is allowed on the game field before the game.
33. THESE RULES WILL BE FOLLOWED FOR ANY LEAGUE PLAY-OFFS AS WELL!