

## **10U DIVISION**

**All Michigan High School Athletic Association ("MHSAA") Softball Rules and Regulations apply with the following exceptions listed below or as stated in the General Rules.**

### **1.0 – Field Rules**

**1.1) Bases** – Bases will be at 60 feet. There will be hash marks at 30 feet between first and second base, second and third base and between third base and home plate.

**1.2) Pitching Machine** – The pitching machine will be at 35 feet. The pitching machine speed for the season will be at 38 miles per hour. An eleven (11) inch ball will be used. The pitching machine may be adjusted for accuracy at the top of each inning unless both managers agree to adjust during an inning. The pitching machine may also be adjusted if six (6) consecutive no-pitches are deemed with an umpire's timeout.

**1.3) Pitcher's Circle** – A sixteen (16) foot diameter circle will be made around the pitching machine.

### **2.0 – Player Equipment / Uniform Rules**

**2.1) Uniforms** – Players must wear the uniform provided. Only league issued visors are allowed and should be worn as intended with the bill forward (if applicable).

**2.2) Jewelry** – No jewelry (including ear rings, necklaces or watches) are allowed while a game is being played. The only exception to this rule is for medical devices.

**2.3) Spikes** – Metal spikes are not allowed.

**2.4) Catchers** – Catchers must wear catcher's mask with helmet, chest protector and shin guards. A throat protector for catcher's mask is required.

**2.5) Pitchers** – Players in the pitcher's position shall wear a batting helmet with a facemask during the machine pitch portion of the game. During machine pitch, pitchers must play on the left side of the pitching machine and can not advance their position until the ball crosses home plate. Pitchers during the live pitch portion of the game must wear a protective face mask.

**2.6) Safety Rules** – Helmets must always be worn by batters, on-deck batters, runners and non-adult base coaches. Facemasks for safety purposes are required for all players playing in the infield. No exceptions to this rule will be made.

### **3.0 – Game Rules**

**3.1) Game Length** – A regulation game will consist of six (6) innings. Four (4) innings shall constitute a complete game or three-and-a-half (3 ½) innings, if the home team is ahead for the purpose of games called due to darkness, weather, mercy rule or time limit. Game length rules for double headers will also apply.

**3.2) Extra Innings** – If only one game is scheduled on a field and there is a tie after regulation, both teams may choose to play up to two (2) extra innings in an attempt to break the tie, regardless of the time limit regulations.

**3.3) Time Limit** – No new inning shall be started after one hour and thirty minutes (1:30) if a single game on a field is scheduled. If two (2) games are scheduled on the same field, back-to-back, no inning of the first game shall begin after one hour and twenty minutes (1:20), as long as the game is deemed official.

**3.4) Run Limit** – A maximum of five (5) runs in each half inning; except the last designated inning, which has unlimited runs allowed.

**3.5) Mercy Rule** – Any game will be over if one team is ahead by fifteen (15) runs after three (3) innings (2 ½ innings if the home team is ahead), ten (10) runs after four (4) innings (3 ½ innings if the home team is ahead) or twenty (20) runs at any point during the game. Mercy rules will also apply during double headers.

**3.6) Make-Up Games** – All make-up games shall be made up as the schedule permits. Games may be postponed due to weather or poor field conditions. Only a Head Umpire or Park Director may cancel games. It will be the home team's responsibility to schedule make-up games, including arrangements for the umpires. Please advise your Softball Director with any and all scheduling changes.

### **4.0 – Pitching Rules**

**4.1) Pitching Type** – For the entire season, three (3) innings of each game will be machine pitch, with the remainder of the game being live pitch. If the game is a double header, umpires and coaches will meet to determine both length of the game and the length that machine pitch and live pitch will be used. In certain cases, coaches and umpires may also decide to play a full, six (6) inning game of machine pitch.

**4.2) Innings Pitched** – A pitcher is limited to three (3) innings, or nine (9) outs of live pitch per game. Time spent playing as the pitcher during machine pitch is not counted towards that total. The starting pitcher may re-enter the game as a pitcher at any time, provided the pitching limitations have not been exceeded.

**4.3) Warm-Up / Pitching Changes** – Pitchers will have five (5) warm-up pitches upon entering the game and three (3) every inning after that; umpire's discretion. During machine pitch, a catcher shall be given two (2) warm-up pitches upon entering the game and one (1) pitch every inning after that; umpire's discretion.

**4.4) Hit Batters / Walks** – After three (3) consecutive walks in a single inning, the fourth batter receiving four (4) balls will have the count reset to zero (0-0) and be pitched to by their own coach, who will pitch until the inning is completed. No walks will be awarded to the batter when a coach pitches. A pitcher will also be removed if she hits three (3) batters in a single game. Batters that are declared hit by a pitch by the umpire are awarded first base. If the batter makes no attempt to avoid getting hit by a pitch, the umpire shall call the pitch a ball and no base will be awarded. The hit batter will not be counted towards the pitcher.

**4.5) Look-Back Rule** – The look-back rule during live pitch is enforced when the pitcher has control of the ball in the pitcher's circle and is not attempting to make a play on any runners. Any runner stopped on a base must stay on the base and any runner not on a base must immediately either a) advance to the next base or b) return to the previous base. Failure to adhere to the look-back rule will first result in a warning. A second and subsequent violation by the same runner will result in the runner being called out, so long as the pitcher doesn't attempt to make a play at a base.

**4.6) Coach Pitch** – If a Coach is called in to pitch, they will pitch from the pitching rubber. Each coach will pitch to their players and can not provide any instruction while on the field. The pitcher may play defense from either side of the coach pitching. There will be no stealing during coach pitch.

**4.7) Intentional Walks** – During live pitch only, when a team intends to give a batter an intentional walk, they must notify the umpire and that batter will be granted first base. This may be done during any pitch of an at-bat. No intentional walks are allowed during machine pitch.

**4.8) Pitching Mound Visits** – A manager is given one (1) coaching visit to the mound per inning. The second visit to the mound means the pitcher must be removed. Any defensive timeout with the infield involving the pitcher will be considered a trip to the mound.

## **5.0 – Fielding Rules**

**5.1) Fielding Positions** – Ten (10) players will play at one time on the field. That will consist of one (1) pitcher, one (1) catcher, four (4) infielders and four (4) outfielders. Outfielders may be positioned anywhere in the outfield grass area. An official game may be played with eight (8) or nine (9) players; however, if only eight players are present, an out will be recorded for the ninth batting position unless both managers agree to waive this rule. Umpires must be notified before the start of the game.

**5.2) Position Rules** – During machine pitch, when the pitch is delivered, no defensive players may be forward of the pitching machine. During both machine and live pitch, players in the outfield shall be standing on the outfield grass until the ball crosses home plate.

**5.3) Infield Fly Rule** – The infield fly rule will not be played.

## **6.0 – Batting Rules**

**6.1) Batters** – All players on the roster will bat.

**6.2) Batting Order** – Before each game, the coach/scorekeeper shall give the batting order to the opposing team's coach/scorekeeper. The same batting order is to be followed for the entire game. Players not present at the time the batting order is submitted may be added at the end of the batting order when they arrive. It is the responsibility of the coach/scorekeeper to inform the opposing team's coach/scorekeeper of any and all lineup changes.

**6.3) Injuries** – If a player is injured during the game and is unable to bat, their position in the batting order will be skipped without penalty as long as eight (8) players remain.

**6.4) Ejections** – If a player is ejected for any reason during a game, their spot in the lineup may not be replaced by another player and an out will be recorded for their spot in the lineup.

**6.5) Pitching Machine** – A ball hitting or rolling under a pitching machine will result in a dead ball and everyone advances one base (if forced) and the batter will receive first base. A batted ball striking a coach or official will still be considered a live ball.

**6.6) Bunting** – “Intentional Bunting” is allowed twice (2) per inning in machine pitch and is unlimited during live pitch.

**6.7) Dropped Third Strike** – The dropped third strike rule will not be enforced.

**6.8) Thrown Bats** – Players are to drop, not throw, their bats. Each team will receive one warning per game for a thrown bat. Second and subsequent offenses by the same team will result in the batter being out.

**6.9) Balls and Strikes** – Each batter during machine pitch will receive three (3) called strikes per at-bat. Umpires, at any time, may call a “no pitch”, which results in neither a ball nor a strike.

## **7.0 – Base Running Rules**

**7.1) Overthrows** – Runners will only receive the base they are going to plus one on an overthrow to a base if ball is thrown out of the field of play. Dead ball territory will be agreed on before the start of the game with both coaches and umpires present.

**7.2) Stealing / Passed Balls** – Stealing or stealing on passed balls will be allowed only from second to third base and third base to home plate during machine pitch. Stealing or stealing on passed balls will be allowed at all bases during live pitch.

**7.3) Leaving Base** – There will be no leading off. Base runners must remain on the base until the ball is across home plate or the batter contacts the ball. If a runner leaves early, they will be sent back to the previous base. A second offense by the same runner shall result in that runner being called out.

**7.3.1)** If the player left early and the pitch results in a hit, the runner must return to the nearest open base.

**7.4) Advancing** – During machine pitch, play will stop when the pitcher gains possession of the ball with two feet inside the circle. The umpire at the machine will determine when the play is over and the position of each runner. A runner who is past the hash marks will advance to the next base. If a runner has not advanced past the designated half way mark when the pitcher gains control of the ball with both feet in the pitchers circle, the runner must go back to their previously occupied base unless a force out is in effect.

**7.4.1)** Runners may attempt to advance one base on an errant attempt to get an out at any defensive base. Play is then declared dead, unless the ball remains in the outfield or another attempt is made at a defensive base.

**7.4.2)** If a player attempts to get the ball back to the pitcher in order to stop the play (via Rule 7.4) and it becomes an errant play, runners between bases may continue to the next base unless Rule 7.4.1 is already in effect.

**7.4.3)** Runners cannot advance on non-batted balls being returned by the catcher to the pitcher when the runner is at first base during machine pitch.

**7.5) Sliding** – Head first sliding is not allowed into any base. If a player slides head first, it will result in an automatic out. A player may slide head first going back into a base. If a fielder has the ball and is in position to make a play on the runner, the runner must attempt to slide or stop to avoid a collision. If the runner intentionally collides with the fielder, they will be called out; umpire's discretion.

**7.6) Blocking Home Plate** – A catcher is not allowed to block home plate without the ball. Catchers blocking home plate without the ball will be called for fielder interference and the runner will be called safe.