

Softball Rules 2017

U-10 Softball

U-10 – GAME

- 1) **GAME:** The Game shall consist of 6 innings. No new innings shall start after 2 hours.
- 2) **GAME:** There is a 2 minute time limit between half innings and full innings – have pitchers and catchers ready for play, use of a courtesy runner for catcher is permitted.
- 3) **GAME:** If a team has 8 or more players they must field a team. Which position a team goes without is at their discretion. In the event that 8 registered players are not present see lower level participation. In the event a team cannot field 8 players the game will be considered a forfeit/exhibition game.
- 4) **GAME:** If a team only has 8 players the 9th batting position will be taken as an out.
- 5) **GAME:** If a team is unable to make a scheduled game that will result in a forfeit unless arrangements are made with league commissioners before scheduled game time.
- 6) **GAME:** Run Rule: A game shall end at the end of 5 (at the discretion of the losing coach) when a team is 10 or more runs behind and has completed its turn at bat. A game shall end at the end of 4 (at the discretion of the losing coach) when a team is 15 or more runs behind and has completed its turn at bat
- 7) **GAME:** Infield fly rule will not be enforced.

U-10 – COACHING

- 1) **COACHING:** Offensive coaching shall consist of a first base coach and a third base coach.
- 2) **COACHING:** The 'Coach' Pitcher will only take the field to pitch when 4 balls have been pitched to the batter. The number of pitches is dependent on the strike count, and the coach will be given one pitch per strike left in the count.
- 3) The 'Coach' Pitcher must remain in the circle at all times. The 'Coach' Pitcher should try to pitch from the 35' pitching rubber.

U-10 – Batting

- 1) **BATTING:** Bunting is only permitted when there is a player pitcher.
- 2) **LAST BATTER:**
 - a) Each half inning ends when 3 outs are recorded, or
 - b) All the batters on the line up card have batted once in that half inning, or
 - c) Five (5) runs have scored.

(c) does not apply to the last half inning of the game for either team.

(a) and (b) apply to all half innings.

For (b) – "All Batter on the line up card" If team A has 12 players and Team B has 10 players playing in the game – Team B will be permitted to bat up to and including 12 batters in the given inning. (EQUAL NUMBER OF AT BATS). Team B must start the following inning where they left off in their batting order.

U-10 - BASE RUNNING

- 1) Base stealing is permitted. Base stealing can only occur when a player is pitching, not the coach.
- 2) A runner can only attempt to steal or advance 1 base per pitch. The ball must leave the pitcher's hand before the runner can attempt the steal or leave the base. No advancement on overthrows.
- 3) A runner on third cannot steal home plate.
- 4) If the runner leaves the base early, in the judgment of the umpire, the runner can be called out.
- 5) Once the pitcher has the ball in the circle, time is called and runners may not advance. In addition the 1st baseman can also hold the ball time, if they are in fair territory.
- 6) Sliding is encouraged when appropriate.

U-10 – DEFENSE

- 1) **DEFENSE:** 10 players shall begin play, Pitcher, Catcher, 1st, 2nd, 3rd basemen, SS, Left, Left Center, Right Center and Right fielders. Use of a roving outfielder is not permitted.
- 2) **Defense:** Each player must play at least one (1) inning in the infield and one (1) inning in the outfield or bench by the fourth inning. All players must have at least one infield inning per game.
- 3) **DEFENSE:** A player is only permitted to play the infield positions of 1st, 2nd, 3rd base and Short Stop positions no more than 3 innings per game.
- 4) **DEFENSE:** No player should sit out for a 2nd inning until all players have sat out for 1 inning. No player to sit out for two (2) consecutive innings.
- 5) **DEFENSE:** Dedicated player positions are not permitted. See Pitcher and Catcher exceptions.
- 6) **DEFENSE:** The infield fly rule will n
- 7) **CATCHERS:** A Catcher is permitted a maximum of four (4) innings per game.

U-10 – Subbing Playing

Players are permitted to play up from the U8 division. Players that are playing up should bat at the end of the order.

U-10 – PITCHING

- 1) **PITCHING:** The pitcher will throw to every batter. If the umpire calls 4 balls on a batter then a coach comes in to throw a maximum of three pitches with the batter having or keeping the same number of strikes. The batter receives one pitch for each strike left in the count. A foul ball on the third pitch results in another third pitch.
- 2) **PITCHING:** The pitching rubber is 35' Front edge of rubber to apex of home plate.
- 3) **PITCHING:** A pitcher is permitted a maximum of five (5) innings per game. No more than three (3) of those can be consecutive. One pitch thrown in an inning constitutes an inning pitched.
- 4) **PITCHING:** The pitcher's glove shall be of one solid color other than optic yellow, or if multi-colored, optic yellow is not permitted.
- 5) **PITCHING:** The pitch should have minimal arc. The pitching is to simulate a fast-pitch softball pitch. The 6' arc rule is not in effect.

U-10 - MISCELLANEOUS

- 1) Exceptions: End of Season Tournaments Pitchers are permitted to pitch the entire game.
- 2) Exceptions: End of Season Tournaments Catchers are permitted to catch the entire game.
- 3) Anything not specifically listed will follow OHSAA rules and regulations.

