

2016 WNCYSA 10U KID PITCH (9&10 yr olds) SOFTBALL RULES

1. An inning is over when a team records three outs or the opposing team scores 5 runs (5 runs max and NO CONTINUATION). This means once the 5th run crosses the plate the inning is over. The exception to this rule will be in the last inning where continuation will be allowed.
2. All games will be 1 hour and 45 minutes or six (6) innings and the time limit will be enforced. If game in question is about to end in time limit and an umpire declares last inning (whether it be the 4th or 5th inning), then the 5 run limit will allow for continuation. This will allow for a max of 8 runs to be scored in an inning. The home plate umpire will make the decision based on game start time. If an inning is started, that inning must be completed. If an umpire does not call last inning and the time limit expires in any inning, then the last inning with continuation will not be played. If the last inning was not called and there is time remaining umpires will call last inning and the game will be completed.
 - a. You may utilize a runner for your catcher with 2 outs to help speed up inning changes. This runner shall be the last batted out in the line-up.
 - b. Coaches please be aware of your catchers and have them ready to start the inning asap. Do not remove their shin guards until they are guaranteed to hit.
 - c. If the game ends in a tie and there is no time remaining the game will be counted as a tie. If there is time remaining in the original time limit an extra inning may be played to attempt to break the tie. You will play the tie breaking inning in the same way as the last inning with a 5 run limit with continuation.
 - d. When playing at an off-site location, such as Hominy Valley, time limits will vary and you will play according to their time limit rule. Please make sure you clarify with the opposing coach and umpire prior to the game beginning.
3. There can be NO ON DECK BATTERS.
4. The drop third strike rule does not apply. A batter will be called out on a drop third strike.
5. Runners may attempt to steal a base once the pitched ball leaves the pitcher's hand. There will be no lead offs, the attempted stolen base must start with at least one foot on the base prior to the ball leaving the pitcher's hand.
6. Once a runner on 3rd base begins the retreat into 3rd base the umpire shall call time. This is to help speed the game up and to not allow the back forth banter between the catcher and runner at 3rd base after every pitch.
7. Sliding:
 - a. If there is play at home plate the runner does not have to slide but must avoid contact during the play. Umpires will call runners out if interference occurs. It is

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encouraged for runners to slide into home plate

- b. Players cannot slide head first into any base, only on a return to the base. Players should be called out on first offense.
8. The 10 run rule is in effect after the 4th inning is complete.
9. All players must have at least one plate appearance per game, and must also play at least two consecutive innings in the field. No player should sit on the bench for more than two consecutive innings. Free substitutions.
10. Infield fly rule WILL apply, and should be called by the umpire quickly to avoid confusion.
11. After your 2nd trip to the mound a pitcher must be removed.
12. Each team can play with a maximum of 10 players in the field and a minimum of 7 players. A team that has less than 10 players can "call up" a player or players from an 8U team to play in the game. However, that "called up" player or players must bat last in the lineup, and must play an outfield position. The game may start or continue with as few as 7 players, and no outs will be given for missing players, but the game's final score will count on team record. We encourage the coaches to please let the kids still play the game.
13. Warming up a pitcher before and during a game:
 - a. A coach or player can warm up a pitcher but must wear a face mask if squatting. If no face mask is worn the coach or player must stand at home plate during warm up pitches.
14. There is no rule on how many times a pitcher can hit a batter, but it is up to the umpire to make a call on whether the pitcher should be removed from the mound. If a pitcher is not under control and it is deemed a safety issue the umpire can call for the pitcher to be removed.
15. Throwing of the bat is not considered an out on the first two offenses. If players are continuing to sling bats, there will be a team warning issued and if the umpire deems necessary the next player throwing a bat will be called out. Players will not be ejected from the game unless the umpire deems the player has thrown the bat in a malicious manner. This is for the safety of our catchers and umpires.
16. Please communicate with the opposing coach and umpire when playing at an offsite location to verify any different rules.
17. Hominy Valley Specific rule regarding walked batters in an inning, rule applies at all locations during the season.
 - a. Once 3 batters are walked in any inning during the game, a speed up rule will be in place. The rule will take place on the 4th walked batter in that inning
 - b. If a 4th batter is walked in the inning, the batter will return to the plate and the hitters

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coach will administer 2 pitches to that batter . If the batter does not hit either of the 2 pitches by the coach, the batter will be called out. If the 2nd pitch is fouled, the batter will have another attempt from the coach. If the batter does not swing at the 2nd pitch, or last pitched if previous was fouled, the batter will be called out.

- c. The 4 walked batters do not have to be consecutive in an inning.

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