



10U Softball Rules

1. Playing Field Dimensions

- a. Distance between bases is 60 feet.
- b. Distance from pitching rubber to home plate is 35 feet.
- c. Pitcher's circle of an 8-foot radius from the front middle of the pitching rubber.

2. Game Duration

- a. A complete game is 6 innings.
- b. There will be no new inning started after 1 hour and 15 minutes.
- c. There will be a maximum 2-minute time limit between innings.
- d. Run Rule
 - i. The game shall be declared over if:
 1. The home team is ahead by 15 runs after 3 innings
 2. The visiting team is ahead by 15 runs after 3 innings
 3. The home team is ahead by 12 runs after 4 innings.
 4. The visiting team is ahead by 12 runs after 4 innings.
 5. The home team is ahead by 8 runs after 5 innings.
 6. The visiting team is ahead by 8 runs after 5 innings.
- e. All ties shall stand and shall be recorded in the standings as ties.

3. Team Participation

- a. Each player shall play in the infield at least once in the first 3 innings and 2 innings in the infield throughout the game.
- b. No player shall sit out 2 innings in a row.
- c. No player shall sit out for the second time until all players have sat out 1 inning.
- d. All players will bat in the lineup. The DP will not be used.
 - i. Teams will maintain the same batting order throughout the game.

4. Pitching

- a. Pitchers are permitted to pitch in no more than 2 innings per game.
- b. If a pitcher hits 3 batters in one inning, that pitcher shall be removed from the pitching position for the remainder of the inning.
- c. A player may return to the pitching position on time after being removed, provided she has not exceeded the allowed number of innings.
- d. USA softball rules require the pitcher to do the following:
 - i. Start with both feet in contact with the rubber and both hands apart.
 - ii. Bring the hands together and pause before starting the pitching motion. A backward step may be taken before, simultaneous with or after the hands are brought together.
 - iii. In the act of delivering the ball, take one step with the non-pivot foot simultaneous with the release of the ball. The step must be forward and toward the batter within the 24 inch length of the pitcher's plate.
 - iv. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal
 - v. Note – previously, leaping was considered an illegal pitching motion; leaping became legal in 2022
- e. Coaches are to teach the girls proper technique for pitching. However, in the spirit of focusing the girls efforts on throwing strikes, the umpires have been asked to relax their interpretation of the above rules for all games in the 10U Division.
- f. Any pitch declared "illegal" by the umpire shall be declared a ball with no advancement by runners unless the batter swings and makes contact. If contact is made, the ball is live and

runners advance accordingly. If the batter swings and fouls or misses the pitch, a strike shall be registered and runners may not advance.

- i. Home and visitor scorekeepers should check with each other every half inning to collaborate for accurate counts.

5. Defense

- a. The defensive team will play with 10 defensive players
 - i. 6 infielders and 4 outfielders
 1. Short fielders are not allowed
 2. Outfielders must be in the outfield grass when the pitch is thrown.
- b. No outfielder shall make an unassisted play at any base.
 - i. The intent of this rule is to teach outfielders to throw the ball to the infield.
- c. Infielders are strongly encouraged to wear a facemask.

6. Batting

- a. No Walks – once ball 4 is thrown, a coach will deliver no more than 3 pitches to the batter. The strike count will remain the same, and the player will be out on a 3rd strike.
 - i. If the 3rd pitch is a foul ball, subsequent pitches will be delivered until a 3rd strike or the ball is put in play.
- b. If a batter is hit by a pitched ball from a player, the batter shall be awarded first base.
 - i. No such award shall be made if a batter is hit by a pitched ball made by the coach of the hitting team.
- c. Inning Run Limit - The offense shall score no more than 6 runs per inning.
 - i. Example: If the offense has 5 runs scored already in an inning and there are runners at 1st, 2nd, and 3rd base and the batter hits a triple, only 1 run will count. When the play ceases, the inning shall be over, and the next inning shall start.
- d. Bunting is not allowed.
- e. The infield fly rule does not apply.
- f. The dropped 3rd strike rule does not apply.

7. Baserunning

- a. Runners must maintain contact with the base until the pitched ball has crossed the plate. If a runner leaves the base early, the umpire may place her back to the starting base.
- b. Stealing of 2nd or 3rd base is allowed on any count when the defensive pitcher is pitching. No runner may steal when the defensive coach is pitching.
- c. No runner shall steal on a called ball 4. The play is considered dead as the defensive coach enters the field of play.
- d. A runner may advance only 1 base on a stolen base attempt
 - i. There will be no advancement on an overthrow.
- e. There is no stealing of home at any time unless a pick-off attempt is made on the runner at 3rd base. If such an attempt results in an overthrow, only the runner from third may advance.
- f. Courtesy Runner – A courtesy runner may be used at any time for the catcher or pitcher on base. The runner used must be the last recorded out.
- g. Play Stoppage:
 - i. If the initial out attempt is made prior to runners advancing on base, the overthrow rule applies. Runners may attempt to advance a maximum of one additional base on an overthrow. Subsequent overthrows may permit attempts at additional bases (i.e. if first base is overthrown and the runner attempts to advance to second, an overthrow of second base allows the runner to then attempt third base) This rule is designed to prevent runners from running around the bases while an overthrown ball is in play and to teach defenses to limit the amount the ball is thrown around.
 - ii. If runners advance one base, or the batter-runner reaches first base, prior to the initial out attempt, the play stoppage rule applies. Runners may advance at their own risk until the lead runner is stopped or the ball is controlled by the pitcher in the circle.
 - iii. The look-back rule is not enforced.