

## 2020 CoISak Girls Softball 10U League Rules

All WIAA/NFHS rules apply except as noted below:

1. **It is the home team's responsibility to make sure the umpires understand the rules and enforce them appropriately. Any questions should be handled during the home plate meeting at the start of the game.**
2. Games will 6 innings with a maximum time of 90 minutes with no inning starting past the 90 minute mark, unless mutually agreed upon by the coaches. Double Headers are 75 minute per game time limit.
3. Each team will need a minimum of 7 eligible players to start a game. After the game has started, a newly arrived player will be added to the end of the batting order as last batter.
4. Any team may provide a batting order up to their full roster of players. However once the order is decided, changes are not permitted except as specified in rule 2 sentence 2. Abuses of this rule for the purpose of a competitive edge will not be tolerated and may result in forfeiture.
  - a. At coach/umpire discretion any player not able to perform, will be dropped from the batting order (not an out) and cannot bat the remainder of the game.
  - b. Everyone is required to bat who is there at the start of the game. Any player arriving late will be added to the end of the lineup.
  - c. Pitchers and catchers are permitted to have courtesy runners after two outs. The last out prior to batter will be the runner. If that runner cannot perform then the next previous batting out will be the courtesy runner.
5. Defensively, any player may enter the game at any time for any number of times and at any number of positions. The defensive alignment has nothing to do with the batting order. 10 Fielders on the field – 4 Outfielders
6. Tie games at the end of the time limit or after 6 innings will commence with the last previous out at second base to start each extra inning (International Tie-breaker rule).
7. Home teams are responsible for finding and paying the Umpires.
8. U10 requires 1 certified umpire either behind the plate or in the field. Teams may use a high school age official. Please continue to encourage good sportsmanship from your players, coaches and fans.
9. Calling the game off because of a rainout before the game has started is the Home Team responsibility. Once the game has started it is up to the umpires. Rescheduling the game is the home team's responsibility and must be mutually agreed upon by the visiting team.
10. ASA pitching distances will be used: U10 is 35'. Pitchers can slingshot the pitch or windup.
11. 10 Run rule after 5 innings will apply.
12. Each inning is over after 3 outs or 6 runs scored, whichever comes first.
13. Double headers will be five inning games.

Updated 2/23/2017

14. U10 will use an 11" ball.
15. Outfielders must be positioned on the outfield grass / infield pitcher mound arc at the time of the pitch until the ball is hit.
16. There are to be no limits on conferences. Umpires should keep short (approximately 1 min or less) Not to be used to stall.
17. No dropped third strike. Batter is out.
18. All overthrows may advance one base only. Ball is live, and runner may be put out.
19. If the batter is hit by a pitch, the batter will be awarded first base, except if the batter chooses to complete their at bat then the pitch is a ball and play resumes. Players must attempt to move out of the way of a pitched ball, or they are not awarded first base.
  - a. **NOTE: The ball must hit the batter on no more than 1 hop. If a ball is rolling or bounces more than 1 time, the player is not awarded first base.**
20. There is no stealing, runners may take a normal lead, **but no more than 10'**, on a pitch. (May take their step when ball leaves pitchers hand)
21. No stealing of Home Plate unless there is a play or an attempt at a play to 3rd base. Runner on 3rd cannot advance to home unless a batted ball.
22. Bunting is allowed, but only one bunt is allowed per inning. No squaring to bunt, pulling back and swinging allowed.
23. **Pitchers are allowed to pitch no more than 3 innings. Once a pitcher throws a pitch to a batter, it will considered pitching a full inning.**
24. There are no walks on ball 4 or hit batter.
  - a. Coach comes out to pitch after ball 4.
  - b. Coach pitching assumes the strike count on the batter. For example, if the coach comes out after 4 balls and the batter has no strikes, the batter would get 3 strikes. If it's 4 balls and 1 strike, batter gets 2 strikes. If it's 4 balls and 2 strikes, batter gets 1 strike.
    - i. UMPIRE WILL CALL STRIKES
  - c. Coach must pitch from the pitching rubber and will continue the number of strikes that the batter has at that time until strike 3 is reached. **Coaches required to attempt to pitch ball on a plane.**
  - d. Coach should try to pitch pitches on a line, not an arc.

\*\* At 10U it will be allowed for a coach to position himself/herself behind the catcher to aid in pass ball retrieval and expedite the game.