

**Youth Softball League
10 & UNDER
Revised 3.9.17**

Eligibility:

1. A player's age by January 1st of the current year is his age for the summer recreation programs.
2. An adult must be present with each team for the entire game or the game will be forfeited.
3. Deadline for adding new players is the first game of the season or having consent of the League Director.

General Rules:

1. Game length shall be 6 innings or 1 hour 30 minutes finish the inning.
2. Base distance will be 60 feet and pitching mound 35 ft. with an 8ft. circle
3. A parent, guardian or adult representative **MUST** be present at all games and practices.
4. The team manager is responsible for the conduct of the coaches, players, spectators and parents of his team during games and practices.
5. A team must start and finish with seven players. Forfeit time is 10 minutes after game time.
6. Home team will keep the score book and sit on the third base side.

Game Rules:

1. M.H.S.A.A. Softball Rules with the following exceptions.
2. The softball that shall be used is 11" optic yellow.
3. No advance on dropped 3rd strike.
4. Batter may **NOT** take 2nd base on a walk. **NO INTENTIONAL WALKS ALLOWED.**
5. Base runners may not lead off, but can steal any base but home after the ball crosses home plate. Limited to 2 steals per inning
6. On the 4th called ball on a batter, her coach will then enter the game and pitch 3 balls for her to hit. The batter must put the ball in play within 3 pitches or she will be called out. No stealing while the coach is pitching. Pitcher must have one foot in the pitching radius while coach is pitching. If batted ball contacts the coach it will be ruled a dead ball with no penalty. The coach may pitch from anywhere in the circle.
7. All players must be placed in the batting order and will be required to play a minimum of 2 innings in the field.
8. There will be a 6 run limit per inning with the exception of the last inning in which teams will be allowed to score as many runs as possible.
9. There will be a 10 run mercy rule after 4 innings.
10. There will be unlimited substitution; players may be taken out and re-entered into the field at any time. A team may play with four (4) outfielders. The Outfielders must play in outfield grass.
11. In order to allow more innings to be played the following are in effect;
 - a. The next ½ inning will start within 3 minutes after the last one ends. A pitcher shall receive 4 warm-up pitches if time permits.
 - b. There will be a courtesy runner for the catcher with 2 outs. This runner shall be the batter who made the last out, provided they are not the pitcher.
 - c. Any player warming up a pitcher must wear a mask and helmet.
12. All batters, base runners, and catchers must wear protective headgear. Any player who in the Umpire's judgment **DELIBERATELY THROWS A BAT OR HELMET** (either to the ground or in the air) the player will be considered out and if there is a 2nd infraction the player will be ejected from the game. Any player ejected will be an out in their spot in the batting order, every time they are up to bat.
13. Injury to a player does not constitute an out in the batting order.
14. Coaches are allowed 2 trips per **PITCHER** with the 2nd trip mandating the pitcher removal.
15. Adults are allowed to coach the bases provided there is an Adult on the bench to keep the players under control. Any players coaching the bases must wear protective headgear.
16. Batting Helmets must have a facemask. Tennis shoes or molded plastic spikes are allowed. No metal spikes.
17. Bunting will be allowed.
18. Runners must slide on any close play at any base except 1st. Runners must slide on any close play at any base except 1st. If a play is made at home plate, the runner must slide or attempt to avoid contact. It is the judgment of the umpire if the play warrants a slide. If runner interference is called the runner will be called out and each base runner must return to the last base they occupied. The catcher cannot block the plate or make a play for the runner if she does not have possession of the ball. A dead ball will be called and the runner will be called safe if catcher commits such an infraction and each base runner will be awarded the base they are going to plus one base.
19. Tie games will be played under the International Tie Breaker Rule (last out of previous inning starts at 2nd base and there is one (1) out.) until one team wins or the umpire declares darkness.

**NOTE: Un-sportsmanship behavior will not be tolerated by any spectator, coach or player.
One warning will be given, then you will be asked to leave the park!**