

10 & Under Girls Softball

Eligibility:

- A player's age by January 1st of the current year is his/her age for the summer recreation programs.
- The deadline for adding new players is the first game of the season or having consent of the League Director.

General Rules:

- The head coach is responsible for the conduct of all coaches, players, spectators and parents of his/her team during games and practices.
- Base distance will be 60 feet and pitching mound will be at 35 ft., with an 8ft. radius circle.
- Game length shall be 6 innings. However, no inning may start more than 1 hour 15 minutes after the start of the game.
- A team must have a minimum of seven players to play. If a team drops below seven players during the game, they must forfeit. If a team cannot field a team within 10 minutes of the scheduled game time, the team must forfeit.
- Home team will keep the official score book and sit on the third base side.

Game Rules:

M.H.S.A.A. Softball Rules with the following exceptions:

1. The softball that shall be used is 11" optic yellow.
2. Base runners may not advance on a dropped 3rd strike.
3. No stealing home. Teams are limited to 2 stolen bases per inning.
4. When a batter is walked, the batter may not advance to 2nd base, even on a passed ball.
5. Base runners may not leave the base until the ball crosses home plate.
6. Coaches should not instruct pitchers to intentionally walk batters at this level. This is considered unsportsmanlike at this level.
7. Coach pitching - On the 4th called ball on a batter, her coach (offensive coach) will then enter the game and pitch up to 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 circle while the coach is pitching. If a batted ball contacts the coach it will be ruled a dead ball (foul ball) & re-pitched. The coach may pitch from anywhere in the circle.
8. All players must be placed in the batting order and will be required to play a minimum of 2 innings in the field.
9. There is 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.
10. There is a 10 run mercy rule after 4 innings.
11. A team may play with four (4) outfielders. The outfielders must play in outfield grass.
12. Players and coaches are encouraged to speed the games up in order to allow for more innings to be played. The next ½ inning should start as soon as possible after the last one ends. Pitchers may take up to 4 warm-up pitches. Courtesy runners may be used for the catcher with 2 outs. This runner shall be the batter who made the last out, provided they are not the pitcher.
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. No players are allowed to be base coaches.
16. Runners must slide on any close play at all bases except 1st base.
17. Any player who in the umpire's judgement deliberately throws a bat or helmet, the player will be out and if there is a 2nd infraction the player will be ejected from the game.
18. Batting Helmets must have a facemask. Tennis shoes or molded plastic spikes are allowed. No metal spikes.
19. Tie games will be played under the "International Tie Breaker Rule" -last batter put out of the previous inning starts on 2nd base and there is one (1) out.

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!