

10U League Softball Rules 2018

Champaign County League

10UD-League Softball shall follow OHSAA/NFHS official fast pitch softball rules with the league specific exceptions listed below.

Age Qualifications

10u Softball ages are 9 and 10 year olds. A player can't be 11 years old before January 1st. All 11 year olds must move up to the 13u softball league (No Exceptions).

Playing Field

- o Pitching: 35ft. from the back corner of home plate to front edge of the pitching rubber.
Base Path: 60ft.
- o Umpire is required: Shall be OHSAA or ASA sanctioned umpire and not be a relative of a player. (Also applies to tournament)
- o Coaches must stay inside dugout, unless you are coaching a base, coming in to pitch or time is called (per OHSAA rule)

Equipment

- o Batting helmets with face guard are mandatory.
- o Will use an 11" softball. (Yellow in color).
- o Home team will provide (1) new and (1) good used ball for each home game.
- o Shoes are required equipment. Shoe sole or heel projection other than the standard shoe plate are prohibited. Metal toe plates and metal cleats are prohibited.
- o Defensive player in the pitcher position must wear field guard. This is highly recommended for all infield players to wear.

Player Substitutions

- Teams may borrow up to (3) players from a lower division. If an area does not have a lower division, they may borrow from another Champaign County League lower division team.
- Games may be played with 8 players, without penalty. Sub players will not play before an original player on the roster. Subs may play any position on the field. Teams need to have 6 original members to count as a game. The game may start with only 8 players in the field.
- No borrowed player will be permitted to play if a full line up of roster players is present and able to play.

Games

Innings: 6; Official Game: 3

- 5 runs per inning limit, including last inning
- Run Rule: 15 run after 3 innings and 12 runs after 4 innings. A game will be called and considered official if a team is ahead by fifteen(15) or more runs after three (3) complete innings (2 ½ innings with the home team leading) etc.
- Eight (8) foot radius pitching circle rule WILL apply.
- Regular season games can end in a tie

Time Limit: A new inning can't be started after one hour and forty-five minutes (1:45). All late games will be called at 10:00 P.M. on school nights, score reverts back to the last completed inning unless it's the bottom of the inning and the home team is ahead.

- Games will consist of six innings. A complete game can be called after three innings. Only exception after 2 1/2 innings and the home team is ahead.
- Tournament Only: If the score is tied at the end of the 6th inning, extra inning will be played, and the international tiebreaker rule will be used. The last batter from the previous inning will start the new inning on second base.

- A fifteen (15) minute grace period, after the scheduled starting time, will be granted prior to a forfeit being declared.
- Play with (6) infielders and (4) outfielders.
- The 4 outfielders must be in a normal playing position. Depending on the size of the field it can be defined as the edge of the grass or an approximation of 20 ft. beyond the base paths.
- A pitcher entering the game for the 1st time will be allowed (5) warm up pitches. A pitcher reentering will be allowed (3) warm up pitches.
- If the pitcher hits 2 girls in a row or 3 girls in an inning, she must be removed for that inning only and may return but if she hits a 4th in a game she must be removed from the pitching position for the remainder of the game.
- **Pitchers may pitch either a maximum of 3 innings per game (free substitution) OR two consecutive innings. (Example: any two consecutive innings or 1, 3, 5)** Any pitches thrown will constitute an inning. One (1) more inning per pitcher will be allowed in extra innings. One (1) pitch is considered one (1) inning. Failure to comply will result in forfeit, if brought to the attention of umpire/ opposing coach during game. No forfeits will be awarded days following games.
- Player in pitcher position must wear fielding face mask.
- A coach may make two trips to mound. On the third trip, the pitcher must be removed from the mound.
- No intentional walks will be allowed. All batters must be pitched to. The intent of this rule is to prevent automatic placement of batter on first base.
- No infield warm-up is permitted after the first inning by coaches.
- No coaching from the pitcher's' mound, while the ball is in play.
- **After 3 walks per inning. When the player throws the fourth ball to a batter, the coach comes in to pitch.** The coach is then given up to 3 pitches to finish the count, regardless of the count. That means if the count is full, and the coach throws a pitch called by the umpire as not a strike, and the batter doesn't swing that the coach still has up to 2 more pitches. If the 2nd pitch is also not a strike, and the batter does not swing, then the coach has one more pitch. On that last pitch, the at bat is over regardless of the outcome unless the batter fouls that pitch off.
- If however in this situation with a full count from the player pitcher, the umpire calls a strike on the 1st or 2nd pitch, or the batter swings and misses on the 1st or 2nd pitch, then the at bat is over and an out is recorded.
- If there are no strikes on the batter, the coach still gets 3 pitches. It does not matter in this situation if they are balls or strikes; the coach pitcher is limited to 3 pitches.
- **Drop 3rd strike does not apply while coach is pitching.**
- **The coach must throw a flat pitch from the pitching rubber that is consistent in speed with the pitches thrown by the players in the league. Each illegal pitch will count as one of the 3 pitches for each batter. When the coach comes in to pitch, the player pitcher must have both feet inside the 8ft pitching circle.**
- If the offensive coach is hit by, or inadvertently catches a batted ball, that ball will be called a foul ball.
- Bunting is permitted, except off of the coach pitching. No slap bunts. (No squaring to bunt, then pulling back and taking a full swing. The intent of this rule is to avoid injury to a defensive player taught to charge when the batter squares to bunt).
- The infield fly rule does not apply.

- Must bat all available players, open substitutions will apply. If a player gets injured or has to leave the game for any reason while using continuous batting order, that player is then skipped in the batting order with no out taken. This player may also reenter in a later inning. Anyone arriving late will be inserted at the bottom of the batting order. No penalty.
- A runner may advance (1) base only on an overthrow from a ball that is in play by an infield player. Advance at your own risk. No additional bases will be granted on any additional overthrows per play.
- **An overthrow of 3rd base - following any hit - would follow this standard overthrow rule**
- The batter can run on a dropped 3rd strike, if first base is unoccupied. On a third strike the ball is live and the runners on 2nd may advance one base at their own risk. **If bases are loaded on a drop 3rd strike batter is automatically out. No player is permitted to steal home.**
- Base runner shall not leave her base until the ball has been released by the pitcher. Any runner leaving their base early will be called out.
 - o Base runner may steal, but only one base per pitch.
 - o Base runner CANNOT steal home.
 - o **No player can score on overthrows at 3rd on pickoff attempts or while a player is stealing 3rd.**
 - o **Runs are awarded following a BATTED BALL OR WALK ONLY.**
- A player may steal 2nd and 3rd base only. A player may only steal (1) base at a time per pitched ball. **No player is permitted to steal while the coach is pitching. A batter hit while the coach is pitching will not be awarded first base.**
- When overrunning first (1st) base, the batter-runner can be played on and put out ONLY if she has attempted to advance toward second (2nd) base.
- If two (2) base runners are occupying the same base, the advancing runner is out when the base or either runner is tagged.
- All players are to slide or avoid when a play is being made at any base other than first (1st). Failure to do so will result in the player being called out if contact is made, in the judgment of the umpire. Jumping over a fielder to avoid a tag will result in the runner being called out even if there is no contact.
 - o The play becomes a dead ball play and further advancement of runners will not be allowed.
 - o In severe cases, the offending player will also be ejected from the game. The severity is in the judgment of the umpire.
 - o When there is no play, at any base, the catcher or fielder shall leave the base path open. The slide rule is not in effect in this instance.
 - o No head first slides except on dive backs.
- If a player gets hurt on a batted ball, play stops and runner is awarded the next base.
- Chanting and singing will be permitted on the field and in the dugout. Team cannot direct singing or chanting towards the opposing team. Stomping on benches or banging on fences will not be permitted.
- No manager or coach shall direct any remark to or call any opposing player by name for the purpose of distracting that player while the game is in progress.
- Hanging onto or climbing the backstops or fences is strictly prohibited.
- Any manager, coach, umpire or team member creating a disturbance, using profane or insulting language, or displaying any other form of unsportsmanlike conduct during the warm-up, game, or immediately following a game, may be suspended from any further participation, in any capacity, for the year involved. This includes parents. Any suspension is subject to review by respective associations' board.
- A team will be given one (1) warning for a player throwing a helmet, every additional incidence will result in an out, regardless of which player is guilty.
- A team will be given one (1) warning for throwing the bat, every additional incidence will result in an out

Official rosters

- o Official rosters must contain
 - o Team name, area, age division
 - o Coaches name, phone number
 - o Players name, DOB
 - o Players may only be on (1) Champaign County League Roster.
 - o Rosters must be presented to the opposing coach at the 1st scheduled game with that team. Players may be added to a roster up to the 3rd game of the season by contacting the league president. Final rosters must be presented to the tournament director prior to the 1st game of the tournament.
 - o Final rosters must contain a minimum of (8) players and a maximum of (20).
 - o No boys are permitted to play in the Champaign County League games or tournaments.
-
- An umpire can eject a player if he feels they intentionally tried to injure another player.
 - An umpire may call a player out for throwing the bat after one team warning.
 - Play will be stopped if a player is obviously injured and the umpire will place the runners to their respective bases. (Safety of the child comes first!)
 - All protests are to refer to OHSAA and Champaign County League and are to be resolved immediately. Home plate umpire's decision is final.

When games are postponed for any reason, we may or may not finish or reschedule game.

- o Games once started but suspended because of darkness or rain, prior to being an official game may be completed at a later date. Play will resume from the same point that play was suspended. The same line-ups will take the field as were in use at the time of suspension. The home team scorebook will be official in case of disputes.
- o An on duty board member of the host association will be the sole judge of whether a game will be postponed.