

## 10U League Softball Rules 2020

### Champaign County League

#### **\*All age groups are subject to Champaign County League-Wide Regulations**

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

1. 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).
2. Playing Field: Pitching: 35ft. from the back corner of home plate to front edge of the pitching rubber. Base Path: 60ft.
3. Eight (8) foot radius pitching circle rule WILL apply.
4. Will use an 11" softball. (Yellow in color).
5. Batting helmets with face guard are mandatory.
6. Defensive player in the pitcher position must wear field guard. This is highly recommended for all infield players to wear.
7. 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.
8. **5 runs scored limit per inning in lieu of 3 outs.** This includes the last inning. In the event that the final inning cannot result in a lead change, the winning team must complete the final defensive inning.
9. 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.
10. Play with 10 defensive players (4 outfielders)
11. No player can play more than 4 innings in any one position, with the exception of extra-inning games.
12. 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.
13. Pitchers may pitch either a maximum of 3 innings per game (free substitution) OR two consecutive innings. (Example: innings 1 & 2 or innings 1, 3, 5) Any pitches thrown will constitute an inning.
14. A pitcher entering the game for the 1st time will be allowed (5) warm up pitches. A pitcher re-entering will be allowed (3) warm up pitches.
15. 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.
16. One (1) more inning per pitcher will be allowed in extra innings. Extra innings start after the declared last inning. 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.
17. A coach may make two mound visits. On the third trip, the pitcher must be removed from the mound.
18. 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.
19. Bunting is permitted. 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).
20. The infield fly rule does not apply.

21. 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.
22. 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.
23. Base runner may steal, but only one base per pitch.
24. A player may steal 2nd and 3rd base only. A player may only steal (1) base at a time per pitched ball.
25. Base runners CANNOT steal home or advance on a pitcher dropped ball, but may advance home on an overthrow at any base. Runs are awarded following a batted ball, walk, or an overthrow.
26. 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.
27. If two (2) base runners are occupying the same base, the advancing runner is out when the base or either runner is tagged.
28. 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. The play becomes a dead ball play and further advancement of runners will not be allowed. In severe cases, the offending player will also be ejected from the game. The severity is in the judgment of the umpire.
29. 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.
30. No head first slides except on dive backs.
31. 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.