

10U Softball Rules - 2017

*Little League International League Official Regulations and Playing Rules are in effect. Below is a synopsis of rules, including local Bi-County League rules.
Revised 1/12/17*

Games are 6 innings long, with the following exceptions:

• **Time Limit:** The game ends after 6 innings or 2 hours, whichever comes first. After 1 hour and 50 minutes of play, no new inning may begin.

• **4-Run Rule:** There will be a four (4) run rule in effect for the first five (5) innings. The limit is changed for the 6th inning or the last inning. There is no limit as to the number of runs that can be scored in those innings.

• **Umpire Safety Call:** If a game is called due to darkness or inclement weather, the following rules apply:

a. If 4-1/2 innings are completed and the home team is ahead, the game is official and the home team is ruled the winner.

b. If 5 innings have been played, the team that is ahead at the time the game is called will be declared the winner.

c. If a game is called before it is official, play will be stopped and the game rescheduled if possible.

Game Start Times: 6 pm on weekdays; 12 pm or later on weekends.

Line Ups: If the opposing coach requests, line ups with names and numbers will be offered.

10 Players on Defense:

- All outfielders have to be a minimum of 10 feet in back of any base until the pitcher releases the ball.

- Only 6 infielders are allowed.

3 Innings of Play Minimum Per Player: Except in the case of rain, time limit rule, darkness, etc.

Round Robin Batting: All players bat in the same spot in the batting order for the entire game whether or not they take the field in any inning. Any late player will be added to the bottom of the batting order.

Strike Zone: Shoulders to knees.

No infield fly rule.

No intentional walks.

No on deck bat swinging.

No bat throwing. The umpire may call out a player who throws the bat.

A batter will be awarded first base when hit by a pitch.

Pitching:

- Pitching distance is 35 feet.

- Teams must use an 11-inch Little League International approved optic yellow ball.
- A pitcher may pitch a maximum of 4 innings per game. Once a pitcher pitches in an inning it counts as an inning pitched regardless of quantity of pitches thrown.
- A pitcher who hits five batters in a game may not pitch any more that game. She may play any other position.

Stealing:

- Each team is allowed to steal 3 bases per inning but may only steal home ONCE per inning.
- On a pitched ball not hit by batter, a runner may steal only one base *EVEN IF THERE IS AN ERROR ON THE THROW BY THE CATCHER*
- Runner cannot leave the base until the ball *crosses* the plate.
- A runner who leaves early will be called out.
- No stealing on the throw back to the pitcher from the catcher whether the pitcher catches the ball or not.
- A runner cannot advance after the pitcher is in control of the ball in the 8-foot radius of the pitching mound. (A runner who is advancing prior to the pitcher being in the 8-foot radius of the pitching mound with the ball may go as far as the base she is advancing to as long as, in the opinion of the umpire, she has not stopped. A stopped runner will be sent back to the previous base.)

Little League chattering rule is in effect.

Cheering is allowed, however elevating cheers at the time of the pitch in an attempt to affect pitcher is not allowed.

A coach may make as many trips to the field as necessary.

Dress uniforms must be worn for games. No jewelry.

Umpire judgment calls are final.

Local ground (field) rules will be determined by home manager and umpire before the game.

Players:

To aid leagues that are having a difficult time getting enough players for their teams: A pool of players from existing teams can be created to draw from when a team faces a shortage of players for a game. Players must be age eligible, cannot pitch and must bat last in the lineup.