

10U

GIRLS SOFTBALL

(10U) DIVISION RULES

1. Official Game

- An official game shall be completed 3 innings of play if game is called due to rain. If home team is winning after 2 ½ the game will be official. A full game will be 6 innings long or when time runs out.
- There will be a 1:15 time limit on all games. **If you wish to talk to your team, please go in the parking lot or away from the field area so the following team can get in.**
- **1 (one)** inning international tie breaker allowed. (last out of the previous inning will start on 2nd base with no outs)
- Games can end in a tie.
- Any game not official shall be replayed from the beginning.
- **A GAME CLOCK SHOULD BE DISPLAYED AND THE GAME CLOCK WILL START AT THE BREAK OF THE MANAGER/UMPIRE MEETING.**
- **A NEW INNING STARTS IMMEDIATELY AFTER THE THIRD OUT IN AN INNING OCCURS PROVIDING THE HOME TEAM IS UP TO BAT AND IS LOSING, IF THE 3RD OUT OCCURS WITH THE HOME WINNING, THEY DO NOT BAT AND THE GAME IS OVER.**

2. Playing Field

- A 35 foot pitching mound will be used.
- Sixty (60) foot base lines will be used.
- 10 Player will be played in the field. All outfielders must be in the **grass area** (extra player cannot be place at 2nd base. Right, right center, left center, left.)
- **ALL PLAYERS ARE REQUIRED TO WEAR A FIELDSERS FACE MASK IN THE INFIELERS AT ALL PARTICIPATING TOWN LOCATIONS.**
- **IT'S UP TO THE MANAGER TO GOVERNOR THEIR OWN TEAM. THEY ARE RESPONSIBLE FOR THE MASK RULE NOT THE UMPIRES.**

3. Pitching and catching

- One pitcher or catcher may not pitch or catch more than 3 innings total per game. **No more than 2 consecutive. We are here to develop our pitchers and catchers.**
- One pitch thrown will constitute as a full inning pitched.
- **A pitcher MAY start her pitch with (1) one foot on the pitching rubber. The pitcher must start there and cannot step back after she is set to pitch. The umpire will give one warning IF PLAYER STEPS BACK AFTER SHE IS SET, after the one warning the batter will be issued a ball in her count.**
- The total of 3 innings may be spread throughout the game.
- If one pitcher pitches more than a total of 3 innings. Once soon as it's made aware of, the player must be removed from her position immediately.
- In the event of extra innings, any pitcher may pitch regardless of previous innings pitched.

4. Hit Batsman

- A batter shall take first base when hit with pitch. If the ball hits the ground and then the player, the player will be allowed to take first. The ball is live when it hits the ground until it hits the batter only then will it become a dead ball..
- If a pitcher hits **3 batters in an inning** (not a game), the manager must remove her. If the same pitcher hits a batter the following inning 2 times the pitcher shall be removed from that inning. If a pitcher hits a batter a total of 5 times she will not be able to pitch anymore in that game but can play the field.

5. Base Runners

- Base runners may advance as many bases at their own risk on a straight steal or passed ball. A player may continue to run on an errant throwback to the pitcher, regardless of an overthrow/errant throw from a fielder to put them out.

- A player may steal once the ball is released from the pitchers hand.
- If a catcher drops a third strike the batter may run to first base as long as first base is not occupied with less than 2 outs. A batter may advance to first base on a drop third with base occupied with two outs. The catcher must throw down to first before the runner reaches first to record the out.
- **Sliding** – A pleyer must slide or make an attempt to avoid contact with the defensive player in the field.
The defensive player must allow a path to the base for the runner unless they have the ball. This is a discretion call by the umpire and cannot be disputed or challenged.

6. **Minimum Number of Players on Defense**

- A team must field a minimum of 7 players within 15 minutes after the scheduled start of the game. Any team not fielding at least 7 players shall forfeit the game. Time will start at game time regardless.
- If a team cannot field a full team, the teams may still play and the umpire will call the game. The game will be **1:00 DROP DEAD**. You may share players to fill positions in the outfield.

7. **Runs per inning**

- Max allowable 5 runs per inning.

8. **SUBS**

- A player that moves up or a lateral player that is used to sub for a team, that player may catch or pitch or play any position if the team needing a player doesn't have one. That player should still bat last in the lineup.
- A team calling up subs cannot **exceed 11 players** in the starting lineup. All subs must bat last in the order.
- **No player subs can be used to pitch, catch or play any infield position in the tournaments. SUBS MAY ONLY PLAY IN THE OUTFIELD AND BAT LAST IN THE YOURNAMENT.**

- **ALL PLAYER ARE REQUIRED TO WEAR A FIELDERS FACE MASK AT ALL PARTICIPATING TOWN LOCATIONS.**
- **IT'S UP TO THE MANAGER TO GOVERNOR THEIR OWN TEAMS. THEY ARE RESPONSIBLE FOR THE MASK RULE NOT THE UMPIRES.**

TWO (2) UMPIRES PER GAME

YEAR-END TOURNAMENT TO START NO LATER THAN MON JULY 5TH.

*YEAR END TOURNAMENT WILL BE A BLIND DRAW SINGLE ELIMINATION TOURNAMENT.

YEAR END TOURNAMENT RUN RULE – 10U / 5 RUN LIMIT PER INNING. 12,10,8 – 3IN, 4IN, 5IN

PICHER CATCHERS UNLIMITED INNINGS IN THE TOURNAMENT, IF TIME HAS EXPIRED AND GAME IS TIED –INTERNATIKNAL TIE BREAKER GOES INTO AFFECT. LAST RECORDED OUT STARTS AT 2ND ZERO OUTS TO START THE INNING.

NOTE- NO TRAVEL BALL PICHER OR CATCHER MAY SUB ON A TEAM TO PITCH OR CATCH IN THE TOURNAMENT.

TOURNAMENT GAME TIMES WILL BE 1:15 MINUTES FINISH THE INNING.

COIN TOSS WILL DETERMINE HOME TEAM – DOUBLE FLIP.

TROPHIES FOR 1ST AND 2ND PLACE ONLY THIS YEAR FOR TOURNAMENT.

Note – All towns MUST sign up and use the RAINED out Hotline.



Here is a link for rainedout.com, we will be using this system for the crossroads league.

Schererville account is: Schererville Crossroads

Crown Point account is: CP Crossroads

Cedar Lake account is: cedar lake crossroads

Griffith account is: Griffith crossroads

Lake Village account is: Lake Village Crossroads

YOU MUST SIGN UP FOR EACH TOWN SO YOU GET ALL ALERTS.