



## 10U Division Rules - 2018

### **General Division Rules:**

1. Players must wear their uniforms while playing games
  - Shirts tucked in, NO jewelry (includes earring studs & fitbits), hair tied back
2. Pitcher, First Base & Third Base are required to wear a facemask – optional, but recommended, for all other positions
3. Any player warming up a pitcher must wear a catcher's mask and helmet
4. Division Director must be informed prior to "benching" a player for disciplinary reasons - The NRGs board may become involved to ensure proper policy is followed
5. Suspension: If an umpire ejects a player or coach from the game, that person shall serve a one game suspension (a player must attend and sit on the bench, a coach is not allowed at the ballpark). If a second ejection occurs, that person is retired for the season
6. Any scheduling changes must be coordinated with the Program Director and Division Director
7. Any game called for darkness, where at least 90 minutes has been played, will be considered official regardless of how many innings have been played
8. Home team has the 1st base bench and may use the field for practice from 5:25 to 5:40
9. Visiting team has the 3rd base bench and will use the field for practice from 5:40 to 5:55
10. Games should start promptly at 6:00—Home team supplies the bases and returns to the shed after the game
11. Time Limits: No inning will start after 1 hour 45 minutes from the first pitch (Umpire keeps time); Game must end 1 hour 55 minutes from the first pitch; there is no time limit in Playoff Games
12. The Board will make the final decision on games canceled due to weather and relay that information to all Division Directors. It will also be posted on the website
13. Only 3 Coaches are allowed on the field (First Base Coach, Third Base Coach & Head Coach). All other coaches must be within the dugout.

### **USA Softball rules are followed except for the following NRGs rule changes:**

1. A continuous batting order. Every player must bat when it is her turn or it is counted as an out (injury excluded).
2. Free substitution is allowed
3. In-Town Games are 6 innings (depending on time limitations)
4. Bunting is NOT allowed
5. Infield fly rule is NOT in effect
6. Dropped 3rd strike rule is NOT in effect

7. No batter can be intentionally walked
8. Ten players are used in the field for In Town games - the tenth player must be an outfielder - Outfielders must start on the edge of the grass. Less than eight is a forfeit. If a team only has eight or nine players present, their opponent will still be allowed to play a full squad of ten players. When starting a game with eight players (otherwise known as “shorthanded”), the vacant ninth position, contrary to USA Official Rules, will not be taken as an out.
9. All players must play the field and bat. If for some reason, a player is not batting then they are not allowed to play in the field and vice versa. Each player must play at least two positions per game. It is recommended that the coaches move players each inning to different appropriate positions based on their skills
10. Each player must play at least 3 innings in the field (players must be moved to different positions in the field based on their ability) and may not sit on bench for more than 1 inning in a row.
  - Consideration should be given to games that will not go the full seven innings to ensure equal playing time
11. Base runners may not leave the base until the ball has crossed the plate or is hit by the batter - If a runner leaves early, she will be called out
12. Stealing - Players are allowed to steal from second to third and third to home. Stealing home may score only two runs per inning (runs scored on a passed ball count as a steal). If the catcher throws to any base to catch a runner stealing it is a live ball. If an overthrow on a steal of third leads to a run scoring, that is considered a steal of home.
13. Overthrows - On overthrows by the catcher (attempting to catch a runner stealing), runners can attempt to take 1 extra base at their own risk. The ball is live for all other overthrows that remain in play (Umpire’s Discretion). An overthrow between pitches from the Catcher to the Pitcher is NOT considered a live ball.
14. Live Ball - The ball is live in the Outfield/Infield until the ball is controlled in the pitcher’s circle. Once the ball is controlled within the pitcher’s circle, the play is dead as soon as the runners stop. If a runner is between bases, she must immediately commit to go one way or the other or she will be declared out (assuming the Pitcher makes no attempt to get her out).
15. There is a 4 run maximum per inning except for the last inning; no continuation (once the 4th run crosses the plate, the inning is over). The last declared inning will be unlimited runs. If the inning does not finish prior to stated end time, the score will revert to last completed inning.
16. The 15-run rule is in effect after the 5th inning (4 ½ if home team)
  - After that, the rule is enforced at any point in which a 15 run advantage exists at the end of the inning
17. The mound WILL REMAIN at 35 ft. (front of rubber to back point of home plate)
18. Pitchers are allowed to make up to two appearances in the same game but are limited to a 3 inning maximum (9 outs) per game.
19. Hit by Pitch Rule:
  - If a pitcher hits 3 batters in 1 inning, she will be immediately relieved from pitching the remainder of her 3 innings
  - If a pitcher hits 5 batters in 3 innings, prior to the end of her 3rd inning, she will be immediately relieved from pitching the remainder of her 3 innings
  - It will be up to the Umpires discretion as to whether a batter should have been able to avoid a pitch that hits the ground and then hits the batter

20. Play at Home – If runner reaches the plate before the ball, no slide is necessary. If ball arrives before or at the same time as runner, runner must avoid catcher by going around the catcher or sliding. The catcher cannot block the plate or the basepath without the ball.
21. Playing Up (for any Games) or Borrowing Players (only for InterTown Games) – If a player Plays Up or is Borrowed for a game, that player may play up to two innings (max) in the infield (rest of the game in the outfield) and bat last. That player is not allowed to Pitch. This should only be done to field a full team and there should be no players on the bench.
22. Bench organization is mandatory. For safety reasons: the players must be in the bench area while team is batting. Keep the equipment / bats behind the fence. Have on-deck batter ready with helmet on to speed up the game
23. Parents must wait 24 hours after an incident to approach the coach to discuss and resolve any matter; All unresolved complaints should be forwarded to the Division Director

## **Miscellaneous Notes**

- Makeup Games – All makeup games must be scheduled and booked with the Program Director within three (3) days of the rainout/cancellation. If the makeup is not booked within that timeframe, the Program Director will schedule a mandatory makeup in the next available slot on the schedule.
- Makeups should be played as soon as possible after the rainout/cancellation to avoid having too many games left to play at the end of the season.
- Standings & Tie-Breakers – the following (in order) is used to determine a team's spot in standings
  - Total Points (2 points for a win, 1 point for a tie)
  - Head to Head Record
  - Runs Against
  - Runs For
  - Coin Toss