

**CHAIN-O-LAKES SOFTBALL LEAGUE**  
**10U SOFTBALL RULES 2016**  
**9-10 year olds**

**IHSA Softball Rules will apply with the following exceptions and clarifications:**

**THE PLAYERS**

1. Each manager should try to give all girls “equal” playing time. Coaches should try to let players have a chance to play any position that she would like to try at some time during the season (except pitcher).
2. Ten players will play in the field. If ten players are playing, four of them must be in the outfield (approx 20 feet behind the bases or straight line between bases).
3. Every player shall bat in a continuous batting order, whether she is playing in the field or not.
4. If for any reason a player can’t continue, the batting order shall continue from that point. The player will be skipped and not counted as an out.
5. Players who arrive late will be allowed to join the game providing that the manager notifies the other team of the situation. The player will be put at the end of the batting lineup and will be skipped without penalty until she arrives.
6. There must be a minimum of 8 players to begin a game.
7. If a team is short players, it can use any other registered instructional softball player from any team. Borrowed players may not pitch or catch. Those players must also bat at the bottom of the batting lineup.
8. Issued uniforms should be tucked in. Hats are optional. Shorts are legal.
9. Travel players are not allowed. If a team is discovered to have an “active” travel player(s), then the team would forfeit games played and could be disqualified from the end of season tournament. An “active” travel player is one who is currently playing for (with) a travel team. It is acceptable for a player that played travel ball last season to come back to our league.
10. Age limit is based on girl’s age as of Jan. 1<sup>st</sup>. She must be 10 or under prior to Jan. 1<sup>st</sup>. It is encouraged that players stay with their same school grade level or play with similar skill set players.

**PITCHING**

1. The pitching rubber shall measure 35’ from the back tip of home plate.
2. Substitutions can be made at any time during a game except for pitchers. Pitchers can be switched at any time, but a pitcher cannot re-enter as pitcher in the same inning.
3. Pitchers are restricted to 3 innings per game. One pitch constitutes an inning pitched. The innings do NOT have to be consecutive innings. The pitchers may re-enter as long as they do not pitch in more than 3 innings.
4. After hitting 2 batters in an inning, the pitcher will be removed for the remainder of the inning. After 4 hit batters, the pitcher will be removed from pitching for the remainder of the game. Note: Batters must make an attempt to move out of the way. If they don’t, then it will not count against the pitcher.
5. Pitchers must start with 2 feet on the pitching rubber & no more than 1 step towards home plate!! All other IHSA rules on pitching WILL NOT BE INFORCED!! NOTE: All efforts should be made to pitch correctly (IHSA Rules) for the benefit of the girls to learn the proper

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techniques. This rule was modified to stop disputes on proper legal pitching methods and to give some freedom to new pitchers.

6. All pitchers must wear protective face shield when pitching to batters.

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**THE GAME**

1. Weekday games may start at 6:00 or 8:00. Weekend games will have differing start times. Warm-ups should begin with the visiting team taking the field thirty minutes before the game start time. The home team should take the field fifteen minutes before game start time. Managers should make every effort to start the game on time. Warm-ups should be cut short in order to accomplish this goal.
2. No inning will start after one hour forty-five minutes of game time has elapsed. The inning begins when the last out is made in the preceding inning. The home manager will have the official time and should write the time in the scorebook. If a tie exists, the game will remain a tie.
3. The league of the home team will provide umpires. It is recommended that these be part of a trained pool of umpires used for this league.
4. Playoff games – Home team must supply a patched umpire.
5. The home manager and umpire will inspect the field for safety, will set up the field for the game, and will determine the playability of the field. 60' bases shall be used.
6. No game shall be played if lightning or driving rain is in the area, or when there is standing water in the field. If a lightning detector is available, league rules will determine playability.
7. Games stopped due to weather or darkness before the 4th inning will be resumed at the point where the game stopped. Games where the 4th inning has been finished (3 1/2 if the home team is ahead) will be considered a completed game.
8. If town has a "lights off time limit) the home team shall notify the visiting team & umpire of the end time. All efforts shall be made to complete as many innings as possible, thus warm ups between innings may have to be shorted or eliminated.
9. Make-up or suspended games MUST be rescheduled within 72 hours. It is the responsibility of the home manager to reschedule the game with the league field scheduler. If the game is not rescheduled, the home team will forfeit the game. If the teams cannot agree on the rescheduling, they should talk to their league director/president.
10. Home managers must also notify the umpires (or assignor of umpires) of any canceled games.
11. The pitchers will be allowed 5 warm-up pitches at the start of the game and between innings.
12. Score will be kept.
13. The official game will consist of 6 innings. However, if one team is ahead by 15 runs or more after 4 innings of play, the game will be official at the end of 4 innings (3 1/2 if the home team is ahead).
14. A team will continue to bat until the team has made three outs or until they have scored 5 runs. If more than 5 runs are scored in the course of the last play, only 5 runs will be counted for that inning.
15. An 11" softball will be used.
16. **Bunting is allowed.**
17. Protest must be made announced to the umpire at the time of the disagreement. The disagreement cannot be based on umpire judgment, but only upon rule interpretation. The umpire will sign the scorebook of the team making the protest. The manager must then notify

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his/her own league president in writing postmarked within 24 hours of the game. The grievance committee will be made up of the league representatives from each of the Nippersink softball communities.

18. **No Look Back Rule.**

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**BASERUNNING**

1. A player may leave the base after the ball crosses the plate.
2. Stealing second or third is allowed only when the catcher misses the pitched ball and the ball travels behind the catcher. A player may not steal home at any time. The catcher may then attempt to play on the stealing runner. Should an error (overthrow, bobble, etc) occur when attempting to putout a runner who is stealing, neither that runner nor any other baserunner may advance.
3. On a live hit ball, a player can advance one base after an overthrow (see exception above in rule above).
4. First base will be awarded due to a hit batter. The batter must make an attempt to get out of the way.
5. Walks will be awarded after four balls. A runner may NOT immediately steal second.
6. There is no dropped third strike.
7. There is no infield fly rule.
8. Courtesy runners may be used for the pitchers or catchers when there are two outs. This runner must be the player who made the last out.
9. Once the pitcher with the ball has entered the pitching circle (actual or imagined) a runner not touching the base must immediately commit to either advancing to the next base or returning to the previous base. Failure to react immediately will result in that runner being called out.
10. If the ball and the runner are approaching the base at the same time, the runner must try to avoid contact with the fielder. If the runner does make contact, the runner may be called out. Managers should talk to the umpire during the pre-game conference so everyone understands how the call will be made.
11. Runner at 3<sup>rd</sup> base may advance to home at their own risk on a thrown ball to 3<sup>rd</sup> base from the catcher during a pick-off attempt.

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**SAFETY**

1. No game shall be played with threatening weather in the area.
2. Players on deck, players at the plate, and base runners must wear batting helmets. Players should leave their helmet on their head after batting or running until they have entered the dugout. Any player intentionally taking off her helmet will be called out. After a second time, the player will not be allowed to bat for the remainder of the game.
3. Catchers must wear full gear during a game and while warming up the pitcher. The gear must include a throat guard.
4. Batting teams are to remain in the dugout area, except players on deck.
5. Players on deck should not be swinging the bat to warm up. They should be paying attention to the game.
6. Players not in the field must remain in the dugout while the game is in progress.
7. Only the players, coaches, and “team mom” are to be in the dugout or on the field. Family members or friends are not allowed to sit with the players.
8. No jewelry shall be worn during the games. This includes watches.
9. Throwing the bat may result in an out. The batter shall be warned once. A second occurrence will result in the batter being called out. A third occurrence by a player will result in the player not being allowed to bat.
10. Players are not required to slide.
11. Defensive players should be taught to not be in the base path without the ball.
12. The pitcher and all infielders are required to wear facemasks.

**SPORTSMANSHIP**

1. Chanting or sing-song cheers are allowed for your team only. Once the pitcher is set, chanting and/or sing-song cheers must stop. Infraction will be a called dead ball strike.
2. All comments by the players and coaches should be positive in nature.
3. All comments made by spectators should be positive in nature.
4. Umpires have the right to ask spectators to not stand behind the backstop.
5. Respect must be shown to the umpires, the coaches, and the players involved in the game. Remember no two people see the game exactly the same way.
6. Winning should not be the main focus of the game. Teaching the skills of softball and having fun should be the primary goals.
7. Any objections to umpires or managers should be made after the game to the proper league authorities. Go first to your league director.
8. This is an instructional league and the manager may stop play during dead balls to give instructions or clarify a rule to a player.