

10U Softball Division Rules

LEAGUE PHILOSOPHY:

The purpose of 10U Softball is to teach physical and mental fundamentals to all softball players on the team. Teaching techniques should include emphasis on proper throwing, pitching, catching, and batting fundamentals. Additionally, good sportsmanship and enjoyment of the game is to be emphasized over the score of the game. While a score is kept, the goal of each parent and coach should be teaching a love of the game of softball in a semi-competitive environment.

GENERAL PLAYING RULES:

USSSA Softball rules governs all play except the following:

Line-up:

All players in attendance and dressed in uniform must be listed in the line-up and bat in that order for the duration of the game, even if not playing in the field. If a player shows up after the first pitch, player must be added to the line-up in the last spot. This player must play the minimum number of innings unless player arrives after the third inning. Players batting out of order are not automatically out. If the out of order situation is discovered while the player is up to bat, the correct batter finishes the at bat using the current count. If the runner reaches base and the out of order situation is discovered before the next pitch is thrown, the player who batted out of order is recorded as out and the correct batter that should have batted will now be up to bat (if the wrong batter being called out results in third out of the inning, the batter who should have batted will be the first batter during their teams next at-bat and the batting order will be resume). If a pitch is thrown, the correct player replaces the runner at the base achieved and play resumes without penalty (see USSSA rule book). Once a player misses their place in the batting order due to illness or an injury, player is removed from the line-up for the rest of the game. An automatic out will not be charged to the team for a player who leaves the line-up due to illness or injury.

In the event a team is short players for a game, the team may pull up a player(s) from the 8U league. The 8U players must bat at the bottom of the batting order. If a rostered player shows up after the start of the game and the lineup would consist of nine (9) 10U players, the 10U players shall be given preference in playing time over the 8U player. The 8U player shall play the league minimum innings during the game.

Game Times / Schedule:

While school is in session, weeknight games may start at 5:30pm. Warm-ups may be done in the outfield or between the infield foul line and dugouts before the game. On those nights that there are doubleheaders on the diamond, game times shall be 5:30pm and 7:00pm. If there are interleague games (games against other park teams such as Osceola, Clay, and Mishawaka East End, they may start later to allow for travel time. 30 minutes will be allowed for warm-ups. The visiting team has the first 15 minutes to use the field for warm-ups.

Length of the game:

No new inning should start after 1 hour 45 minutes, but if time expires during play the current inning should be finished unless the home team is batting and ahead.

Mercy rule with 4 runs per inning with:

9 after 4 completed innings played

5 after 5 completed innings played

Innings Played:

Six - an inning is over when three outs have been made by the defense, or when the offense has scored four (4) runs.

Official game:

The game is official after 3 ½ or 4 innings (depending on if the visiting or home team is losing)

Forfeit:

In the event of a forfeit, the score shall be recorded as 6-0.

Inter-league Play:

Games played against any other league shall count on the official won-loss record.

International tiebreaker:

During rec season, games may end in a tie. If there is still time left on the 1 hour 45 minutes, go to international tiebreaker to complete the game. If the game is tied at the end of six (6) innings, the visiting team will put the last out batter from the inning before on second base. At the bottom of the inning the home team will do the same. No new inning starts after the 1 hour 45 minutes time limit.

DEFENSIVE PLAYING RULES:**Innings played:**

All players must play a minimum of three full innings at a defensive position. No player can sit out for consecutive innings. Every player must play an infield position by the completion of the fourth inning (1st base, 2nd base, 3rd base or shortstop). There may be a maximum of ten (10) players on defense. Four of the players must be in the outfield and remain there until the ball is hit. The catcher must be in the catcher's box. Violation of these rules will be a ball called on the batter and all base-runners may advance one base. If less than 10 players are on defense, then the number of players less one must be in fair territory. Games may be played with a minimum of eight (8) players.

Infield fly rule:

The infield fly rule does not apply in any situation.

Dropped third strike:

The dropped third strike rule does not apply in any situation.

OFFENSIVE PLAYING RULES:**Offense:**

Base-runners may advance any number of bases at their own risk on any batted ball in fair territory until the pitcher has control of the ball within the pitching circle. Once pitcher has the ball, the runner must immediately advance or retreat to a base.

Base stealing:

Base stealing is allowed at all bases. The runner cannot leave the base until the ball has crossed the plate. Leaving the base early will result in the base-runner being called out. The umpire will issue a warning first to both teams to allow the teams to be properly coached (if either team is caught leaving early after both teams

have been warned, outs will be called). A base-runner is entitled to advance or steal one base only per pitch with liability to be thrown out. If the ball is overthrown or not properly fielded at the base during the steal attempt, the runner shall stay at the base they were stealing. Delayed stealing will be allowed and may only advance to the base they were stealing.

Bunting:

Bunting is allowed.

Tagging up:

Advancing on fly balls caught in the infield or outfield is permitted.

Courtesy Runner:

Pitchers and Catchers can have a courtesy runner. It will be the last out from previous inning. If no outs have happened, it's the last batter that is not a pitcher or catcher.

PITCHING RULES:

Pitchers will be allowed to pitch a total of 3 innings per game. The 3 innings per game does not have to be consecutive innings pitched. Pitchers will be allowed 3 pitches for warmup when first entering game. All other innings for the same pitcher, 1 warmup pitch. If a pitcher is removed during an inning and returns to pitching position in same inning, no warmup pitches. A full inning is charged to a pitcher once one pitch is thrown in that inning. If a pitcher is removed in an inning and returns in same inning, it will be considered that the pitcher pitched two innings. It will be the home team's responsibility to keep track of innings pitched for both teams, though both managers are accountable. Violation of the pitching rule will result in the ejection of both the violating player and manager.

Rec Season Championship and Runner-up:

Trophies will be presented to Rec Season Champs and Rec Season Runner-up

This will be determined by:

1st - Wins/Lost Record from regular season

2nd - Head to head record will be used (unless multiple teams have same record). If multiple teams have same record, disregard this tie-breaker

3rd - Runs allowed during entire season

4th - Runs scored during entire season

5th - Coin Toss

*It is very important that you text results of games to Shaun Dralle at 574-300-2977 after each game. A score will not be posted until both teams have texted the results and score and result is agreed too.

End of Season Rec Tourney:

A double elimination tournament will be scheduled at the completion of Regular Season games. Team standing from Regular Season will be used for seeding purpose (tie-breakers will be used if teams have same record). Higher seed will be home team during all games except championship game. Example, 1 seed is playing 8 seed, 1 seed would be home team. The winners bracket team will be home team in first championship game. If an "if game" is needed, the other team would now be the home team for "if game"