

CLCF Softball - 10U Rec Rules

FIELD SETUP

Bases - 60 feet

Pitcher's mound - 35 feet

Game Ball - 11" Regulation Softball

RULES

The 10u division will follow the Official Rules of Softball Participant Manual for the current season from the USA Softball website. Where applicable, the rules listed below will take precedence over the USA Softball rules.

OVERVIEW

Games will be six innings in length unless shortened by the run ahead rule. No new inning will begin after 80 minutes. Play to finish the inning.

Regular season games can end in a tie.

Playoffs only: If the game is tied at the end of the inning after the 80 minute mark, the teams shall play an additional tiebreaker inning until a winner is determined. Each tiebreaker half-inning starts with a runner on second-base (the last batter of the prior inning) and zero outs.

A maximum of four runs can be scored in any half inning, including tiebreaker innings.

A continuous batting order is to be used (all players bat). Should a player be unable to take her turn at bat for any reason, proceed to the next scheduled batter without penalty. There are free defensive substitutions.

All players must play a minimum of two innings on defense unless the game is shortened by the run rule or time limit.

Players will pitch in this division. Pitchers are limited to a max of two innings pitched per game.

Travel players (from Bombers or a different organization) combined can not pitch more than two full innings (six outs) in a game.

All players in the field MUST wear a face mask.

Any player in the catcher position must wear full catching gear, including shin guards, a chest protector and a catcher's helmet.

10 defensive players are allowed in the field (six in the infield and four in the outfield), with reasonable exceptions allowed for rec. The four outfielders do not necessarily need to be on the outfield grass in order to be considered an outfielder; however, they must play behind the infielders, not alongside them.

Coaches are not allowed to be on the field to provide instruction.

Each player that throws the bat will be given one warning, the next time the same player throws the bat, an out will be recorded whether the ball was hit or not. If the ball was safely hit, all base runners will return to the base that they previously occupied.

GAME PLAY

There is no infield fly rule.

Leading is not allowed.

Stealing is allowed (passed ball or caught ball) **only AFTER the pitch has crossed home plate**. Stealing home is NOT allowed.

There is no dropped third strike in this division. The batter is out on any third strike.

A safely hit ball allows the batter and all base runners to advance as many bases they choose with the liability of being put out.

Players can tag up and advance on a ball caught in the air.

Courtesy Runners: The last scheduled batter at the time when a courtesy runner is needed will be the runner for a player that requires a courtesy runner. The insertion of an incorrect courtesy runner discovered after the next pitch is thrown will result in an out. Should the incorrect runner be discovered prior to the next pitch being thrown, the correct runner is inserted without penalty.

Example 1: The first batter of the inning pops out for the first out of the inning, the next batter gets a hit, and requires a courtesy runner. The courtesy runner is the batter that just made the first out of that inning.

Example 2: There are no outs in the inning when the first batter gets on base, the courtesy runner is the last scheduled batter in the lineup at that time.

Only the head coach is allowed to speak to the umpire when it comes to interpretation of the 10u playing rules. The game will be stopped and then resumed after clarification of the rule in question is completed. When the game is stopped, the timer is stopped also. THERE IS TO BE NO QUESTIONING OF JUDGEMENT CALLS.