

# 2020 Frederick County Girls Softball League

## 10 & UNDER (10U) RULES

Revised November 11, 2019 (no changes)

1. A regulation game for 10U is 6 innings. A complete game consists of four (4) full innings or three and one-half (3 1/2) innings, if the home team is ahead, or when the two (2) hour time limit has been reached. Games will have a 2-hour time limit but once an inning starts, you must complete that inning in full, unless the home team is ahead. (See *General Rules A-5*). If an inning starts and home team does not get to finish, and visitors are ahead, they don't necessarily win. Game reverts back to the previously completed inning. No new inning will start if the time limit expired at the time of the last out of the previous inning. An inning started prior to the time limit will be completed. The time limit or darkness (without a weather delay) constitutes a complete game regardless of the number of innings played. International Tie Breaker Rule for 10U will be used if after 6 innings game is tied and two (2) hour time limit isn't reached (see *General Rules A-5*).
2. 15 run rule is in effect after 4 full innings or 3 and ½ if home team is ahead.
3. The batting order will consist of all players at the game, and will run in a continuous order. Each team is allowed to substitute fielders freely throughout the game (*General Rules 9-D*). All players must play a minimum of three (3) innings in the field (8U and 10U). This rule is suspended in the event of injury, sickness, or disciplinary action taken by the coach (before or during the game), or unless the game is shortened due to time rule or 15 run rule.
4. Two-Walk Limit: After a Player/Pitcher walks two (2) batters in ½ inning and if the next batter up receives 4 pitched balls, a coach from the batter's team comes in and delivers no more than three (3) pitches (pitched from the rubber) NOTE: Coach pitcher who comes in to replace the girl pitcher is trying to match the girl pitcher's speed. This is not slow pitch so please do not lob the the ball in with an arc. The coach pitcher needs to deliver the pitch from the pitching rubber. The player-pitcher must be within the circle when the ball is pitched by the coach-pitcher. The batter must put the ball in play or an out is recorded. (for example, a foul ball on the 3<sup>rd</sup> pitch the batter is out). The coach/pitcher or the base coaches must not touch the ball while it is in play or interfere with a fielder making a play or coach base runners (if this occurs, all runners go back and play is repeated). After the play is over, the player/pitcher returns to pitch to the next batter under the same conditions noted above (no further walks that half inning). If the ball hits a coach-pitcher it is a LIVE ball and to be played as is.
5. If pitchers hit any three (3) batters in one inning where 1<sup>st</sup> base is awarded they must be removed for that inning as pitcher. If pitcher hits a total of five (5) batters where first base is awarded, they will be removed from the pitching position for the remainder of the game.
6. Pitchers are allowed to use "slingshot" or "windmill" delivery styles.

7. An inning will end in any one of the following ways:
  - a. When three (3) outs are made.
  - b. When five (5) runs are scored. (Innings 1 – 5 only, suspended in the 6<sup>th</sup> inning).
8. If a batter is hit by a pitched ball regardless of whether the ball hits the ground first, it is a dead ball and the batter is awarded first base.
9. NO “Dropped Third Strike” rule.
10. Stealing: Base runners may take a lead as soon as the ball leaves the player pitcher or coach’s hand. If runner exceeds the 10-foot hash mark, she is out; however fielders can make a play and attempt to tag out a runner who has led off the base. A runner on 1st or 2nd can advance/steal only one base per pitch only in the event of an overthrow in live ball territory on a pickoff play. If they advance more than one, they are liable to be put out. At end of play if the runner is safe and has advanced more than one base, the umpire will return the runner to the correct base. A runner cannot steal home. If they advance home they are liable to be put out. At end of play if the runner is safe and has advanced the umpire will return the runner to the correct base.
11. When running to a base you may not head first slide. You are allowed to head first dive back into a base you have passed. But after runner starts to run to the next base and decides they want to go back to the previous base to avoid being put out they can slide head first into their previous base. This is to avoid injury to the girls (General Rules (D-7)).
12. No “Infield Fly” rule.
13. Bunting is allowed during player pitch. No bunting off of coach pitcher.
14. The defensive team in the field may have two (2) defensive coaches in the outfield. They must stay in the outfield equal to or beyond outfielders when the ball is in play. The offensive team at bat may have a base coach for 1<sup>st</sup> and 3<sup>rd</sup> base. No coaches behind the catcher.
15. Outfielders need to be ten (10) feet behind the base line when the pitch is being delivered.
16. Face masks are required on all helmets.
17. No Metal Cleats. Plastic or Rubber only (General Rules C-7).