



# Harris Softball League Rules - 10U

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## 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. Umpires should enforce the rule that disallows catchers from running the bases to allow for faster game play. Half innings should take no longer than 90 seconds to complete.

## GENERAL PLAYING RULES:

**Game play at all divisions shall utilize USSSA Official Fastpitch Playing Rules, except as specifically addressed in the Harris Softball League Rules presented here. See the link [HERE](#) for the current USSSA Official Fastpitch Playing Rules.**

## Players and Substitutions

### Players

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, she must be added to the line-up in the last spot. This player must play the minimum number of innings unless she 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. 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 her place in the batting order due to illness or an injury, she is gone for the duration 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.

### Substitute Players

Any team may pull up player(s) from the 8U league or other teams from the 10U league at any time for games as long as the lineup does not have more than 11 players (including 8U players). The substitute players must bat at the bottom of the batting order and preference should always be given to 10U team players on defensive positions.

### Required Playing Time

All girls must play a minimum of three full innings at a defensive position by the completion of the fourth inning. No player can sit out for consecutive innings. All players must be given the opportunity to

play infield and outfield. Every player must play an infield position by the completion of the third inning (catcher, first base, second base, third 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 with full safety gear. Violation of these rules will be a ball called on the batter and all base-runners may advance one base.

Games may be played with a minimum of eight (8) players. In the event that a team is going to have less than 8 players, they may fill in the roster with 8U rec players or 8U/9U/10U Harris travel players with commissioner approval. These players should bat at the end of the line-up and avoid playing in the infield unless it's not possible (unless the substitute is a pitcher subbing for a travel player pitcher.)

## The Game

### Game Times/Schedule

Weeknight games may start as early as 5:15pm. Warm-ups may be done in the outfield or between the infield foul line and dugouts before the game.

### Time Limits

| Division                | Time or Innings Allowed                         |
|-------------------------|---|
| <b>10U Player Pitch</b> | EIGHTY MINUTES or a maximum of SIX full innings |

Any inning which has been started prior to the time limit expiring will be completed unless the home team is batting and ahead. No new inning will begin once the time limit has expired.

The time begins when the home team takes the field. A new inning begins as soon as a) the third out is recorded in the previous inning; or b) a runner scoring the maximum allowed run in the inning has crossed home plate (see run limits in the next section).

### Run Rule

The "run rule" limits the amount of runs scored by one team in one inning to a maximum of FOUR runs.

Additionally, the "run rule" awards a win to a team that has a lead as follows:

| Division                | Lead after 4 completed innings or 3-1/2 innings if the home team is ahead | Lead after 5 completed innings or 4-1/2 innings if the home team is ahead |
|-------------------------|---|---|
| <b>10U Player Pitch</b> | 9   | 5   |

When the outcome of the game has been determined and the losing team cannot win, the umpire will call the game. The losing team has the option of continuing play - time permitting.

### Official Game

The game is official after the team behind in score has completed its turn at bat in the third inning, or the time limit has expired. If the score is tied after the completion of the maximum time or innings allowed as stated in the section above, the official game ends in a tie and is recorded as such.

## **Forfeit**

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

## **International Tiebreaker**

During rec season, games may end in a tie. If there is a game yet to be started afterwards and 6 innings has been completed the game is over. Otherwise, if there is still time left on the 1 hour 30 minutes, go to international tiebreaker to complete the game (only if no new game is scheduled to start afterwards). 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 30 minutes time limit.

## **Offensive Playing Rules**

### **Bunting**

Bunting is allowed.

### **Base Running**

Base-runners may advance any number of bases at their own risk on any batted ball in fair territory until THE PITCHER CONTROLS THE BALL WITHIN THE PITCHING CIRCLE. Once this occurs, the runners must immediately advance or retreat to a base.

Base stealing is allowed at all bases except home, except when a coach pitcher is on the mound. 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 may issue a warning first to both teams to allow the teams to coach the player (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, if they try to advance a second base they must retreat but are at risk of being tagged out. Delayed stealing will be allowed and may only advance one base. Hesitation rules will apply when pitcher has the ball in the circle. Runners must immediately advance or retreat without stopping. If runner was already in motion they may stop once then immediately must advance or retreat.

Runners can only score on: 1) A hit ball in fair territory; 2) Forced in by a hit batter when all bases are occupied; or 3) An awarded base when the ball goes out of play via a defensive overthrow. There is no stealing of home - even on a wild pitch or passed ball.

### **Tagging Up**

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

### **Courtesy Runner**

Pitchers may have a courtesy runner. Catcher's MUST have a courtesy runner any time they reach base to increase the speed of play. A courtesy runner will be the last completed at bat that is not the next inning's pitcher or catcher.

## **Defensive Playing Rules**

### **Infield Fly Rule**

Does NOT apply in any situation.

### **Dropped Third Strike**

Does NOT apply in any situation.

## **Pitching Rules**

Players will be allowed to pitch a maximum of 3 innings per game. Pitchers will be allowed 3 pitches for warmup when first entering game. For all other innings for the same pitcher, only 2 warmup pitches are allowed. If a pitcher is removed during an inning and returns to pitching position in same inning, no warmup pitches will be given. A full inning is charged to a pitcher once one pitch is thrown in that inning.

If a pitcher throws 3 balls to a hitter, a coach from the batting team will throw to the hitter resuming the current strike count. The coach may throw up to 3 pitches with the continued ball/strike count. If the third pitch results in a foul ball, additional pitches may be thrown until either the player swings and misses (i.e., a strikeout) or the batter hits the ball into play - there are no walks. If a player doesn't swing at a coach pitch, it still counts as one of the 3 allotted pitches. Example: If coach enters with a 3-2 count a player may take the first 2 pitches but must swing at the 3<sup>rd</sup> or is out. If player swings and misses at first pitch, player is out. If player watches first 2 pitches and fouls off the 3<sup>rd</sup> she gets additional pitches until she doesn't swing, strikes out swinging, or puts the ball in play.

## **End of Season Tournament**

A tournament will be scheduled at the completion of Regular Season games. Team standings from the 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. (1 is higher than 8)