

Chippewa Valley Fall Ball Rules 2026 – Softball 10U Travel

Equipment & Uniforms

1. Metal cleats are prohibited.
2. Pants are required.
3. Infield players are required to wear a fielding mask.
4. Catchers are required to wear a mask, helmet, chest protection, and shin guards.
5. Batters & Base runners must wear a helmet with face shield.
6. 11” ball is to be used.

Conduct

1. Managers and coaches are responsible for the attitudes and sportsmanship displayed by their team and should lead by example.
2. Sportsmanship: Umpires have been directed to ensure a fun game that promotes good sportsmanship. To promote these goals, the umpires HAVE THE DISCRETION to remove a player or coach from a game for any (but not limited to) the following reasons:
 - a. Player who deliberately or maliciously throws a bat, helmet, or other object will be out.
 - b. Any team member exhibiting behavior not in the spirit of fair play and good sportsmanship, especially if they have been previously warned about their behavior.
 - c. Team members use profane or objectionable language on the field or dugout.
3. No use of alcohol or tobacco products in the dugouts or on the field during play by managers, players, or coaches.
4. Coaches and players are responsible for cleaning up their own dugout after the game.
5. Teams are required to exhibit sportsmanlike conduct after each game by shaking hands and greeting each other.

The Game

General

1. All play will follow ASA rules if not otherwise stated. [Official Rulebook - USA Softball](#)
2. Please follow the 10U Rec rules if a recreational team is part of the match up.
3. A coin toss shall determine the home team.
4. Seymour Ball Club and Eau Claire Fastpitch board members on duty will make official calls regarding weather and field condition related cancellations.
5. Umpire decisions are final. The head coach is the only coach allowed to consult the official on a call and must do so respectfully.
6. Upon observation, the umpire will immediately call missed bases, leading off, etc. The defensive team does not have to make an appeal play.
7. No infield practice will be allowed within fair territory on the infield surface. Infield practice may be done in foul territory in front of your dugout.

8. Limit carry-ins. There will be full concessions at both parks. Fall ball is a fundraiser for our softball programs. We appreciate your cooperation!

Time Length

1. Games are 6 innings long.
2. No new inning will start after 75 minutes of game time. Hard stop at 90 minutes.
3. There is a 15-run rule after 3 innings, 12 after 4 innings, 10 after 5 innings.

Players

1. Each team must place 10 players in the defensive positions (4 outfielders) on the field unless less than 10 eligible players are in attendance; in this case, all players present must play the field.

Batting

1. All players will bat; if a player cannot continue to play, there will be no penalty to the offensive team when he is due up. If he is able, he can re-enter without penalty.
2. Bunting is allowed, but no fake bunting. If a player fakes a bunt and then swings, they will be automatically called out.
3. The batter cannot run on a dropped third strike.
4. Batter cannot steal second on a walk.
5. Coach pitch on the 5th walk per inning (hit by pitch counts as a walk). Coaches will pitch to their own players.
 - a. If the pitching coach is hit by the ball or interferes with play, the play is 'dead' and the pitch will be a re-do.
 - b. When a coach is pitching, the player pitcher should remain within 5-7 feet of the coach to either the left or right side. Playing the "pitcher" as a second shortstop or 2nd baseman will not be allowed.
 - c. A coach who is pitching should be set up on or near the pitching rubber (35'). Coach should attempt to make pitches realistic.
 - d. No bunting is allowed when the coach is pitching.
 - e. Runners are not allowed to advance on a wild pitch thrown by a coach.
6. On-deck batters will be placed to the back of the batter for safety purposes. The leadoff batters are permitted outside the dugout between half-innings.

Pitching

1. Pitchers are allowed 5 warm-up pitches between innings.
2. Pitchers can pitch unlimited innings.
3. Pitchers will use ASA pitching rules.
4. Pitching distance is 35 feet from back point of home plate to the front of the pitching plate.

Base Running

1. Players are allowed to steal one base per pitch per baserunner unless there is an attempt on the baserunner.
 - a. Runners cannot leave the base before a pitch crosses home plate. If they leave early, the runner will be out.
 - b. Stealing home is allowed
2. All runners must slide at 2nd base, 3rd base, and home plate on a close play, or the runner will be called out. A “close play” is determined ONLY by the game official and will be ruled so by the home plate umpire.
3. No collisions. Runners must avoid contact with the defensive player by sliding on close plays. Fielders may not block the path of a base runner without control of the ball. There may be inadvertent collisions with no penalty to either player.
4. A courtesy runner may be used for the catcher or pitcher at any time and encouraged with two outs. The runner will be the last player to make an out in the previous inning.

Additional Rules

1. Infield fly rule is in effect.
2. Look back rule is not enforced.
3. There will be a 6-run rule per inning. No run rule in the last inning.
4. No defensive coaches allowed on the field during play unless pitching.