

2022 Softball League Rule – 10U Division

Revised April 4, 2022

Division Requirements

- 1) All players must wear a full conforming uniform during game play, unless both coaches agree otherwise.
- 2) The official ball is the 11-inch USA certified ball with a 0.47 core.
- 3) All players must have equal playing time and be presented in the infield within the first three (3) innings of a game. If you have special circumstances, they must be approved by a softball commissioner. This rule only applies during regular season and does not apply during tournament play.
- 4) Players may not taunt an opponent. Derogatory comments are not allowed. Violation results in a warning, second violation results in ejection from the game.
- 5) The umpire's rulings are final and non-contestable. Questioning of the umpire will ONLY be done in between innings with both coaches present. Coaches, players, and fans will exhibit good sportsmanship at all times. Profanity is strictly prohibited. Violation results in a warning, second violation results in ejection from the game.
- 6) There is no infield fly or drop third strike rule in effect at this level.
- 7) All coaching staff must sign coach's code of conduct and all parents must sign the parent's code of conduct, both to be filed with the league prior to the first game or the game is forfeited.
- 8) Coaches will exchange batting line ups before the game and they may not be changed
- 9) USA rules will be used where not specified on this document.

Equipment Requirements

- 1) Defensive face masks are required in the infield.
- 2) Batting helmet with face mask must be worn while batting and running the bases.
- 3) Heart guards are required for pitchers.
- 4) All bats must be USA approved.

Batting

- 1) Each half inning will end when the defensive team has gotten three (3) outs, or the offensive team has scored five (5) runs.
- 2) Bunting is allowed, but only off of a player's pitch. Bunting off of the coach's pitch is not allowed.
- 3) No walks are allowed in this age division. If the opposing pitcher pitches four (4) balls to a batter, then that batter's coach will pitch two (2) hittable pitches to their batter.
- 4) Coach is not allowed to enter the field of play until the umpire has declared a dead ball and called for the coach to enter the field. If the coach enters the field before being called on by the umpire and runners are in the act of stealing it is considered interference and each base runner must go back to the previous base. Hittable pitches are determined by the umpire. If a batter swings at a non-hittable pitch and misses, it will count as a strike and towards 1 of the 2 coach's pitches. Pitching coach must have one (1) foot in contact with the pitching rubber when the pitch is delivered unless the rubber is set past 35 ft, then they may move up to 35ft. The coaches' pitch will be underhand. The batter must hit one (1) of the two (2) hittable pitches or they are out. A foul ball that is not caught mandates an additional pitch from the coach. The pitching coach is not allowed to coach the batter or base runners after the pitch is delivered. The coach pitches are not intended to give the team an unfair offensive advantage.
- 5) Batters will not throw bats and will be warned by the umpire once for the violation. This warning will be a team warning, and the next violation will result in the acting batter being declared out.
- 6) All batters must wear a NOCSAE approved helmet and face mask/guard.

Base Running

- 1) Coaches may not assist a runner, via any physical contact. Any violation will result in the runner being declared out.
- 2) Runners may steal a base when the ball leaves the pitcher's hand. No lead offs or stealing home is permitted.
There will be a team warning issued by the umpire for a player leaving the base early, the next occurrence from the team will result in the runner being called out. Runners may only advance one (1)

base on a steal, passed ball, or wild pitch. Runner may steal on ball 4 (NOTE: the ball is to be in the pitcher's hand, then time will be called by the umpire and the coach will come onto the field). A runner may not steal during coach pitches.

- 3) Runners may advance up to 3rd base on a defensive overthrow at either 1st or 2nd base. Runners may only advance to home by the actions of a batter (example: batter hits ball).

Fielding

- 1) The defensive team will consist of ten (10) players: six (6) infielders (1st base, 2nd base, shortstop, 3rd base, catcher, and pitcher) and four (4) outfielders.
- 2) Outfielders must start in the outfield grass prior to each pitch.
- 3) No infielder, except pitcher, will be positioned closer to home plate than the pitching rubber prior to the release of the pitch.
- 4) Distance from the front of the pitching rubber to the back point of home plate is 35 feet. The circle around the pitcher's mound will be 16 feet in diameter.
- 5) The pitcher may only pitch in three (3) innings per game. Free reentry. If a pitcher only pitches one pitch in an inning, that counts as one of their innings pitched.
- 6) The pitcher can step back or start back when delivering the pitch and must have one (1) foot in contact with the ground when the pitch is delivered. If the pitcher uses a windmill motion, only one (1) revolution may be made. If the pitcher uses a whip motion, only one (1) whip may be made.
- 7) Play has ended and the ball is dead when the ball is under control by the pitcher with both feet inside the pitcher's circle. Look back rule is in effect.

Game Length

- 1) Regulation game time is one hour and thirty minutes (1:30) from the first pitch or six (6) innings, whichever comes first. No new inning will begin after the time limit has expired. New inning begins immediately following the third out of the previous innings. If the game is tied at the completion of a full inning, international tie break rules apply (the last batted out from the previous inning start on 2nd base with no outs and the batting order resumes where left off). No time limit during championship game, will play complete six (6) innings.
- 2) Game is complete if a team is leading by more than fifteen (15) runs after four (4) innings or ten (10) runs after five (5) innings.
- 3) The following will be used for rain out and delay of game. The game is a complete game at the completion of three and one-half (3.5) innings, if the home team is ahead, or four (4) innings if the visiting team is ahead. In the event a game is delayed by rain and either of these conditions has been met, the game is over and the score is final. If, however, neither of these two conditions has been met, the game will be suspended and the game will restart with a new time limit of one hour (1:00) of play as soon as possible.

Code of Conduct

All persons associated with Mt. Vernon Optimist Softball program, including coaches, players, umpires, parents, and attendees, will conduct themselves both responsibly and courteously. If a person's conduct results in an ejection, they will be asked to leave the property. They will have five minutes to comply and if they refuse, the offending team will forfeit the game.

Any "trash talking", derogatory comments, profanity, or abusive language toward a coach, player, umpire, parent, or attendee will result in a team warning. A second offense, during any will result in immediate ejection and suspension from the next scheduled game.

Any intentional physical contact by a coach, player, umpire, parent, or attendee will result in immediate ejection and suspension from attending Mt. Vernon Optimist sporting events for the remainder of the season.