

Thumb Area Softball League: 10U Girls Rules

Good Sportsmanship is required from all coaches, players, parents, and fans. The emphasis of the Thumb Area League is to ensure all players have a good experience and learn the game of Softball.

Eligibility

The 10U Girls Division is for girls who are 9 or 10 as of January 1st of the current year.

General Rules

1. Good Sportsmanship will be used at all times. The Umpire has the discretion to remove any player, parent, or coach if behavior is unsportsmanlike. The umpires decisions are final.
2. A team must have 7 players to start a game. Late arriving players will be added to the bottom of the lineup.
3. At the conclusion of every game teams must line up and shake hands. This is mandatory, no exceptions.
4. No Jewelry will be allowed, players will be allowed to tape pierced earrings.
5. Games are a maximum of six innings. If a game can't be completed due to weather conditions, to be considered a full game, a minimum of 3 innings must be completed. All makeup games need to be scheduled through the league.
6. Pitching distance is 40 feet (from the front of the pitchers rubber to the point of home plate)
7. The official score is kept by the home team, and needs to be signed off by the umpire at the end of the game, to keep consistent scores for league rankings.

Defense

1. The defense will be allowed to field ten players. The tenth player must be positioned in the grass.
2. All players must play at least two complete innings per game defensively.
3. Substitution is allowable at any time. Substitutions are to be announced to the umpire. Umpires may call an out if they feel a team is deliberately stalling.
4. The Infield fly rule is not in effect.
5. The ball remains live until it is returned to the pitcher and she is in contact with the pitching rubber. The play is considered dead when the pitcher has control of the ball in the circle and is not making an attempt on a play. Runners attempting to advance prior to the dead ball will be awarded the next base.
6. The pitcher must remain in the 7ft radius pitching circle until the ball is hit.

Sliding and Stealing

1. If a fielder **has possession of the ball or is in the process of fielding the ball** while at home plate or any base, any approaching runner must slide. If a runner does not slide, they will be called out.
2. A fielder cannot block a base without the ball.
3. Players can steal any base, except home. Players can not leave the base until the ball crosses the plate.
4. If a player leaves the base early, one warning will be given to their team. If there is a violation after the initial warning, the base runner will be out.
5. If base runner is touched by a base coach while the ball is in play, the runner will be called out. All runners will be sent back to their previous base and play will resume.

Batting

1. Your entire roster bats, all players must bat. There will be a limit of 5 runs scored per inning except in the final inning where there is no run limit.
2. If a batter, while swinging the bat, gets hit in the hand with the ball, it is considered a strike/foul ball and the batter does not get to take her base.

3. If a ball is pitched inside, the batter must attempt to move away and avoid getting hit. If the batter does not attempt to avoid the ball, she is not granted a base and the pitch is added to the count as a ball.
4. If the ball, that is pitched, hits the ground and then hits the batter, it is considered, a “dead ball” and the batter takes her base. Any batted ball that hits or settles on home plate is a fair ball.
5. All batters and base runners must wear their helmets at all times while hitting, running, in the on deck circle, or Retrieving a bat. Deliberately removing the helmet will result in an immediate out. All helmets must have chin straps and face shields.
6. If a batter throws the bat, the team will receive one warning. The next player to throw the bat from that team will be called out.
7. Bunting is allowed, No slap hitting.
8. The drop third strike will NOT be played.

Pitching

1. A pitcher 10 years old or younger can pitch a maximum of three innings per game.
2. Three inning rule does not apply if extra innings, One pitch constitutes an inning. A pitcher cannot reenter the same inning, once removed.
3. The innings pitched do not need to be in consecutive order.
4. Pitchers must wear protective face masks while pitching. Mask and Helmet must be worn by any player warming a pitcher up anywhere in the park.
5. Balks will not be called.
6. There will be a maximum of three walks per inning (a batter hit by a pitch is considered a walk). On the 4th walk, the offensive coach will take the field and pitch underhand to the batter for the remaining strike count (maximum of 3 pitches). The batter must hit the ball into play or strike out. A foul ball on the 3rd strike will be considered a no pitch. If the coach hits the batter, a no pitch will be called. The batter may not walk.
7. When the batter hit the ball while the offensive coach is pitching, the offensive coach must leave the field immediately. If a batted ball hits the offensive coach while pitching, a no pitch will be called.
8. If a pitcher hits 4 batters during a game, that pitcher is not to pitch for the remainder of the game.

Length of Game

1. Umpires will establish the official start time of each game with coaches and scorekeepers from both teams. The umpire will set a game timer that will be set for 60 minutes. Once the 60 minutes is reached, the inning currently in will be finished. The umpire will call last inning and each team will have the opportunity to bat one more time. When the last inning is called it is unlimited runs and 3 outs are needed to end play.
2. Games are six innings or time limit of 1 hour and 30 minutes.
3. There is a 10 run mercy rule after the 4th inning. The last inning is unlimited runs and three outs must be made.
4. In the event of a tie, and the time limit has not yet been reached, then the game will go into extra innings using the International Tie Breaker rule with an additional rule of 3 ball- 2 strike counts for all batters. International Tie Breaker Rule – The player that made the last out of the previous inning for the visiting team is placed on second base with no outs. The same procedure will be done for the home team.

Other

1. Designated Runner – Designated runners are only allowed if the runner gets hurt while running to the base. In that instance, the last out player shall run be the D.R. If the injured girl comes up to bat again during the game, she cannot get a designated runner for a previous injury. If she cannot run, the coach can skip her in the lineup and no penalty / out is given to the team.
2. Designated runners will also be used for pitchers and catchers on base when their team has 2 outs. This will allow for the player to prepare to start the next inning in a timely manner.