

Haverhill Girls Softball League Rules – 10U Division

Updated April 21, 2018

USA Softball/ASA Rule Book shall apply, with the following exceptions and points of emphasis.

A. General

1. Games will start at 6 pm and have a 6-inning limit. No new inning will start after one (1) hour and forty (40) minutes. If both halves of the last inning are not played, the scores revert back to the previous completed inning. A game is considered complete if the losing team has had 4 innings to bat. In the case of a completed game ending in a tie after time has run out or a game has been called by the Umpire for darkness or weather, each team will receive a *tie* in their standings (playoffs excluded). In the case of an incomplete game being tied after time has run out or a game has been called by the Umpire for darkness or weather, the game will be suspended and then continued from exactly where it left off at another time.
2. A four (4) run rule is in effect. Play will continue after 4 runs are scored but only 4 will count. In the 6th inning only, both teams may score unlimited number of runs with all of them counting. If the 6th inning is not completed (see rule 1 above) then the scores revert back to the end of the 5th inning for the final score.
3. All teams will bat a continuous batting order throughout the game with field substitutions not affecting the batting order. Everyone must bat when it is their time or it is counted as an out (injuries and other extenuating circumstances excluded). The Coach can change or re-do the batting order every game.
4. Hit-By-Pitch- Batters will be allowed to take first base. Balls that hit the dirt before hitting the batter are at the umpire's discretion as to whether the batter will take the base or not. If the hit batter takes first base, it will count as a walk in the score book towards the pitcher's 3 allowable walks per inning.
5. There will be a maximum of ten (10) defensive players in the field during the game, with four (4) outfielders each of which should be on the grass and cannot make the primary play at any base (for example, the centerfielder cannot field a ground ball and step on 2nd base to get a force out directly, she must throw the ball to either the shortstop or 2nd baseman covering the bag). The minimum each team can start and/or play a game with 8 players. If they do not have enough team members to start or finish a game they may borrow defensive players to get to 8 players in the field from the other team to play or continue the game. The borrowed players maybe different each inning and will not bat for the team they are being borrowed to but instead will bat for their regular team when their time to bat in the lineup comes up.
6. Should a player arrive after the start of a legal game, the player shall be placed at the bottom of the batting order. If the player arrives prior to the start of the third (3rd) inning, the minimum play requirements must still be met. If the player is not able to meet the minimum play requirements because of lack of remaining innings, the team will not be penalized.

7. Coaches are **prohibited** from instructing and/or coaching the players while they are on the field or at bat from any location other than the dugout or first or third base coaches boxes. **NO DEFENSIVE or OFFENSIVE TIME OUTS ARE ALLOWED** unless due to an injury, a player is visually upset, or a helmet switch is needed. **Coaches cannot call a time out to instruct your players. It MUST be done from the side lines.**
8. Stopping a play: A play is considered over when a pitcher controls the ball inside the sixteen (16) foot pitching circle. Once a pitcher has control of the ball inside the pitcher's circle, a runner is not entitled to the base beyond the one they are approaching. This is up to the Umpire's discretion.
9. There is NO dropped third strike. The batter is out.
10. If at any time from the middle of the 4th inning to the end of the game the home team leads by 15 runs the game is stopped and declared over. However, if the visiting team goes ahead by 15 or more runs during the top of the 4th, 5th or 6th innings, the inning is completed and the home team will bat. If the home team doesn't reduce the lead to below 15 runs during their at bat the game is declared over.
11. Bunting will **NOT** be allowed in this division.
12. Base Coaches may be adults or players (players must wear helmets).
13. All players in the batting line up must play at least **3** defensive innings in a game and may **NOT** sit on the bench more than 1 inning in a row. **All players must play the infield at least one inning per game.**
14. No batter can be intentionally walked.
15. There will be 3 minutes to switch from offense to defense between innings at which time the Umpire will call 'batter up'. By the next minute the umpire will begin calling balls and strikes against the offending team. Pitchers will only be allowed 5 warm up pitches before the inning begins. It is the duty of the coaches to make sure their pitchers are warmed up properly before going out to pitch and that the catcher has their gear on before the inning is over.
16. At each Coaches option; a courtesy runner may be used for the catcher with two outs. The courtesy runner will be the last batter to make an out.
17. Defensive players may not say, 'SWING' at the batter.
18. No infield fly rule.
19. Runners can **NOT** advance on over throws on any plays at 1st or 3rd base (the play is stopped by the Umpire). On over throws on plays at 2nd base and home plate, the ball is considered live and the play can continue until stopped (rule 8) (except on steals of 2nd base).

20. Only positive cheering is allowed from the teams and fans. No cheers are allowed that target a particular playing position. Complaints shall be brought to the attention of the umpire, not the other coach. Umpires will take action against offenders.

B. Pitching

1. A pitcher may pitch 3 innings a game. One pitch to a batter is considered an inning pitched. Pitching distance is 35 feet. 11 inch softballs will be used.
2. After the 3rd “walk” called by the Umpire in the inning, results in the **coach of whose team is at bat** coming in to pitch. The batter can strike out but not walk. The Coach must pitch from the pitching mound and will be allowed no warm-up pitches. A coach pitched ball must be delivered at a moderate speed with minimal arch. A batter hit by the Coach’s pitch will not be awarded first base. The pitcher for the defensive team must have both feet within the sixteen (16) foot pitchers circle but can stand on either side of the pitching Coach until the ball is put in play by the batter. The Coach pitching the ball must safely move out of the way without interference when the ball is hit. If the ball hits the Coach accidentally, each runner and the batter will get to advance one base only. If the Coach interferes with the hit ball and prevents the defensive players from making a play then the batter is ruled out and each runner has to go back to the base from which they started from prior to the play.
3. Three (3) hit batters in a game and the pitcher may be replaced at the Umpire’s discretion. Each hit batter counts as a walk (rule #4).
4. The pitcher can NOT be removed at anytime during an inning except for an injury.

C. Stealing

1. Two (2) **attempted steals per inning of 2nd or 3rd base** will be allowed. You can **NOT steal home** at anytime during the game. A pitched passed ball with a runner(s) advancing will be considered a steal. A double steal counts as two steals.
2. The ball must cross home plate before any runners can leave the bag. If a runner leaves a base before the ball crosses home plate (early) (Umpires discretion) they will be sent back to the base. In the event that the runner leaves early and the ball is batted the runner can NOT advance more than 1 base ahead of the batter.
3. In the event of an overthrow to 2nd or 3rd base by the catcher on a steal, the runner must stay at the base, they can NOT advance. We are trying to develop the catchers and their arms.