

DHYS SOFTBALL PLAYING RULES FOR 10U

REVISED AND UPDATED FEBRUARY 2018

ASA are the official rules with the below modifications

Sportsmanship Statement: For good sportsmanship to prevail, coaches, players and fans must display respect, fairness, honesty and responsibility before, during and after games. We encourage everyone to enthusiastically support their team, recognize outstanding performance of opponents, and always exhibit good sportsmanship in their words and actions.

Playing Field

1. Bases are sixty (60) feet apart.
2. Pitchers plate/rubber is thirty-five (35) feet from back of home plate
3. Pitcher's circle is an eight (8) foot radius from the back of the rubber.
4. INFIELD FOUL ARC: A ten (10) foot arc from the back edge of home plate that demarcates infield from foul territory.

Game Duration

1. A complete game is six (6) complete innings or one (1) hour fifteen (15) minutes. If less than six (6) innings have been played, a new inning shall begin if any amount of time is left on the official game clock. There is no hard stop when the time limit has been reached (i.e. the current inning will be completed).
2. A new inning will start the moment the third out is made or the moment the max runs have been exceeded in the current inning.
3. An inning will be three (3) outs or three (3) runs for the first three innings and then three (3) outs or eight (8) runs for any subsequent innings.
4. Teams must be ready to take the field when the umpire has the coaches meeting at the plate. Game clock begins when the umpire starts the game timer at the end of the coaches meeting.
5. Games shortened by weather conditions will be complete games after three (3) innings or two and one-half (2 1/2) innings if the home team is ahead. Incomplete games will be replayed completely at a later date.
6. Mercy Rule: If a team is ahead by 10 or more runs at the end of 4 or more innings, the game is over (3.5 innings if home team is leading)
7. The visiting team is the official scorekeeper.

Players

1. Each team will field a minimum of eight players.
2. There is no short field position in 10U softball.
3. A maximum of six (6) players may play in the infield including P, C, 1st, 2nd, 3rd and SS. All other players who are not in infield positions are to be positioned in the outfield, beyond the outfield line.

4. No more than four (4) players will be on either half of the infield as defined by a line between home and second base (i.e. no player “shifts”).
5. No player other than pitcher will be positioned closer than the halfway point between first and home plate and between third and home plate.
6. If a team has eight (8) players then only two (2) players will play in the outfield.
7. The catcher will be in foul territory behind home plate and must wear chest, shin and face protection.
8. Outfield players are to be positioned in the grass and equally spaced.
9. Defensive Rotation. There is free substitution of players on defense, with the following exceptions:
 - a. In games lasting 3 innings or more, each player must play an infield position at least 1 inning during the first 3 innings.
 - b. No player will sit out more than 1 inning in a game until all players have sat out.
 - c. Any player who plays the catcher’s position for 1 or more innings during the first 3 innings is not required to play the outfield during the first 3 innings.

Pitching

1. Pitching will be primarily kid-pitch with no walks. All pitchers must use proper underhand pitching motion.
2. Pitching Rules:
 - a. When the pitch count reaches 3-0, 3-1 or 4-2, whichever occurs first, the player pitcher gives way to a coach from the batter’s team.
 - b. The coach pitcher inherits the existing strike count, and the number of pitches the coach pitcher is allowed to throw is equal to the number of strikes left. All pitches from the coach pitcher are considered strikes.
 - c. As per normal rules, the batter is not retired on a foul ball unless the ball is caught for an out.
3. The coach-pitcher is allowed to coach the batter before the pitch, but may not coach any runner once the ball is in play.
4. After the coach-pitcher has made the pitch and the batter puts the ball into play, the pitch coach must attempt to leave fair territory as soon as possible.
5. The coach-pitcher must make all reasonable efforts to avoid contact with the ball and any defensive player and to avoid interference in any way with the defensive team.
6. If the coach-pitcher is hit by a batted ball, the play is dead and the batter resumes batting with the previous pitch count. All runners must return to their previous position
7. All pitcher players must wear a mask
8. If a pitch thrown by a pitcher-player hits a batter she is awarded first base as long as she makes an attempt to avoid being hit by the pitch at umpire’s discretion. If a coach-pitcher hits a batter she is not awarded first base.
9. Pitchers may pitch a maximum of 2 innings per game

Batting

1. The batting order will consist of the entire roster of players present.

2. A foul ball by the batter on the third strike will be awarded another pitch assuming that the foul ball is not caught in the air for an out.
3. If the ball fails to travel past the infield foul arc, (ten (10) foot arc in front of the home plate), it will be called a foul.
4. Batters and base runners must wear helmets with a face protector.
5. The batter “on-deck” must wear a helmet with a face protector.

Coaching

1. On offense, each team may provide a first and third base coach for each at-bat.
2. Each team may place defensive coaches in foul territory in the outfield grass: one on each side of the field.
3. Judgment calls by the umpires are not to be questioned.
4. Rule discussions will occur after play has stopped. Discussions will be attended by the opposing managers.
5. Dugout coaches/parents – No more than 2 adults other than coaches may be in the dugout at one time.

Base Running / Overthrows/ Conclusion of the Play

1. A runner may not lead off the bag until the pitched ball crosses the plate. Runners may not lead off on coach pitches.
2. Stealing can only occur on a passed ball or wild pitch where the ball gets behind AND out of reach of the catcher.
3. Runners on 1st or 2nd base may steal the next base (according to rule 2 above), but may not advance farther even if a play is made on any runner during the steal.
4. A runner on 3rd CANNOT steal home.
5. A runner on 1st or 2nd may steal the next base only if she’s already actively advancing to the next base when the catcher either throws the ball back to the pitcher or throws the ball to make a play on any runner. Examples:
 - a. If a runner on 2nd base leads off and stops, and the catcher throws the ball back to the pitcher or to 3rd base while the runner is stopped, the runner must return to 2nd base.
 - b. If the runner on 2nd base leads off, stops, and then starts running to 3rd base before the catcher throws the ball to the pitcher or throws the ball to make a play on any runner stealing, the steal is allowed
 - c. If the runner on 2nd base immediately starts running when the pitch crosses the plate and before the catcher throws the ball to anyone, the steal is allowed.
6. All runners leading off or attempting to steal are at risk of being put out until they have reached a base safely and play is called. If a runner safely reaches a base to which she is not entitled under the lead off and stealing rules, the umpire will return her to the correct base after the play is over.
7. There is no stealing on coach pitch.
8. Overthrows to 1st - To encourage plays at 1st, the batter/runner may advance only to second on an overthrow to 1st even if she has rounded first before the overthrown ball arrives. The runner will always be at risk. Runners on other bases may advance as far as they are able to go on the same play.

9. For all other overthrows, runners may advance as far as they are able to go with the exception of stealing bases as described above.
10. Runners can advance on a batted ball until the pitcher has control of the ball in the pitching circle.
11. No head-first slides.
12. Courtesy Runner: If a player is injured and unable to run the bases to the fullest extent, the manager may request a courtesy runner through the umpire. The most recently retired player will be the designated runner. A courtesy runner may also be requested for the catcher if there are two outs in an inning. This allowance is to speed game play by allowing the incoming catcher time to put on her gear.

Miscellaneous

1. Pace: Dugout coaches are encouraged to ensure the batters are ready for their turn at bat.
2. Good sportsmanship should be displayed by coaches and players at all times. No one (including spectators) will be allowed to use cheers that taunt or insult the opposing team.
3. Coaches are responsible for the cleanup of the area immediately after games. Ask your parents in the stands to help with this. All trash must be picked up and placed in the appropriate receptacle.
4. Softball: a standard 11" softball will be used.
5. All teams playing in a DHYS sponsored softball game – regardless of affiliation or sponsor must abide by these rules.