

10U Travel Team Softball Rules - 2018

The following are the basic rules for playing softball in addition to the normal rules of the game. Coaches, please discuss pre-game so everyone is on the same page, including the Umpire.

- 1) 3 Strikes, batter is out - No dropped 3rd strike rule. No walks. After player pitches ball 4, then coach comes in and will pitch until a hit or the batter strikes out.
- 2) Pitching distance- 34 foot minimum and a 40 foot maximum. 5 warm up pitches between innings, 10 with new pitcher. If a pitcher hits 2 batters in the same inning, she shall be replaced for the remainder of that inning; she will be allowed to return to pitch in later innings. A pitcher shall be restricted to pitch no more than 2 innings per game. Bases 60'.
- 3) No stealing.
- 4) A runner may not lead off the bases until after the ball has crossed the plate. Runner can have no more than a 3 step (approximately 10 foot) lead off.
- 5) 5 run limit per team, per inning. (If a team is behind by more than 5 runs going into the final inning, they can play it out, or not, coaches decide.)
- 6) Mercy Rule: Team with a 15-run lead at the bottom of the 5th is declared the winner. (Coaches may decide to continue playing if there is time.)
- 7) Normally, games should last approximately 2 hours. Games are not to continue once it becomes "dusk" and it becomes hard to see the ball. **No inning can begin 2 hours past start of game. *Games begin at 6:15pm weeknights and no new innings will begin after 8:00pm on school nights (effective 2013).**
- 8) There is to be no arguing with the coaches or umpires by the players, coaches or parents. They are volunteers doing the best they can!
- 9) Runners can advance only one base on an overthrow that goes out of bounds. If a runner is past half way in-between bases when the overthrown ball goes out of bounds the runner will get a total of two bases (if half way to second then they get both second and third).
- 10) Once the pitcher has the ball (at or near the pitcher's mound) a runner cannot advance unless they are at least half way in-between bases.
- 11) Everyone is to play as a team and have fun. There will be no fighting or bad behavior tolerated. Team property should be treated with care and not destroyed, it was donated and is hard to replace. **Any violation of this rule could be grounds to be removed from the team.**
- 12) Defense will be made up of 10 players, 4 outfielders. All players in attendance will bat in a predetermined order. There shall be free substitutions. 11 inch softball will be used.

12U Travel Team Softball Rules - 2018

The following are the basic rules for playing softball in addition to the normal rules of the game. Coaches, please discuss pre-game so everyone is on the same page, including the Umpire.

- 1) 3 Strikes, batter is out - No dropped 3rd strike rule. 4 balls is a walk. No intentional walks.
- 2) Pitching distance- 37 foot minimum and 43 foot maximum. 5 warm up pitches between innings, 10 with new pitcher. If a pitcher hits 2 batters in the same inning, she shall be replaced for the remainder of that inning; she will be allowed to return to pitch in later innings. A pitcher shall be restricted to pitch no more than 4 innings per game. Bases 60'.
- 3) A runner may steal 2nd to 3rd base, but may not advance to home on an overthrow as the play is now over. A runner may steal 3rd to home on a past ball. Runner must slide into the base when there is a play, (1 team warning, subsequent team occurrence will result in an out). There shall be no stealing when a team is up by 10 runs or more. No delay stealing (when catcher throwing back to pitcher) is allowed.
- 4) A runner may not lead off the bases until after the ball ~~has crossed the plate.~~ *leaves Pitchers Hand.*
Runner can have no more than a 3 step (approximately 10 foot) lead off.
- 5) 5 run limit per team, per inning. (If a team is behind by more than 5 runs going into the final inning, they can play it out, or not, coaches decide.)
- 6) Mercy Rule: Team with a 15-run lead at the bottom of the 5th is declared the winner. (Coaches may decide to continue playing if there is time.)
- 7) Normally, games should last approximately 2 hours. Games are not to continue once it becomes "dusk" and it becomes hard to see the ball. **No inning can begin 2 hours past start of game. *Games begin at 6:15pm weeknights and no new innings will begin after 8:00pm on school nights(effective 2013).**
- 8) There is to be no arguing with the coaches or umpires by the players, coaches or parents. They are volunteers doing the best they can!
- 9) Runners can advance only one base on an overthrow that goes out of bounds. If a runner is past half way in-between bases when the overthrown ball goes out of bounds the runner will get a total of two bases (if half way to second then they get both second and third).
- 10) Once the pitcher has the ball (at or near the pitcher's mound) a runner cannot advance unless they are at least half way in-between bases.
- 11) Everyone is to play as a team and have fun. There will be no fighting or bad behavior tolerated. Team property should be treated with care and not destroyed, it was donated and is hard to replace. **Any violation of this rule could be grounds to be removed from the team.**

Ball size 11" | 10 PLAYERS
4 outfield.