

BABE RUTH SOFTBALL DISTRICT 7
INTER-LEAGUE RULES- 10-UNDER DIVISION
Fall 2017

***PLEASE NOTE – The following rules are to be followed for all recreation play, regardless of where or who you are playing.

1. Playing time is no new inning after one hour 30 minutes (finish the inning).

*For games scheduled to be played on “**Week Nights**”, playing time is **one hour, 30 minutes Drop dead stop**. Week Nights is defined as M,T,W,TH,F **Drop dead should be discussed at the home plate meeting to ensure everyone is aware.**

2. No jewelry will be permitted to be worn during games. This includes any form of hard headbands or beads in the player's hair.
3. 6 innings or time limit shall be considered a complete game.
4. 4 run rule per inning applies.
5. There is free substitution.
6. Stealing is allowed. Stealing in this division is governed by the same rules as the 12U division. See Babe Ruth Rules and Regulations. Only exception is that in the 10U division, batters are NOT allowed to advance on a dropped third strike. Runners would be allowed to steal on a dropped third strike, but the batter would always be out. A batter that becomes a base runner as a result of a walk, may touch first base continue on to second base at their own risk. See rule 7.13 for further explanation. One exception: in the event a coach is pitching (see #13 below), a runner may not advance any base.
7. The offensive team will bat entire line-up. You may field **9** defensive players at any time during the game.
8. Pitching distance is 35 feet. Ball size is 11 inch official softball.
9. A courtesy runner may run for the pitcher and/or catcher every time they reach base. Each courtesy runner used must be a player who is not in the game at the time, or if none are available, the last recorded out. Each courtesy runner may only pinch run once per inning. Using this rule in Catcher Speed Up situations, i.e. 2 outs or 3 runs scored, is encouraged to save time.
10. The catcher must wear protective headgear, chest protector, and shin guards.
11. All offensive players must wear helmets w/facemasks while on the playing field.
12. Catcher must wear mask during warm up. Any manager, coach or parent warming up a pitcher must also wear a catcher's mask regardless of on the field or on the side. If a coach is caught not wearing a mask while warming up pitchers anywhere prior to a game in warmups or during game, the **MANAGER** will be suspended for that current game.
13. Coach pitch after 1 walks in an inning and 4 balls on batter. The coach pitch will be from the 35ft pitcher's mound. Strike count is assumed. Batter may hit or strike

out only – no walk. Pitcher will return to pitch after batter completes at bat. Offensive coach comes in to pitch.

A hit batter will advance to 1st, but a walk is not assumed. The umpire will determine if attempt is made to avoid pitch, therefore determining if a ball is called or base is given. Intentional walks are prohibited.

13. Infield fly rule applies.
14. Pitching is limited to **3 innings Per Game**. Managers are strongly encouraged to focus on pitcher development and to take every opportunity to allow maximum participation in pitching.
15. **Each team may play game with 8 players. Teams may borrow players from other teams in the same age division, or lower, if properly registered in 1 (one) of the inter-league associations. The team may not borrow players in excess of a line up of 9 players (including any substitutions). Borrowed players will not pitch or catch and must bat at the end of the batting order.**
17. Any player in the line up who must leave the field due to an injury will not result in an out if she misses her place in the batting order. She may return to the original place in the batting order when physically able. Any player leaving the field for any other reason will result in an out when her turn comes to bat and if she misses her turn at bat she may not re-enter the game.