

2019 Intertown Softball Rules – 10U Division

I. Game Length

1. All games shall start at 6:00 p.m. unless otherwise noted on the master schedule or unless an alternate starting time has been mutually agreed to by both managers involved.
2. No inning shall start **1 hr 45 min** after the official starting time which is designated as the time of the first pitch. The home plate umpire's watch is the official time. Home team should get the official start time from the umpire and record it in the score book.
3. The number of innings constituting a complete game for the 10U Division is 6 innings. A game called by the umpire shall be regulation if 3 innings have been played, or if the home team is ahead after 2 ½ innings. In the event of a game being called by the umpire due to weather or darkness, the final score will revert back to the last FULL inning.
4. 10U Division has a 4 run per inning rule with unlimited scoring being allowed in the 6th or final inning only. If the visiting team is ahead by more than 12 runs in the last inning, they will be declared the winner and may only bat around once in that final inning. The home team gets its last at-bat but has been declared as the losing team. (Regular Season only). Both teams and the umpire must agree on what the last inning shall be before the inning starts and that inning becomes unlimited runs.
5. Once the 4th run of the offensive ½ of an inning comes across home plate, the inning ends.
6. Play-off games ending in a tie will begin the 7th inning, and all subsequent innings using the USA Softball "International Tie Breaker" rule.

II. Team Lineups and Substitutions

1. In the 10U division teams may play with seven players in the regular season only. If a team plays the game with less than nine players there will be no out recorded when the number eight or nine spots in the batting order come up.
2. 10U Division may use four outfielders.
3. A pitcher may pitch 3 innings in a game. If extra innings are necessary; each pitcher gets an additional inning added to their eligibility. Same rules apply to playoffs. Pitching even one pitch in an inning counts as a complete inning pitched.
4. Free defensive substitutions are allowed but all players must play a minimum of 6 defensive outs in a complete game.
5. A continuous batting order shall be used. Any player showing up late goes to the bottom of the order. If after three innings, a player has not been inserted into the lineup, they will not be allowed to pitch in the game.

6. In the event of an injury or illness requiring the removal of a player from the game (if the player is unable to return to the game), no out will be recorded when her turn is reached in the batting order.
7. A courtesy runner will be allowed to run for the pitcher and catcher. The last out made will be the designated runner.

III. Additional Rules of Play

1. There shall be bunting and leftie slapping allowed in the 10U Division. There is NO slashing (squaring to bunt but then bringing the bat back to hit) allowed. An attempt to slash bunt will result in an automatic strike. A second infraction on the same batter will result in an out.
2. The infield fly rule shall **NOT** be called in the 10U Division.
3. The dropped 3rd strike rule shall **NOT** be called in the 10U Division.
4. The stealing of second and third base is allowed. Only one base, per runner-per pitch, can be stolen at a time regardless of any defensive errors. The runner at third is considered “frozen” at third base and may **NOT** run home while a defensive play on the runner stealing second is being made. This means runners on 1st and 2nd base may both steal 2nd and 3rd base, respectively, on the same pitch.
5. Each pitcher is allowed three (3) total walks per inning. After the pitcher throws ball four (4) to what would be the fourth walk that inning the following pitching rule should be followed for each batter until there are three (3) outs or four (4) runs have crossed the plate.

When the fourth (4th) ball is called during a particular at-bat, the coach of that batter will come in and pitch until there is either a strikeout or ball put into play. When the coach is pitching, there will be no advancing to first by either a walk or hit by pitch. Coaches should adhere to the following:

- a. Coaches should always remain outside the field of play unless needed to pitch.
- b. A single coach may pitch to both teams, but only if requested by the opposing coach.
- c. Coaches should attempt to pitch from the rubber, but may move closer if needed in order to throw an accurate pitch.
- d. Coaches should attempt to throw flat pitches (without arc) with as similar velocity (as the current pitcher) as possible.
- e. Other than throwing the pitch, coaches cannot be involved when a ball is put into play.