

South County Softball League

10U Division Rules

(Rev 4.12.2024)

1. During the season: A six (6) inning game will attempt to be played, unless shortened by the run ahead rule or if the time limit has been reached. At 1 hour 20 minutes, the current inning will be finished, and one more complete inning will be played. At 1 hour and 40 minutes, the current inning will be finished.

In the playoffs: At 1 hour and 20 minutes, the umpire will declare the final inning. If it is the top of the inning (even with outs), this will still be the final inning, and **unlimited runs** will be allowed for both teams. If the final inning is declared and it is the bottom of the inning, that inning finishes with the standard 5 run limit, and the next inning will be the final inning.

The championship game(s) will play the regulation 6 innings with no time limit and unlimited runs.

2. A game may end in a **tie** if it reaches completion (see above), unless it is a playoff game. In that event, International Tiebreaker Rules will apply until a winner is declared.
3. The game will be considered **complete after 4 innings** (3.5 if the home team is winning) in the case of weather, darkness, or time limit.
4. The defensive team can field **10 players** and there are **free substitutions** with the exception of the pitcher. The starting pitcher, and only the starting pitcher, may be re-inserted into that position. The reinsertion of the starting pitcher can only happen once.
5. **Number of Players**
 - No game may start with fewer than eight (8) players.
 - If a team is short players (less than 10), additional age-eligible players may be selected during the regular season (not applicable in the playoffs), but:
 - Must be rostered in the same spring rec town program
 - Cannot pitch (unless they are “playing up” from a younger division)
 - Must be OK'd by the other competing team
 - Must play in the outfield and bat at the end of the lineup
 - If a team starts a game with non-rostered players and then a rostered player shows up, the non-rostered player may remain in the game. The rostered player will be placed at the end of the batting order.
6. All players are to be included in a **continuous batting order**.
7. **Bunting** is allowed, but slap bunting (a.k.a. slash bunting or “slashing”) is not allowed. This is the act of faking a bunt and then taking a full swing. This rule is in place for the safety of the players involved.

8. The **Infield Fly Rule** is **NOT** in effect.
9. The **Dropped Third Strike Rule** is **NOT** in effect.
10. **Sliding** is encouraged, but head-first sliding is not allowed (NOTE: retreating to the base as a result of a pickoff attempt does not constitute a head-first slide). The umpire has the discretion to call a player out on a close play when the runner does not slide.
11. **Stealing** is unlimited, with the exception of stealing home, which is not allowed.
12. **Pitching:**
 - Players and Coaches will pitch from 35 feet.
 - An 11-inch ball will be used
 - Players will pitch until the bases are loaded. Once the bases are loaded, if the player pitches 4 balls, instead of a walk, the batter's coach will come in to pitch. The "coach pitcher" will inherit the number of strikes that the pitcher threw to that batter. Once the coach pitcher finishes pitching to that batter. Player-pitching will resume to the next batter. In the event the player pitcher throws 4 balls again, the above scenario occurs once more, so on and so forth. The purpose of this rule is to avoid runs being scored by players pitching walks.
 - A hit by pitch will be counted as a walk and the batter may take first base. The player will determine if they would like to take first base or continue hitting. This includes a scenario where the bases are loaded, and the hit batter means a run scores.
 - If a coach hits a batter with a pitch, the batter will not be awarded first base.
 - When the coaches pitch, the player at the pitching position must have one foot within the circle. If there is no circle, the player should be within 5 feet of the rubber. The coach must not interfere whatsoever in a play.
13. **Batters/Base Runners:**
 - On an **overthrow** from a batted ball, runners may advance one base only, including home.
 - On an overthrow from a catcher on a steal attempt, runners may not advance.
 - The play is not dead until the ball is in control of a player inside of the pitcher's circle, except in the event of an overthrow (see #13, above).
 - When Leaving base on a pitched ball, the runner must maintain contact with the white section of the base until the pitched ball is released by the pitcher.
14. **Run / Run Ahead**
 - There is a five (5) run rule per inning. Once the fifth run has crossed home plate in any inning, play will stop and no subsequent runs will be scored in that inning.
 - There are unlimited runs in the declared final inning for the playoffs.
 - Run ahead rules are as follow:
 - 15 runs ahead after 3 complete innings

- o 12 runs ahead after 4 complete innings
- o 8 runs ahead after 5 complete innings

15. **Equipment:** Players in the field are required to wear face masks