

Wallen Complex Fall Softball 10 U RULES

Will follow the NFHS Rules of Softball

Additional Rules stated below

1. AGE LIMIT:

- A. Any girl that is not more than 10 years old on the previous December 31st is eligible for participation in 10 U Fall League. No Exceptions

2. EQUIPMENT:

- A. Catchers must wear full catcher's equipment.
- B. When warming up a pitcher a catcher must wear a helmet with a facemask.
- C. A batting helmet, **with facemask**, must be worn by any batter, on-deck batter, base runner, or player in the coach's box while the ball is live, as per NFHS rule 1-6. E. 12-inch balls provided by the League will be used. F. All bats used must conform to NFHS rule 1-5.
- D. The ball size is 11" and will be provided for Games only
- E. No metal cleats allowed.
- F. **ALL PITCHERS WILL WEAR A FACEMASK WHILE PITCHING.**

3. PLAYERS AND SUBSTITUTIONS:

- A. The minimum number of players required to begin or continue a game is 8 players. A grace period of 10 minutes from the scheduled time will be permitted. A team not able to field 8 eligible players will forfeit the game. Coaches can choose to play by mutual consent, but the forfeit will stand.
- B. If a player is injured, gets sick or has, to leave a game due to extenuating circumstances, her absence in the batting order will not be an automatic out. An injured or sick player cannot play offensively or defensively. The opposing coach will be immediately informed of any changes in a player's participation.
- C. A Team may list on master roster 15 girls at start of the season. But no more than 12 girls allowed to be on game time roster either in batting order or in the dugout Only players on listed roster up to 12 girls allowed to play in any Fall Game or Tournament. If she is not listed when roster turned in at beginning of season the team shall forfeit game or game(s). If a team is caught they will face forfeit of season and no refund on registration fee.
- D. Any team that bats their full roster will have unlimited amount of substitutions
- E. Pitchers may pitch unlimited amount of innings.
- F. Only the starting pitcher may return to the game to pitch.
- G. NO player may be listed on more than one roster in the same division.

H. NO adding player on roster after start of season.

4. THE GAME:

- A. All teams must be ready to play 15 minutes prior to start time.
- B. No warm up on the field after the start of the game.
- C. National Federation of The High School Associations (NFHS) rules will apply except as amended herein.
- D. A complete game will consist of 5 complete innings, with the time limit being 75 minutes, terms of Drop Dead is used.
- E. There is a 7run rule per inning
- F. On a walk a runner can advance to 2nd base, if the pitcher is in the circle, the runner must commit to running to 2nd base unless the ball is thrown to 2nd base, at this moment the runner can go back to 1st base.
- G. Once the pitcher is in the circle a runner has to commit to either the base they are on, or stealing the next base. If a runner does not commit once the pitcher is in the circle, the runner will be called out.
- H. Bunting is allowed
- I. Stealing any base is allowed
- J. A runner can lead off, or steal a base, once the ball leaves the pitchers hand.
- K. There is no infield fly rule for 10u.
- L. There is no drop 3rd strike rule for 10u. If a 3rd strike is dropped the player is to be called out.
- M. If a game is interrupted due to weather a game will be considered complete if 3 innings have been played.
- N. Stalling will not be permitted. The umpire will assess a bench warning to any team he/she determines to be stalling. After 1 warning the umpire may assess a penalty of a ball or a strike for additional stalling.
- O. If a game is interrupted due to weather, 3 complete innings is considered a full game. If the 3 innings are not complete, the game will continue from the point of interruption. An official rain delay sheet must be filled out and signed by both coaches.

A game is complete after 3 innings if a team has a 12run lead, after 4 innings if a team has a 10run lead or after 5 innings if a team has a 8 run lead.

- P. At the start of a game pitchers will be given 5 warm-up pitches. A relief pitcher will initially be given 5 warm-up pitches. A returning pitcher will be given 2 warm-up pitches at the beginning of each half-inning.
- Q. If a player throws her bat during a game, she will be given one warning. If it occurs again, the player will be called out.

5. TOURNAMENT SPECIFIC RULES:

- A. If a non-championship game is tied after 6 innings, at the beginning of each subsequent half-inning the offensive team shall place a runner at second base the last player in the previous inning to complete a full at bat.
- B. A Championship, or potential Championship Game, will be 7 innings with no time limit, except in run rule situations (i.e. ahead by 8 after 6 innings, 15 after 5 innings or 22 after 4 innings).
- C. If a championship, or potential Championship Game, is tied after 7 innings, at the beginning of each subsequent half-inning the offensive team shall place at second base the last player in the previous inning to complete a full at bat.
- D. During the Championship Game, or potential Championship Game each pitcher will be allowed to appear in a maximum of 5 innings, unless the game goes extra-innings, in which case each pitcher will be allowed to pitch 1 additional inning for every 2 innings played. Example: if a pitcher pitches in 5 of the first 7 innings she will be allowed to pitch the 7th inning, but not the 6th inning.

6. PROTESTS:

- A. Protests will be heard and ruled on by the Softball Board Committee present at the date of games. The team protesting must make a cash payment of \$100.00 at the time of the protest. If the protest is ruled in the protesting team's favor the \$100.00 will be refunded. The ruling made by the committee will be final. Protests must be filed and ruled on before the next pitch if during game, or before umpires leave field if after a game.
- B. Protest shall not be allowed or considered if they are based solely upon a decision involving judgement on the part of the umpire.

SPORTSMANSHIP

A head coach is responsible for their players, parents and assistant coaches. If a player, parent, or assistant coach gets out of line, it is the head coaches, responsibility to fix the situation, or the player, parent and/or assistant coach may be subject to ejection from the game and/or park. When a discrepancy happens, it is the responsibility of only the Head Coach to call time and discuss the situation with the Home Plate Umpire. We do not condone all coaches from a team harassing an umpire about a call. Coaches understand what it means to have sportsmanship, and we hope all coaches show sportsmanship during our fall ball games.