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Delaware Twp, Lambertville/West Amwell, Hopewell, New Hope/Solebury, Plumstead, Upper Makefield Softball League Recreation Rules

Minors U10

GENERAL RULES:

- a. There must be a minimum of six (6) players in the field in order to start a game, otherwise a forfeit will be declared. A maximum of ten (10) players (six (6) infield and four (4) outfield) may play at any one time. All outfielders must be on the grass beyond the infield cutout or at least ten (10) feet from the nearest base.
- b. Six (6) innings per game, although both coaches may agree to shorten the game to a lesser number of innings. The game clock starts at the scheduled game time. No new inning can start 1 hour and 45 minutes from that time.
- c. Eleven (11) inch softball.
- d. Sliding is permitted and encouraged, but not required at any base. No head-first sliding permitted.
- e. There will be a five (5) run limit per team per inning or 3 outs whichever comes first. The exception is in the last inning (which may be determined by coaches and umpire in the event of darkness or threatening weather) when an unlimited number of runs can be scored.
 - i. All games are considered official after 4 innings, or if the home team is leading, after 3 ½ innings
 - ii. In the event of a game being shortened due to darkness, the score will revert back to the last fullinning played.
 - iii. If a game is suspended due to weather, coaches may agree upon another date to continue game. The game will continue from the last full inning played before the suspension.
- f. Free substitution in the field. Each player must play a minimum of four (4) innings in the field and no player may play more than three (3) innings at the same position. (**Exceptions:** the pitcher which must be rotated every two (2) innings and the catcher position. Players should be alternated in different infield and outfield positions to help them develop skills at every position.
- g. A pinch runner should be used for a catcher on base with 2 outs
- h. Coaches are encouraged to teach good sportsmanship and exhibit common sense.

BATTING:

- a. One bunt per inning is allowed and will count as third strike if fouled away.
- b. No squeeze bunt allowed
- c. No advancement on a dropped 3rd strike.
- d. No infield fly rule.
- e. No walks unless hit by opposing teams pitcher.
- f. All players on a team will bat continuously, even if not playing in the field that inning.

BASE RUNNING:

- a. Stealing is permitted from second to third base **only**. The base runner must wait for the ball to pass home plate before stealing third.
- b. No bases awarded on an overthrow.
- c. Runners may advance only one base on a hit ball that remains in the infield. Runners may try to advance more than one base if the ball goes into the outfield. Runners must stop when the ball enters the pitching circle. Play is then called "dead".
- d. No leading. A runner may leave the base only after the ball has crossed home plate. Each team will receive one (1) warning for players leaving the base early. Any runner leaving a base early will be called out after the warning.



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PITCHING:

- a. Peer pitch will be from a pitching rubber located 35' from the back end of home plate. The pitcher must have both feet in contact with the pitching rubber when starting a pitch. Only one step toward home plate is allowed when pitching.
- b. A player may pitch no more than two (2) consecutive innings or three (3) innings per game. One (1) pitch during an inning constitutes an inning pitched. Innings pitched do not have to be continuous. Coaches will confer about the # of innings if another pitcher is not available.
- c. Once a pitcher has issued 4 balls to a batter, the pitcher will be temporarily removed from the mound for that at bat. Thereafter, the batting team's coach will become the pitcher for the remainder of the at bat for that batter. Batter's strikes count will remain the same as before the batters coach comes in to pitch. The batter's strike count will continue while the batters coach pitches until the ball is put in play or batter strikes out.. Umpires should not change the strike zone after the coach comes in to pitch, strikes will still be called by the umpire and walks will continue to not be allowed. Coach pitch must be from the official 35 ft pitching distance, no closer. Pitcher will come back into play after the batter has hit or struck out.
- d. A hit batter will be awarded first base. Two hit batters in an inning and the pitcher will be removed for the remainder of that inning. The removed pitcher can return to pitch the next inning. A batter that does not attempt to get out of the way of a pitch will **not** be awarded first base. The Umpire has sole discretion in determining whether a batter has been hit by a pitch and/or whether the batter failed to avoid a pitch.
- e. A pinch runner should be used for the catcher once there are two (2) outs in the inning. This allows for the catcher to suit-up and prevents delays in getting the next half-inning started. The pinch runner shall be the last player to have made out during the inning or any player not playing the field during that inning.
- f. The home team is responsible for scheduling an umpire for each game. However, if an umpire is not available, an acceptable substitute umpire may be used if agreed upon by both coaches. If no acceptable substitute is available then a coach from the team in the field will be responsible for calling balls and strikes and a coach from the team batting will call outs on the bases.