

RIVER LEAGUE SOFTBALL

Delaware Twp, Hopewell, Lambertville, Newtown, Plumstead, Solebury, Upper Makefield

10U - RULES

GENERAL RULES:

- a. There must be a minimum of six (6) players in the field in order to start a game. 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 with the umpire. No new inning can start 1 hour and 45 minutes from that time.
- c. 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. The Home Team Score book will be the book of record.
- d. Eleven (11) inch softball. All bats must be official softball bats. Wooden bats are not permitted.
- e. Any player who is catching must wear a helmet, mask, shin guards, and chest protector, including during warm-ups. All batters, base runners, "on-deck" batter(s) in the field of play or warming up, and players coaching a base must wear a helmet complete with face protectors. Face protectors must have the phrase "meets NOCSAE Standard" permanently affixed. The use of kneepads, sliders, or long pants is strongly encouraged so that knees are protected at all times when batting or running.
- f. Metal cleats are not permitted. Sneakers or rubber spikes are allowed. Jewelry is not permitted except for Medic alert bracelets and necklaces.
- g. Masks should be worn for all infield players.
- h. Sliding is permitted and encouraged, but not required at any base. No head-first sliding permitted.
- i. 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 when an unlimited number of runs can be scored. Last inning is determined by the umpire.
 - 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 full inning 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. At the first sight of lightning or thunder heard; the game must be stopped and the players removed from the field.
- j. 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.

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- k. Rosters will be submitted to the designated Roster Collector with birthdates of each player. Age cut-off date is January. Exceptions for players need to be requested to League Directors of each Township, at the scheduling meeting.
- l. Double Rostered players will be limited in the scope of pitching to 2 innings at the 10U level. River League is a recreational softball program and encouraging the growth of all players is first priority. Double Rostered is defined as anyone who is playing on any other team (tournament, select or travel) where additional training is taking place.
- m. Coaches **MUST** teach good sportsmanship and exhibit common sense. Any coach or player using profanity will be ejected from the game.

BATTING:

- a. One bunt per inning is allowed and will count as third strike if fouled away. No squeeze bunt allowed. But if you show bunt there is no slap swing allowed.
- b. Drop Third Strike is NOT in effect.
- c. No infield fly rule.
- d. No walks unless hit by opposing teams pitcher, and allowed by umpire.
- e. All players on a team will bat continuously, even if not playing in the field that inning. Players arriving after the start of the game will be added to the end of the batting order.
- f. At the first occurrence of a bat being thrown more than 6 feet from the batter box each team will receive a warning. After this warning batters will be called out on subsequent bats that are thrown and the ball declared dead.

BASE RUNNING:

- a. If a batter is hit by a pitch it will be the umpires' discretion to award the player first base, if they made a reasonable attempt to avoid the pitch.
- b. 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".
- c. Stealing is permitted from second to third base **only**. The base runner must wait for the ball to pass home plate before stealing third. NO Stealing on coach pitch.
- d. No bases awarded on an overthrow.
- e. 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.
- f. A pinch runner should be used for a catcher on base with 2 outs.

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PITCHING:

- a. Each pitch will be from a pitching rubber located 35' from the back end of home plate. The pitcher must have at least one foot in contact with the pitching rubber when starting a pitch. .
- 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. Double Rostered players (excluding school team) will be limited in the scope of pitching to 2 innings at the 10U level.
- c. Once a pitcher has issued 4 balls to a batter, the pitcher will be temporarily removed from the mound (but remain in the pitchers circle) 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. 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.