

GIRLS SOFTBALL

10U RULES

- 1. The game will be six (6) innings or a 1 hour and 20 minute time limit whichever comes first. No new inning will begin with 5 minutes or less remaining in the time limit. The game will be called if a team is numerically eliminated by the run rule.**
- 2. The run rule is five (5) per inning, and once a team can not catch up the game will be called.**
- 3. If the score is tied at the end of regulation we will play one (1) extra inning. If still tied at the end of the extra inning the game will be recorded as a tie.**
- 4. You can not start a game with less than 8 players. Teams will not have to take an out for missing players. In case of an injury or sickness the game will continue as long as each team has 8 players. No team will be able to continue to play with less than 8 players. The first game of the night will have a five minute grace period.**
- 5. No team can play with a player that was not placed on their roster by Olive Branch Parks and Recreation.**
- 6. The pitching distance will be 35 feet from the point of home plate to the front of the pitching rubber.**
- 7. Teams will play ten (10) players on defense (4 outfielders)**
- 8. Each team will bat the number of players on their roster.**
- 9. There will be open substitutions, all players must bat at least once and play two innings in the field.**
- 10. Batting order/line-ups must be presented to the umpire and scorekeepers prior to each game. This should include player's full name, jersey number and position.**
- 11. Batting helmets must be worn at all times with chin straps.**
- 12. After one warning per game per player for slinging her bat, the batter will be out, dead ball called, no runners advance.**
- 13. Three strikes is an out even if the ball is dropped on the third strike. The batter can not advance to first on a dropped third strike.**

- 14. A batter will not be called out on a fouled third strike if not caught.**
- 15. Any base runner leaving the base before the ball passes the batter is out (umpires decision). The pitch shall be declared a no pitch. The ball is dead and no base runner shall advance.**
- 16. A base runner may steal more than one base at a time or may steal home at her own risk.**
- 17. If there is a close play at home the runner must slide. This is a judgment call by the umpire and can not be protested.**
- 18. If a runner misses a base it will be an appeal play to the umpire, and must be appealed before the next pitch is thrown. If manager is correct the base runner is out.**
- 19. The infield fly rule will be enforced in this league. This is defined as a fair fly ball that, in the judgment of the umpire can be caught with ordinary effort when there are runners on 1st and 2nd or 1st, 2nd, and 3rd and less than two outs.**
- 20. All defensive coaches and players that are not playing defense must remain in their dugout.**
- 21. No protest will be heard involving the umpire's judgment.**
- 22. All visible jewelry should be considered dangerous and must be removed before a player is eligible to play. A medic alert bracelet may be worn, but must be taped securely to the body.**
- 23. Head Coach is responsible for the conduct of assistants, players, and fans. One warning will be given to the head coach then ejection takes place, the ejected person will have one minute to go to the parking lot. Failure to do so will result in a forfeit of the game by the offending team. Any coach or player ejected from a game will have to sit out their team's next game. NO EXCEPTIONS.**