



NORTHWEST GIRLS SOFTBALL

10U Rules

UPDATED January 2020

USA Rules will be used with the following modifications:

GAME TIME BEGINS WITH FIRST WARM UP PITCH. Pitcher warm-up before the game and between innings is 5 pitches or 1 minute, whichever comes first.

ALL COACHES MUST BE ACE CERTIFIED. All coach staff must wear their USA cards at practices and games. **An ACE certified female must be in the dugout or on the field at all times during games and practices.**

1. No new inning after 1 hour 20 minutes. Innings begin with the last out.
2. Forfeits will occur 5 minutes after game time unless prior game has run late.
3. A game will NOT be rescheduled unless it is called by the umpire due to weather or safety issues.
4. A game that has completed three innings, or that has completed two and one-half innings with the home team ahead, will be an official game and not rescheduled if called by the umpire due to weather or safety issues.
5. Girls must be in full uniform with shirts tucked in. **Face masks are mandatory for any girl playing all infield positions.** If hats are worn, they must be "like" in color. **NO METAL CLEATS**
6. No jewelry or hard hair accessories. Sport rope necklaces are allowed.
7. Umpires and the opposing coach must have your lineup prior to the start of the game. **LINEUP CARDS MUST INCLUDE EACH PLAYER'S FIRST AND LAST NAME, JERSEY NUMBER, AND STARTING POSITION.** It is the responsibility of each team's scorekeeper to check the score with the umpire at the end of each half inning.
8. Umpires who have a conference with any player shall have a coach present.
9. Bat the bench. (All players in attendance).

10. A minimum of 8 players must be used to start a game. If there are only 8 players in attendance, the 9th position will take an out. This penalty is effective the entire game. A team may not play with 7 players regardless of circumstances.

11. Recording of Pitcher and Catcher Outs:

- **B Division:** Pitchers and catchers may only pitch/catch 18 outs in a week with 1 or 2 League games, 27 outs in a week with 3 League games, 36 outs in a week with 4 League games. This rule does not apply to tournament or interleague play. The week runs from Sunday to Saturday.
- **C Division:** Pitchers and catchers may only pitch/catch 9 outs per week in a week with 1 League game, 18 outs in a week with 2 League games, 27 outs in a week with 3 League games, 36 outs in a week with 4 League games. This rule does not apply to tournament or interleague play. The week runs from Sunday to Saturday.
- Special Rules for pitchers and catchers in an inning where the maximum runs are allowed but three outs are not recorded:
 - If the pitcher or catcher plays the entire inning, then each pitcher and catcher is charged with three outs.
 - If the pitcher or catcher is relieved in the inning, then each pitcher and catcher is charged with the actual outs she records, but must be charged with at least one out each.
 - If the pitcher or catcher is relieved in the inning and no outs are recorded, then each pitcher and catcher is charged with one out.
 - If application of these rules results in a total of only two outs being assigned to all pitchers or all catchers in an inning, then the pitcher or catcher who pitched or caught the most pitches in the inning will be assigned an additional out. If the pitchers or catchers pitched or caught the same number of pitches, then the pitcher or catcher who started the inning will be assigned an additional out.
- Pitching/Catching for Inter-League Games: 3 innings per game for Pitchers and catchers. One pitch constitutes an inning.

- Any team in violation of the weekly out limits will forfeit the game in question and the manager will be suspended from the field for one full game.
 - Any pitcher or catcher who participates at those positions for 20 percent of her team's innings in a season will be labeled as such in the following season's draft.
12. Pitching distance is 35'.
 13. Inning Run Limits: 4 runs per inning for the first 3 innings, 6 runs per inning beginning in the 4th inning.
 14. There is a mercy rule: 12 runs ahead after the 3rd inning; 10 runs ahead after the 4th inning; and 8 runs ahead after the 5th inning.
 15. After game time expires, a game shall end if at any point a team cannot at least tie its opponent because of run cap rules.
 16. Every girl must play two defensive innings. All substitutions must be made by the top of the 3rd inning. If any players were unable to play their 2 innings, those players must start the next game and complete any missed innings. It is the sole responsibility for the Head Coach to demonstrate proper use of players by either book or player card. A team in violation of this rule will have the Head Coach suspended from the field for one full game.
 17. If the pitcher and/or catcher is on base you may utilize the courtesy runner rule at any time, which means that the player who was the last recorded out may run for the pitcher/catcher. If the pitcher/catcher are the last out, proceed to the next out. If there are, no outs furthest away will be utilized. In the first inning, the pitcher and catcher are the players identified at that position on the lineup card. Thereafter, the pitcher and catcher are identified as the last players who physically played that position on defense. In the event that there are 0 outs in the first inning, the player in the lineup who is furthest away from batting may run for the pitcher/catcher.
 18. If a pitcher hits 3 batters in an inning, the pitcher must be removed as pitcher but may pitch in another inning. If a pitcher hits 5 batters in a game, the pitcher may not continue to pitch in the game. In either case the pitcher may play any other defensive position.
 19. Negative cheering is not permitted in any form. All cheering must be positive. Parents, coaches, spectators, and players will not humiliate players under any circumstances. The Head Coach may be subject to removal from the game if any parent, relative or friend of a team member or staff is not able to conduct themselves positively and/or appropriately.

20. NO ARTIFICIAL NOISEMAKERS.