



2019 Spring

Girls 10U Softball Playing Rules

The primary goal of the 10U Softball Division is to further hone softball skills and proficiencies in a positive team environment. The 10U Softball division is a league for nine (9) and ten (10) year olds as determined by established age scales. The game is played on a 60 foot diamond, with a 35 foot pitching rubber, and 11 inch ball. All games are called by official umpires provided by The Town of Carrboro.

The following local rules apply to the Carrboro 10U Division. Any rule, topic, or situation not specifically covered in this document will automatically defer to the Babe Ruth League Softball Rule Book. The league commissioner will have final ruling on any and all disputes.

Uniform/Protective Gear

1. Playing uniform is defined as the Carrboro team jersey, shorts/pants, and Carrboro hat/visor. Shirts must be tucked in and hats/visors must be facing forward. Uniform customization is prohibited with the exception of a player's first name, last name, and/or number on their hat/visor only.
2. Players must be in full uniform when playing a league game (regular season or post season). Uniforms are NOT required for practices.
3. No player will be allowed to wear jewelry during practices or games.
4. The catcher is required to wear all protective gear, including shin guards, chest protector, and catcher's helmet.
5. Catchers may use any glove they choose; a catcher's mitt is NOT required.
6. It is strongly recommended that all adult (male) volunteers playing the catcher's position wear a protective cup and catcher's helmet.
7. The player that plays the pitcher position is REQUIRED to wear a protective face mask. First base and third base are also REQUIRED to wear protective face masks. All other infield positions are NOT required to wear protective facemasks, however they are recommended.

8. All offensive players are required to wear batting helmets with a mask when anywhere on the field of play or in the batting cage. Runners are not to remove their helmet until fully in the dugout area.

Equipment

1. The batting cages are for Carrboro use only. Only one player and one coach will be allowed in the batting cage at a given time. Batting cages will be vacant during games unless they are occupied by Carrboro youth baseball.
2. Bat Rules
 - a. Only metal or composite softball bats with a maximum barrel diameter of 2.25 inches are permitted for use. No other limitations for bat length and weight are mandated. Wooden bats are not allowed to be used by players in either game or practice settings.
 - b. Only approved bats should be present in the dugout.
 - c. If a player is caught using a non-approved bat before they bat, the bat will be immediately removed from the game. If a player is caught using a non-approved bat during or after their at bat, the batter will be called out and any runners that advanced during the at bat will return to the bases they occupied at the beginning of the at bat. The bat will be immediately removed from the game.

Pre-Game

1. Players are not permitted on the field until their coach arrives and it's time for warm-ups. Only players, coaches, and adult volunteers are permitted in the field and/or in the dugout. All such volunteers must have valid background checks, and remain in good standing.
2. Thirty-five (35) minutes prior to the game start time, the Home team will have the use of the batting cage (if available) for fifteen (15) minutes. Twenty (20) minutes prior to game start time, the Visiting team will have use of the batting cage (if available) for fifteen (15) minutes. Both teams will be ready to start the game five (5) minutes prior to the game start time. Batting warm-ups will not be delayed for late arriving players. If a batting cage is not available at the game location, the team may use their fifteen (15) minutes in the outfield doing batting activities with tees, weighted balls, etc.
3. Thirty-five (35) minutes prior to the game start time, the Visiting team will have the use of the infield to warm up for fifteen (15) minutes. Twenty (20) minutes prior to game start time, the Home team will have use of the infield to warm up for fifteen (15) minutes. Both teams will be ready to start the game five (5) minutes prior to the game start time. After infield warm up, the Home team may be asked by the umpire to remain on the field to start the game.
4. Coaches must provide their batting order to the opposing team at least five (5) minutes before game time. A team's batting order will consist of every player that is on the roster.
5. Games must start on time. Up to ten (10) minutes grace is allotted to prevent a forfeit; however, the time limit begins at the scheduled game time. The extra time waiting for extra players comes out of the scheduled play time.
6. Each team must keep a score book, however no official standings are kept during the regular season. Win-Loss record could be used for seeding purposes in the post season tournament.
7. A team may begin a game with no less than seven (7) players in uniform. If seven (7) players are not available at game time then that team must forfeit. If there is a forfeit, the teams can play a scrimmage, however, only players from the teams scheduled to play can participate. The umpire is NOT required to stay if the game is forfeited, however, he/she can if they so choose. Players arriving late will be added to the bottom of the batting order

immediately upon arriving, as long as the batting order hasn't turned over yet. There is no "OUT" penalty for playing with seven (7) or eight (8) players instead of the full nine (9).

8. Practices are scheduled by the Recreation Supervisor only. There will be no extra team practices allowed. Rained out practices can be rescheduled based upon field availability and Recreation Supervisor approval.

General Game Play

1. Before the first pitch occurs, coaches will agree on the game start time and the home team scorekeeper will record it. The games can be delayed or suspended due to darkness or adverse weather conditions. On the rescheduled game date, the game will resume exactly where play left off, including outs already recorded, runners on base, and with the batter who was at bat when the game was called. No game can officially end due to darkness or weather.
2. Game duration will be a minimum of three (3) innings and a maximum of six (6) innings. Regular season games (weekend or weeknight) cannot commence a new inning after **90** minutes, regardless of the number of innings that have been completed. A new inning is considered "started" at the same instant that the 3rd out of the previous inning is recorded. The home team shall be entitled to complete any inning started unless leading into the bottom half of the final inning, otherwise the game will be called due to time limitations.
3. In cases of rain, a game will be complete if four (4) innings have been completed (3.5 innings if the home team has the lead). Rained out games will be played as specified by the league commissioner. Rained out games will generally be made up in practice slots when available.
4. The home team will provide new softballs for each game. Both teams will bat the same game ball during play. If a ball becomes unusable or is hit out of play a new, approved ball can enter the game.
5. Each team will be allowed three (3) time outs per inning with a time limit of 60 seconds. The pitcher must be removed from the game on the third mound visit in the same inning.
6. A five (5) run rule will be in effect for every inning. Play ends if one team is ahead by eleven (11) runs after four (4) innings or six (6) runs after five (5) innings.
7. Players must complete one (1) full inning in the field before they can be substituted, unless there is an injury.
8. Any player may re-enter the game as long as the player being replaced has played one (1) complete inning.
9. Players must walk behind the pitching circle when going from one side of the infield to the other.
10. If a batted ball hits the coach pitcher prior to a fielder touching the ball, the play will be called dead, the batter will receive a re-pitch, and the pitch does not count against the batter. **No runners may advance.**
11. The coach pitcher is not allowed to interfere with the defensive teams' ability to play the ball. The coach pitcher must make an attempt to get out of the way of the defensive player, including the line of sight and the throwing lane. **If no attempt is made by the coach pitcher, then the batter will be called out and no runners may advance.**

Offensive Game Play

1. Offensive coaching will be limited to coaches at first and third base.
2. A continuous batting order will be used. All players on the team roster (that are present) will bat, regardless of their play defensively. If a player is unable to continue playing in the game, due to illness or injury, their batting spot will be skipped without penalty.
3. The batter must have both feet in the batter's box when the ball is hit. If one (1) foot is out of the box, the batter will be called out.
4. Any player throwing a bat will receive a warning on the first occasion. The second time the batter will be called out.

5. Each batter will bat off of a live pitcher, then possibly a coach pitcher. Further explanation of this in defensive game play section of the 10U rules.
6. Baserunning rules:
 - a. No lead offs are allowed. A runner cannot advance unless it is a wild pitch or passed ball. A passed ball/wild pitch is defined as a ball that passes the catcher or rolls sufficiently far enough to either side of the catcher, to where she has to get up to retrieve it.
 - b. Base runners may not advance any further once the pitcher has returned to the pitching rubber with the ball in her possession.
 - c. Base runners can only advance to Home on a batted ball. Only second and third bases may be stolen. A runner cannot advance Home on an overthrow of third base by the catcher attempting to throw out a runner that is stealing third base.
 - d. Base runners are encouraged to slide feet first on all close plays, except when running through first base. A player is called out for sliding into first base or sliding head first into any base. A dive back to a base from over running that base is not considered a head first slide.
 - e. Base coaches can not touch the base runners while the ball is in play. If a coach touches the runner, they are called out. If this is the 3rd out, any runs scored during this play do not count.
 - f. If a base runner makes contact with a fielder on or around a base or in the base paths without having the ball that impedes their progress to advance to another base, defensive interference will be called. As a result the runner will be awarded the next base, unless they reach that base already in the process of the play.
7. The coach or adult volunteer of the batting team may be responsible for pitching if the player pitcher walks the batter. The coach pitcher can pitch from anywhere inside of the circle, they do NOT have to be standing on the rubber. However, they do have to make a reasonable effort to stay inside of the circle upon completing the pitch.
8. Pitching before the defense is ready will result in a “no pitch” and a warning from the umpire, if it continues the coach or adult volunteer may be removed from the mound and not allowed to return for that game.
9. The catcher must have a pinch runner if on base with two (2) outs. The pinch runner will be the player who made the last out. If less than two (2) outs the catcher must run for herself.
10. The “dropped third strike” rule is NOT in effect for the 10U Division.

Defensive Game Play

1. Each player must play a minimum of one (1) inning of defense in the infield. No player can sit out a second inning of defense until all players have sat out an inning of defense. If a player’s non-participation is a result of a manager’s deliberate action, the manager will be suspended for one (1) game. A second violation by the same manager will result in an indefinite suspension from managing or coaching in Carrboro for a term to be determined by the Recreation Supervisor and the Carrboro Recreation and Parks Department based upon the severity of the actions. If a coach or parent feels a player’s safety is at risk with the mandatory inning of infield play, a meeting between the coach, the player’s parent, and the Recreation Supervisor is required to create an exception for that player.
2. No chatter will be allowed towards the batter at any time. Tasteful cheers are permitted at all times.
3. The infield fly rule is recognized and enforced in 10U Softball.
4. Any ball hit out of play is live until the defensive player holds up their hands signaling the ball is out of play.

5. Each team can field up to nine (9) players on defense. Only five (5) players are allowed on the infield, six (6) if you include the catcher.
6. To stop play, the defensive team must make the lead runner stop.
7. The distance from the front of the pitching rubber to the back of home plate will be 35 feet.
8. Pitchers will be permitted to pitch three (3) innings per game; however by the completion of the 3rd inning at least 2 pitchers must have pitched one (1) complete inning. The starting pitcher may re-enter as long as they adhere to the no more than three (3) innings rule. An inning is counted as soon as the first pitch is thrown.
9. Batters are not permitted to walk. The player pitcher will pitch to the batter until there is a result of the at-bat or the count reaches four (4) balls. The coach pitcher will then be allowed to pitch the amount of strikes remaining in the count (i.e. 4-0 count equals three (3) pitches, 4-1 count equals two (2) pitches, and 4-2 count equals one (1) pitch). There are no coach pitcher re-pitches. Hit-by-Pitches (HBP) result in an awarded base.
10. The player pitcher's position, when the coach pitcher enters the game, will be with at least one (1) foot in the twelve (12) foot (six (6) foot radius) pitchers circle surrounding the pitching rubber. The player cannot be in front of the coach pitcher until the ball is batted. The pitcher's circle is an established safe area in an attempt to protect players from possibly becoming injured. Defensive players may field a batted ball in the pitcher's circle.
11. There is no penalty for an "illegal pitch", however it is strongly recommended an umpire calls "illegal pitch" and explains his call to the pitcher, but the result of the call is a "no play". This approach is instructional and amounts to giving the pitcher a "warning" of what is an illegal maneuver. If the infraction is repeatedly made by a single pitcher (and deemed a distraction to the batter), the umpire has the authority to remove the pitcher from the game as pitcher only. Leniency will be stressed as this is a teaching/learning process.

Post-Game

1. Both teams are responsible for cleaning up the dugout and emptying trash when cans are visibly full or at the end of the day.
2. All coaches/field supervisors need to make certain that all facilities are clean before leaving.

Officiating/Sportsmanship

1. All games will have two (2) umpires. The umpire will be behind home plate to call balls and strikes, but also needs to move on batted balls to make calls in the field. The umpire has authority over the field of play, and has the authority to eject coaches, assistant coaches, players and spectators at any time while at the field of play. The league commissioner or representative may be consulted to interpret local rules; however, the umpire's ruling is final.
2. Only head coaches are allowed on the field to discuss any call with the umpire. If needed, scorekeepers, assistant coaches, or the Recreation Supervisor may be called in. The umpire, Recreation Supervisor, and any Carrboro field supervisor have the authority to eject coaches, players, and spectators at any time while at the field of play. Any person ejected must leave the premises immediately. The incident will be referred to the Carrboro Recreation and Parks Department for further action at the discretion of the Recreation Supervisor up to and including expulsion from the league.
3. Any coach, player, or spectator showing unsportsmanlike behavior (verbal or physical), or throwing any piece of equipment in an unsportsmanlike manner will be ejected. The incident will be referred to the Carrboro Recreation and Parks Department for further action at the discretion of the Recreation Supervisor up to and including expulsion from the league.

Weather Policy

1. Coaches will decide the adverse weather policy for their own practices. For games, the Recreation Supervisor will communicate with staff, coaches and parents up to (2) hours before game time, to allow adequate time to notify visiting teams coaches and parents.
2. When there is any lightning visible in the area, play will immediately stop and players will seek the nearest shelter. After a minimum of fifteen (15) minutes from the last lightning strike, play may resume at the umpires' discretion, keeping the safety of all the children and spectators at the highest priority.