

2011 Frederick County Girls Softball League

10 & UNDER RULES

Revised November 2010

1. A regulation game for 10 & Under is 6 innings. A complete game consists of four (4) full innings or three and one-half (3 1/2) innings, if the home team is ahead, or when the **2- hour time limit** has been reached. Games will have a **2-hour time limit** but once an inning starts, you must complete that inning in full, unless the home team is ahead. **(See General Rules A-5)**. If an inning starts and home team does not get to finish, and visitors are ahead, they don't necessarily win. Game reverts back to the previously completed inning. No new inning will start if the time limit expired at the time of the last out of the previous inning. An inning started prior to the time limit will be completed. The time limit **or darkness (without a weather delay)** constitutes a complete game regardless of the number of innings played.
2. 15 run rule is in effect after 4 full innings or 3 and ½ if home team is ahead.
3. The batting order will consist of all players at the game, and will run in a continuous order. Each team is allowed to substitute fielders freely throughout the game, **(General Rules 9-D)** ALL players must play a minimum of 3 innings in the field **(8 & Under and 10 & Under)**. This rule is suspended in the event of injury, sickness, or disciplinary action taken by the coach (before or during the game), or unless the game is shortened due to time rule or 15 run rule.
4. **2011 For the first five (5) Scheduled games ONLY for Spring)-Two-Walk Limit-** After a Player/Pitcher walks 2 consecutive batters in ½ inning and if the next batter up receives 4 pitched balls, a coach from the batter's team comes in and delivers no more than 3 pitches (pitched from the rubber). The batter must put the ball in play or an out is recorded. (for example, a foul ball on the 3rd pitch the batter is out). The coach/pitcher or the base coaches must not touch the ball while it is in play or interfere with a fielder making a play or coach base runners (if this occurs, all runners go back and play is repeated). After the play is over, the player/pitcher returns to pitch to the next batter under the same conditions noted above (no further walks that half inning). Starting with the **6th game (May 6th)**, player/pitcher will pitch all innings for the remaining games in the spring/summer season. For the remaining games through end of season umpires will make calls the same as the **older** age groups accordingly.
5. If pitchers hit any 3 batters in one inning where 1st base is awarded they must be removed for that inning as pitcher. If pitcher hits a total of 5 batters where first base is awarded, they will be removed from the pitching position for the remainder of the game.
6. Pitchers are allowed to use "slingshot" or "windmill" delivery styles.
7. An inning will end in any one of the following ways:
 - a. When **three** (3) outs are made.
 - b. When **five** (5) runs are scored. (Innings 1 – 5 only, suspended in the 6th inning).

8. If a batter is hit by a pitched ball regardless of whether the ball hits the ground first, and the batter makes an attempt to get out of the way as determined by the umpire, it is a dead ball and the batter is awarded first base.
9. NO "Dropped Third Strike" rule.
10. NO stealing allowed. (Base runners may take a lead as soon as the ball leaves the player pitcher or coach's hand).
Guide Lines: If runner exceeds the 10-foot hash mark, she is out; however fielders can make a play and attempt to tag out a runner who has led off the base. If an attempt is made to tag out a runner leading off, the runner may retreat to the base but cannot advance on the play.
11. NO "Infield Fly" rule.
12. Bunting is allowed during player pitch. No bunting off of coach pitcher.
13. The defensive team in the field may have two defensive coaches in the outfield. They must stay in the outfield equal to or beyond outfielders when the ball is in play. The offensive team at bat may have a base coach for 1st and 3rd base. **No coaches behind the catcher.**
14. Outfielders need to be 10 feet behind the base line when the pitch is being delivered.
15. Face masks are required on all helmets.