

# 2024



## [YOUTH SOFTBALL RULES]

8-10 yr. old Machine-Pitch

### **RULE 1 – The Playing Field**

Distance between bases: 60 ft

Pitching distance: 40 ft

### **RULE 2 – Equipment**

#### THE BALL

An 11-inch softball will be the official ball for the 10 and Under Machine-Pitch Softball Program.

#### SHOES

Tennis shoes or plastic/rubber-molded cleats will be considered proper equipment. Metal spikes will not be allowed in any practice or competition for safety reasons.

#### CATCHING EQUIPMENT

All catchers will be required to wear a mask, shin guards and chest protector in games.

### **RULE 3 – Players and Substitutes**

Each team's line-up will consist of 10 defensive players; the tenth player will be used in the outfield.

Each player will be given the opportunity to participate in a defensive position in at least two complete innings per game.

Each team's offensive line-up will be composed of the entire roster. Therefore, players who are not participating in a defensive position during any inning will be included at any point in the batting order. The batting order is to remain constant throughout the game unless a change is necessary due to injury or illness.

### **RULE 4 – The Game**

#### LAST AT BAT

The home team is given the privilege of batting last during each inning.

#### NUMBER OF INNINGS

A game will consist of up to seven innings. A one-hour ten minute time limit will be placed on all games. This time limit means that once one hour and ten minutes has expired, the inning in progress will be completed in its entirety and then the game is declared official.

### **RULE 5 – Pitching Regulations**

#### Machine

For the 10 and under age group the coach will pitch to his or her own team. Pitchers must present the ball to the batter and then place it in the machine. The following is a list of specific rules associated with coach's pitch:

- A. The coach of the offensive team is known as the coach-pitcher, and the pitcher on the defensive team is known as the player-pitcher.
- B. The coach-pitcher is responsible for pitching from the pitcher's plate.
- C. The player-pitcher must be positioned even with or behind the coach-pitcher when the batter hits the ball.
- D. If the coach-pitcher intentionally interferes with a batted ball, the batter is out and the base runners must return to their bases.
- E. If the coach-pitcher accidentally interferes with a batted ball, the pitch is replayed.
- F. Each batter is allowed six pitches. After six pitches if the batter has not hit the ball, the batter is out.
- G. If the batter hits a foul ball on the six pitch, she continues to bat until hitting the ball fair or swinging and missing.
- H. Bases on balls and/or hit batsmen are not allowed.

### **RULE 6 – Batting**

The format will be three outs or bat through the complete line-up, whichever comes first. A maximum of 7 runs per inning There will be no infield fly rule.

### **RULE 7 – Base running**

There will be no leading off the base.

There will be no option of stealing bases or advancing on wild pitches and pass balls.

There will be no sliding into base because of safety implications concerning both the base runner and the defensive players involved. A runner will be called out if she slides.

One base max on overthrows.

### OTHER

1. No stealing allowed. Base runner is out for leaving the base before the ball is hit or crosses home plate.
2. Ten players will play in the field with 4 outfielders. The 4<sup>th</sup> outfielder may not be allowed to assume an infield position. All outfielders must stay behind the baseline.
3. Game times are 6:00 and 7:30pm.
4. Games will consist of a max of 7 innings.
5. Time limit is one hour 10 minutes.
6. A maximum of 7 runs per inning or 3 outs. Including the last inning.
7. Free substitution on defense. The batting order must remain the same. The batting line up will consist of all players. Late arrivals shall be inserted as the last batter. All players on the roster shall bat before returning to the top.
8. Bunting is not allowed
9. One Defensive coach is allowed on the field of play. Person operating pitching machine will call time out or time after every play and declare the ball dead. Time out or time should be called as soon as play has ceased and runners are not obviously advancing. Time does not have to be called by the participants.
10. Intentional walks are not allowed.
11. Infield fly rule does not apply.
12. Pitching circle will be 10 feet in diameter with the front edge at 42 feet from the back of home plate.
13. The defensive player listed as pitcher cannot leave the pitching circle until the ball is hit.
  - a. **PENALTY: THE BATTER/RUNNER WILL BE AWARDED 1<sup>ST</sup> BASE.**
14. Any batted ball hitting the machine is dead and the hitter is awarded 1<sup>st</sup> base. All runners advance 1 base.
15. The pitching machine will be placed at 40 feet.
16. The pitching speed is 35 mph. Both coaches & field supervisor must agree on a change of the pitching speed.
17. In case of inclement weather or darkness, a game will be considered completed after 4 innings or 3 ½ if the home team is ahead.
18. Runners **MAY NOT** advance to 1<sup>st</sup> base on a dropped 3<sup>rd</sup> strike.
19. Jewelry is prohibited.