

### **10U Homer-Lemont-Lockport**

Official A.S.A. rules will govern play with the exception of the following rules:

#### **General**

1. To be an official game the losing team must bat in the fourth inning or one hour and thirty minutes from the start of the game. No new inning may begin **AFTER one hour and thirty minutes** from the start of the game. Any game starting more than 15 minutes late is subject to 1 hour 30 minutes time limit. Play the inning to completion. If the first game cannot start within 30 minutes of its scheduled start time it should be cancelled and rescheduled. Speed-up Rules will be in effect until games are back on schedule. An inning is deemed started at the conclusion of the last out of the prior inning. **Games may end in a tie.**
2. **PLAYOFFS: No new inning after 1:30 finish the inning. Unlimited runs in last declared inning.**
3. **After the last inning if game is tied, International Tie Breaker Rules in effect. Runner starts 2B and 1 OUT to start the inning. Unlimited Runs.**
4. **If umpire and coaches do not declare last inning and time limit expires, max run rule is in effect and game will be over. If tied International Tie Breaker Rules in effect. Runner starts at 2B, 1 Out and Unlimited Runs.**
5. **Higher seed is Home Team.**
6. All games should begin promptly at the scheduled time as listed on the master schedule. Forfeit for lack of sufficient players occurs 15 minutes subsequent to the scheduled start time. Home team is the official scorebook.
7. Any team may add additional players to complete a ten-player roster for regular season games. Players may “play up” or be used from the same level. No player may “play down”. Added players need to be communicated to the opposing team and play outfield and bat at the bottom of the order.
8. If a game is not able to be completed to the conclusion of 4 innings, the game shall be suspended and the game shall be resumed at the point it stopped and played to its natural conclusion. Time limits remain in effect.
9. Games can only be rescheduled (other than weather related) with consent from both managers.
10. All games are played to the conclusion of 6 innings or stated time limits.
11. **The maximum number of runs that can be scored in an inning is 6** (regardless of the number of outs)
12. No infield or outfield practice after the 1st inning. Returning pitchers are allowed 3 warm-up throws. New pitchers are allowed 5 warm-up throws.
13. Mercy Rule: There is a 15-run mercy rule in effect after the 4th inning 10 runs after the 5<sup>th</sup> inning.
14. Darkness Rule: The judgment of the umpire will dictate a game’s end due to weather/darkness. His decision is final.
15. Rainout/Dangerous Weather Rule: Any game called off due to unseasonable weather (i.e. rain snow/cold, lightning etc.) shall be replayed from the beginning if 1 full inning or less has been played. A game that has been stopped due to unseasonable weather in the 2nd through 3rd inning shall be continued from the point of the stoppage at a later date. If the game is stopped in the 4th inning or later it shall be considered a complete game if the

losing team has finished their 4th at bat. Otherwise the continuation rule shall apply. If game is tied after the 4th inning, then game will end in a tie.

16. A player must play at 50% of the regular season games to be eligible for the playoffs.
17. Under NO circumstances will a team be allowed to field more than the standard 10 players in the field. This will not be allowed even if both Managers consent to this practice.

### **Equipment**

18. 11" leather softballs (no synthetic) provided by Home team. (1) new and (1) slightly used practice ball.
19. All batters and on-deck batters and base runners will be required to wear protective batting helmets at all times.
20. Catchers must wear catchers' helmets as well as a chest protector, shin guards, and face mask.
21. All players are required to wear a protective face mask.
22. Only official softball bats are allowed. Bats made of aluminum, graphite or ceramic material must have an official softball insignia on it or have had such an insignia before being worn off. Little League/baseball bats are prohibited, as are T-ball bats

### **Pre and Post Game**

23. Home team prepares the field for play and closes the field.
24. Base length - 60'
25. Pitching distance - 35' (back tip of home plate to front of pitching rubber). Pitching circle- 16' diameter.
26. Lineups must be submitted to the opposing team's manager no later than 10 minutes prior to the start of the game.
27. Home team reports game result to league coordinator.
28. Home team reports cancelled or suspended games to scheduler then notifies opposing team of makeup date.

### **Umpires**

29. One Umpire will be provided by the Home team.
30. Umpire starts and times the game.
31. Umpire makes final decision to cancel or suspend a game due to weather, lightning or darkness.
32. Umpire makes final decision in the case of scoring discrepancies.
33. All Umpire decisions are final. There are no protests. Any issues can be heard by special committee (see Disputes/complaints).

### **Defensive Play/Fielding**

34. All players must play a minimum of two defensive innings in the in-field.
35. No player should sit out 2 consecutive innings.
36. Free defensive substitution is in effect.
37. Each team will play with 10 players in the field at one time - **4 outfielders and no short-center.** Outfielders must be 15 feet behind the infielders. **Outfielders may NOT cover a base on a steal. They can cover a base on a batted ball.**
38. Infield fly rule does not apply.
39. Dropped third strike rule does not apply.
40. Hurry up rule is in effect - no balls in the field after the first inning. After the first inning pitchers get 3 warm up pitches with one throw down to second base.

### **Pitching**

41. 10U pitchers can pitch no more than 3 innings per game. The pitcher can re-enter any time up to her 3<sup>rd</sup> inning pitched. The pitcher is credited with an inning pitched when she throws one pitch in that inning.
42. Pitchers first step must be forward.
43. Pitchers can “hit” three batters in a game and then must be removed and cannot re-enter.
44. Teams are encouraged to develop multiple pitchers on each team.
45. The ball is live unless it is in possession of the pitcher in the pitcher’s circle.

### **Batting**

46. A continuous batting order will be used; players bat regardless of whether they are playing in the field.
47. If a player is injured during her at-bat and must leave the game, the player who made the last batted out will assume her count and finish the at-bat.
48. Any player arriving after the start of the game must be inserted at the bottom of the order regardless of where the team is at in the order.
49. A team may play with 8 players. The team will not incur automatic outs for the 9<sup>th</sup> and 10<sup>th</sup> players in the batting order.
50. If a player is injured or ill and leaves the game, the opposing team must be notified and the team will skip the player in the batting order with no penalty. The player can return at any time.
51. A batter can be called out for throwing at bat. This is at the discretion of the Umpire.
52. If a batter is hit by a pitch and the batter attempts to get out of the way, it is at the umpire’s discretion to send the batter to 1<sup>st</sup> base. Hit by a pitch is defined as straight from the pitcher’s hand no bounce.
53. Bunting – Bunting will be allowed at the rate of 1 ball bunted in play per inning. Once a batter squares to bunt they must bunt or pull the bat back. They are not allowed to show the bunt to pull the 3<sup>rd</sup> baseman in and then swing away. If this happens, the batter will automatically be called out.
54. After 1 fair bunt, all players must swing away the rest of their at bat. Any player attempting to bunt or squaring up to bunt after their team has bunted once will be called out

### **Base running**

55. Courtesy runners may be used for pitchers and catchers or injured players at any time. The courtesy runner should be the lasted batted out.
56. There are no lead offs. Player may leave the base when the pitched ball crosses home plate.
57. Runners on base may continue to round the bases until the pitcher has control of the ball in the circle. Play is then stopped and no runner may advance. If the player is more than halfway she may advance, if not she must go back to the base. The ball is not dead if a pitcher makes a play on a runner even if she is in the circle, this includes fakes.
58. The umpire will determine if the runner was past the halfway line and what base they should be awarded.
59. All base runners must make an attempt to slide or to avoid a collision with a defensive player. The Umpire will call a runner out if contact is made with a fielder attempting to tag a runner and they fail to slide.

60. Stealing – A runner may steal a base on pitched balls that cross home plate. No stealing after a walk. A maximum of 3 stolen bases per inning. The runner cannot steal a base if the catcher overthrows the ball to the pitcher. **There are no steals home, even if a play is being made on the runner on 3<sup>rd</sup> base. If a team is at their max steal limit the running is not allowed to advance even if played upon.**

### **Sportsmanship**

61. The following pertains to coaches, players and spectators:  
62. Respect and abide by Umpire's final decisions.  
63. No heckling players, coaches or umpires.  
64. Artificial noisemakers are not permitted.  
65. Coaches, players, and parents are required to use appropriate language in appropriate tones at all times.

### **Disputes/Complaints**

66. Two representatives from each town will form a special committee upon request to hear complaints. The representatives must be neutral parties and unrelated to the issue.  
67. Any coach or parent may request a hearing with a special committee.  
68. The committee will decide appropriate action if any, by a majority of the committee members.

**KEEP RULES WITH YOU AT ALL GAMES**