

## Stillwater Softball Club

### 10U League Rules

1. Teams must have a minimum of 8 players to start a game; otherwise, games will be a forfeit.
  - a. Auto-outs will be called for every empty lineup spot under 9 hitters.
  - b. Auto-outs may be waived by the opposing coach at the plate meeting only.
2. 9 player defense (3 outfielders)
  - a. Pitching distance is 35ft.
  - b. Only 6 players on the infield.
  - c. Infield is identified as beyond the “skinned” dirt area. Ie “outfielders gotta be in grass”.
3. Once a pitch has been hit the batter (now a runner) may advance around the bases until stopped by defense.

**-Example...**A batter/runner may advance all the way home on a swinging bunt and 9 overthrows.
4. Base runners may steal one base per pitch.

**-Example...** Base runner steals second. Catchers throws the ball into center field...runner can not advance to third.
5. A base runner that begins a pitch at third base may only advance home once a ball has been hit or a base advancement award by an umpire on a ball thrown out of play or an interference call.

**-Example...**A runner that starts a pitch at 3<sup>rd</sup> base cannot advance home on a wild pitch/passed ball.
6. "Time" will be called when...
  - a. The lead runner is no longer attempting to advance and the ball is in the circle.
7. **Bunting is allowed.**
8. After the player pitcher has thrown 3 balls to a hitter the offensive teams coach will come in to pitch to his/her hitters. **The player pitcher (now not delivering the pitch) must keep 1 foot on or inside the pitching circle until the ball has been hit.** The number of pitches the coach throws will equal 3- the number of strikes the player threw.

**-Example...**a 3-0 count the coach pitcher will be allowed to throw 3 pitches regardless of location

**-Example...** A 3-1 count the coach pitcher will be allowed to throw 2 pitches regardless of location.

**-Example...** A 3-2 count the coach pitcher will be allowed to throw 1 pitch regardless of location.
9. While a coach is pitching stealing bases is not allowed.
10. No drop 3<sup>rd</sup> attempts to advance.
11. **No infield fly rule**
12. 6 run maximum per inning.
13. Game ending run rule is 12 after 3, 10 after 4.