

SLV GIRLS SOFTBALL RULES SUMMARY SHEET

Home Team: 3rd base dugout, preps field, Provides official scorekeeper

Visiting Team: 1st base dugout

RULE	10 & UNDER	UPPER DIVISION
Count/Pitches	(See Below)	4 Balls / 3 Strikes
Batting Order	Entire Team	Entire Team
Bunting	Yes/Not on Coach Pitch	Yes
Dropped 3 rd Strike	No	Yes
Infield Fly	No	Yes
Leaves Base When:	Pitch is Released	Pitch is Released
Pitcher	Coach/Player	Player
Pitching Limit	3 innings/Game	3 Innings/Game
Overthrow Rule	(See Below)	Per ASA
Number of Fielders	10	10
Stealing Bases	Yes (See Below)	Yes
Stealing Home	No	Yes
Run Limit / Inning	3	3
Game Length / Time Limit	6 inn / 90 min	7 inn / 90 min
Last Inning	OPEN	OPEN
Mercy Rule	Yes (See below)	Yes (See below)
Walk Continuation	No	Yes
Courtesy Runner	Coaches Agree	Coaches Agree
Jewelry	No	No
Shirts Tucked In	Yes	Yes
Helmets with face guards	Yes	Yes
Uniforms	Shorts/Sliders allowed	Shorts/Sliders allowed
Player positions	1 Inning Infield, 1 Inning Outfield	1 Inning Infield Recommend ed

10U Pitching Regulations: If the batter has not hit or struck out and been pitched 4 "balls", the coach will inherit the strike count from the pitcher and finish pitching the at-bat. Coach pitches ALL count as strikes, if coach pitch 3rd strike is a foul the batter will continue until ball is missed or ball is hit into fair territory. If batter fouls off a player pitcher's 3rd strike the player pitcher continues to pitch. If a batted ball hits staff pitcher (coach), the ball is dead & batter receives a new pitch. NO WALKS unless batter is hit by the player-pitched ball. Pitching distance is 35'. (Coaches must have at least one foot on the pitching rubber).

DEAD BALL: Field prep at Quail Hollow should include a chalked Dead Ball Line from the backstop fence straight along the grass edge of the "track." If the ball bounces off a fence and remains in fair territory, the ball is still live. If the ball goes into the stands, dugout or dead ball territory the umpire will pronounce it a "dead ball", even if it bounces back into fair territory. Field prep also includes chalked mid-point lines between 1st/2nd bases, 2nd/3rd bases and 3rd/home bases to assist the umpire in making judgments on the runner advancing to the next base. Umpire judgment is final.

10U LIVE BALL (NO OVERTHROW RULE): Ball remains live until it is returned to the pitching circle where the pitcher is *attempting control* of the ball with both feet inside the pitcher's circle and the ball remains in the pitching circle, or the umpire calls 'time' when she/he has determined that base runners have ceased to advance.

10U STEALING: A runner stealing 2nd or 3rd may not advance to the next base if the catcher overthrows (one base per play). Stealing is only allowed during player pitch. No stealing home, player must be batted in.

MERCY RULE: 7 Run lead after 4 full innings, managers shall agree on and declare a last inning before the inning begins. 10 Runs ahead after 5 innings, game is over.

OPEN LAST INNING: Shall start at least 10 min prior to 90 min game time limit. Umpire shall declare open inning prior to start of open inning.

