

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.

