

## 2010 Ararat Youth League Softball

### Ages 10 and Under

#### **GAMES:**

1. Games will be 6 innings.
2. Games will begin at 5:30 p.m. on weekdays with the field available at 5:00 p.m. with 15 minutes per team for warm-ups. **Richmond, Lisbon and Durham will begin at 6:00 p.m. home and away.**
3. There will be a 5 run maximum in each inning except for the last inning which will have unlimited runs.
4. If a team is ahead by 10 runs at the end of the 5<sup>th</sup> inning the game will be over.
5. No new innings are to begin after 7:30 p.m. Coaches will agree, based on the time, if the current inning is to be the last and finish the game with unlimited runs.
6. All teams will use 11" softballs. The home team will provide **1 new game balls and an additional decent ball for each game.**

#### **PITCHING:**

1. Pitching will allow either a windmill or slingshot pitch at a controlled speed, straight or with a slight lob. Pitching will be done by both players and coaches. After 3 walks in any inning, a coach will pitch the remainder of the inning. After the 3<sup>rd</sup> inning, a coach may pitch the entire inning or pitching may be done by a player/coach combination as in the first 3 innings. Coaches will pitch to their own players, but not field the play in any manner. During the innings that a coach is pitching, a team player will occupy the mound area, either beside or behind the pitching rubber, to field the ball and to receive throws back to the mound. When a coach is pitching, a batter will not receive a walk. Strike outs will occur as usual.
2. The pitching distance will be 35-40 feet. For safety reasons, the shortest distance of 35 feet should be marked off in the dirt so a pitcher does not move the rubber closer than that distance during the game.
3. Pitchers must have both feet touching the playing rubber before each pitch. Only one step forward will be allowed.

4. The pitcher will be allowed 3 warm-up pitches from the mound at the beginning of each inning and when a new pitcher is brought into the game. A pitcher may warm-up on the sidelines in preparation for pitching in the game.

5. The strike zone is across the plate anywhere between the letters (chest) and knees.

6. DELETED

### **FIELDING, BATTING & RUNNING:**

1. There may be 10 players on the field. The tenth player **MUST** play in the outfield and may not, at any time, be positioned in the infield diamond. **This tenth player must play “in” the outfield.** A team may start with 8 players.

2. All players will bat in rotation, whether or not they are playing in the field at the time. The batting order will stay the same for the whole game.

3. It is the goal of the league that players have equitable playing time. Playing time is at the discretion of the coach for disciplinary reasons. Examples: not showing for practices, foul language, and unsportsmanlike behavior.

4. A runner may advance one base on an overthrow **to first base only**. If a fielder makes an overthrow to any other base, the runner must remain at the current base.

5. All runners must stop at the current base when an attempt is made to return the ball to the pitcher around the pitching mound.

6. No stealing bases.

7. Deleted (This was the rule about “no leading”)

8. “Feet-first” sliding may be used if taught by the coaches. “Head-first” sliding will not be allowed.

9. The infield fly rule will not be used.

10. A hit batsman will advance to first.

11. Bats must be dropped or placed on the ground as the runner begins to run. **The umpire will issue a warning to the batter after the bat is thrown. If the bat is thrown a second time by the same player, this player will be taken from the line-up and lose the right to bat for the remainder of the game. The current “at bat” for this player will then be counted as an “out”. The player may continue to play in the field for the remainder of the game.**

12. Unlimited foul balls on the third strike.

13. A foul bunt on the third strike is an automatic out.

14. The drop third strike rule will not be used. The batter will be out on the third strike regardless if the catcher catches or drops the ball. Runners may not advance.

### **CLOTHING:**

1. Helmets must be worn to bat and run the bases.

2. Catcher must wear full gear.

3. **Long pants** are strongly recommended for all games and practices to avoid serious cuts and bruises. For safety reasons it is suggested that players wear some type of athletic wear (wind pant or sweat pants) and not large flares. Hats or visors, if worn, must also be worn during all games in a forwards manner (not backwards). No jewelry. No sandals.

4. No metal cleats.

### **CONDUCT:**

1. Spectators, coaches and players are expected to set an exemplary standard of behavior with the best interest of the athletes in mind. Good sportsmanship conduct will be expected at all times. The umpire has the authority to remove any coach, spectator, or player from the field area if problems arise.

2. No coach will smoke or use any tobacco products on or near the playing field during practices or games. No alcoholic beverages will be allowed on or near any playing premises. Spectators are expected to follow the home team policies.

3. Base coaches must remain in the 15-foot box outlined near the baselines.

**4. No spectators will be allowed behind the backstop during playing time.**