

Cactus League Girls 10-U Softball League Rules

All girls must be 10 yrs old or younger as of August 1, 2010 to be eligible to participate.

I. Playing Time

1. Every effort shall be made to insure that all players have equal playing time.
2. Everyone present at the game will play.

II. Game Time

1. Games will last a maximum of 6 innings. No new inning shall start after 1 hour 30 minutes from the start of the game. Notification of the last inning must be given to both coaches when approaching time limit.
2. Players must hustle in and out between innings!
3. Teams must have a minimum of 8 players to start the game. If a team does not have 8 players, a forfeit will be declared. Teams may still play but a forfeit will be recorded for that team.
4. If a team only has 8 players, they do not have to take an out for the 9th or 10th batter in the line-up.
5. In case of an injury during the game, the team may finish that game without forfeiting if they started with 8 players.

III. Fields/Equipment/Supplies/Uniforms

1. Fields
 - a. The bases will be set at 60 feet.
 - b. The distance for the pitching rubber will **35 feet** with a 10 ft circle.
 - c. **A 10-foot arc will be drawn on field in front of home plate. This will be considered foul territory.**
2. Equipment/Supplies
 - a. The home team must supply two yellow 11 inch, 47 core softballs for the game. (See Tim Tully at the Coach's Locker in Delavan)
 - b. All batters and base runners must wear batting helmets. All helmets must comply with the National High School Guidelines, requiring faceguards.
3. Uniforms
 - a. Players are not allowed to wear jewelry but may tape over if needed.
 - b. Metal spikes are not allowed.

IV. Batting

1. Bunting is not allowed.
2. Batted ball must go 10 feet or it is a foul ball. (see III 1 – C)
3. Teams must bat all players in the roster and have free substitution at their option. In the case of injury, the injured player's spot can be skipped without an out being recorded.
4. A starter and substitute may return to the game after the player coming in for them has played one complete inning. In case of injury, the injured player may return to the game in less than one inning and return to their original place in the batting order.
5. **An inning will be over after three outs or 5 runs are scored.**
6. **10 Run Rule:** At the end of 4 complete innings, if a team is ahead by 10 runs, the game is over and that team wins.
7. **The last inning will be played until 3 outs have occurred. Umpires must notify coaches of last inning.**
8. On a dropped third strike, the batter is out and the base runners are not allowed to advance.
9. Throwing of the bat is not allowed. **Each batter** will be allowed one warning and then the batter will be called out and the play is dead, runners can not advance.

V. Base Running

1. Base runners are allowed one base on an overthrow in or out of bounds. (May not advance on a passed ball).
2. Stealing bases is not allowed.
3. Base runners may not lead off and must stay on the base until the ball crosses home plate. If a runner leaves early, they will be given a warning and sent back to base they were on. If the same runner leaves early again, they will be called out.
4. A courtesy runner **may** be used for a catcher.
5. Base runners must avoid contact on the base paths. Failure to do so will cause the runner to be called out. If deemed flagrant by the umpire, the runner may be ejected. Runners must slide to avoid contact. Failure to do so will result in the runner being called out.
6. There will be NO infield fly rule.
7. Runners may not advance once the pitcher has possession of the ball inside the pitcher's mound circle. Also, runners are not allowed to "dance" in between bases in an attempt to draw a throw from a fielder. The coaches will be warned once, if it happens again the runner will be called out. The runner must make a commitment to one base or another.

VI. Coaches

1. Coaches are in charge of scorekeeping.
2. **Winning teams coach is responsible for reporting scored to Tom Schauf at Big Foot Ball & Glove. Email scores to trschau@bigfoot.k12.wi.us If a game ends in a tie, the home coach is responsible for reporting the score.**

VII. Sportsmanship

1. **Un-sportsmanlike conduct by players or spectators will not be tolerated.**
2. Parents are not allowed on the field unless the coach has requested their assistance.
3. No swearing or profane language will be tolerated. This will lead to immediate ejection from the game.
4. No throwing of bats, helmets or other equipment in anger. This will lead to immediate ejection from the game.
5. Helmets need to stay on until the runner is in a dead ball zone.
6. There will be no badgering of a player, umpire or coach! Poor sportsmanship by players, coaches, family members or spectators will lead to ejection from the park and from any future games, as well as possible forfeiture of the game.

VIII. Pitching

1. The foot may drag toe-down when it leaves the pitching rubber. No crow hopping.
2. The pitch must be underhand. You may use the windmill or whip technique.
3. Pitchers may pitch 2 innings per game. One pitch in an inning will constitute a full inning.
4. The strike zone is the space over home plate that is between the batter's forward armpit and the top of the knees when the batter assumes a natural batting stance. Any part of the ball passing through the strike zone in flight shall be considered a strike. There is NO mat or tee involved. NO walks will be issued after 4 balls. Instead the coach of the team batting will come out and pitch. The count remains the same and the batter has as the same number of strikes left in the at-bat.
5. At the umpire's discretion, warm-up pitches between innings will be limited to 5.
6. Relief pitcher is entitled to 8 warm-up pitches.
7. The count will be 4 balls and 3 strikes.
8. A batter hit by a pitch is awarded a ball in the count, not 1st base.

IX. Defensive Positioning

1. Each team can field 10 players.
2. There must be **4 outfielders on the outfield grass** when playing with 10 players.
3. Roving fielders will **NOT** be allowed.
4. Substitution in the field is un-restrictive.

X. Inclement Weather/Cancellations

1. Teams must cancel games prior to 4:30pm the day of the game if they are unable to play.
2. All postponed games should be made up as quickly as possible.
3. Home coaches must start the reschedule process within 48 hours of the rainout or forfeit the game.
4. If a game is started and not finished due to inclement weather, the game is considered suspended and will be continued from the point where it is suspended on a date and time agreeable to both coaches. If 3 full innings are played the game is considered over. No game is to be started over.
5. Lightning: If the umpire can hear thunder, a lightning strike is possible and teams must be removed from the field of play. Players, coaches, and spectators should seek shelter away from chain link fences, trees, and bleachers. 15 minutes after the last visible lightning strike or audible thunder, the game may resume.

XI. Umpiring

1. Each home team must provide a qualified umpire for each game; however, 2 umpires are suggested.
2. The umpire(s) must be at least 16 years old.
3. The umpire(s) have total control of the games. They may stop the game at any time for any reason they see necessary.

XII. Injury

1. If a player has an injury that causes bleeding, they must leave the game and cannot return until the bleeding has stopped and the injury has been properly treated.