

10U Girls Softball Pitching Machine Softball

10U

1. **Time Limit/ Innings:** Games will be 5 innings in duration with 2 ½ or 3 innings constituting a game in the event of rain, light failure, etc. There will be a one hour and 15 minute limit on each game. The scorekeeper will announce the starting time of each game; this will be recorded in the scorebook. The scorekeeper's watch is the official time. No new innings will begin with 10 minutes or less remaining of the time limit unless a tie exists. The inning in progress will be finished if the losing team has not batted. **A game can NOT end in a tie.**
2. **Run Rule:** This league will follow 10 runs ahead after 3 innings.
3. **There will be no pitcher in the 10u league:** A pitching machine will be provided. There will be no base on balls or hit batters. The umpire or a Warner Robins Rec employee will operate the machine. Each batter will receive three pitches. On a third strike foul; you receive another pitch unless foul ball is caught for an out.
4. **Play begins:** when umpire feeding machine shows batter the ball, then places in pitching machine; play ceases when ball is under control in the infield, and all action has ceased, time will be called (umpires judgement call).
5. Each team may start 10 players. Four outfielders will be used.
6. **Foul balls:** must be chased by the batting team. Coaches are responsible for returning balls to the umpire.
7. **No stealing will be allowed:** Base runners cannot leave the base until the ball is hit. A runner is called out for leaving the base too soon and the batter will receive a NO PITCH.
8. **Time Outs:** Each team is allowed three time outs per game; only the head coach may call time outs.
9. **Helmets:** All batters and base runners shall wear batting helmets.
10. **Shoes:** Steel cleats are not allowed.
11. The intentional walk rule will not apply.
12. The infield fly rule will apply.
13. **Catcher's equipment:** it is mandatory that all catchers wear cups and catchers helmet while catching. If a player on a team does not have one, then catcher will have to stand to the side and the opposing team will start game with two runs. A catcher must wear a catcher's mitt.
14. **Playing time:** Each player must start every other game, provided he meets the standards. Each player must play 2 innings and have one bat each game. Substitutions will be in the top of the third inning. All players must play four complete games per season.
15. **Lineup:** The coach must turn the official list of players into the scorekeeper 10 minutes prior to the starting time. This list must include the batting order, the first

and last name of each player and his jersey number. It must also be noted if a player is absent. Also, disciplinary action must be written on the bottom of the batting order with the player's name

16. **Adding players:** After game has started with 9 or 10 players, late players can be added with the approval of the official scorekeeper.
17. **Umpires:** All umpires for all games are representatives of the Warner Robins Recreation Department. Their decision in all matters is final. There will be NO protested games. All decisions will be decided on the spot. Scorekeepers are also considered umpires only when field officials ask for his help on a call.
18. **Coaches:** There can be only three adults (head coach and two assistants), ball players and one batperson in the dugout at any one time. When team is batting, everyone must be in the dugout except the batboy, on deck batter, batter, and two base coaches. When the team is in the field, substitutes, batboy and all three coaches must be in the dugout. Coaches must stay in coach's box and may not assist runner in any way. Violation of this rule will result in runner being called out.
19. **Infield playing area:** Infielders may play back as far as they wish but may not play closer to the batter than on step behind the base line unless fielding the ball or the batter has gone into a bunting position.
20. **Pitching machine speed:** will be **46 M.P.H. (65 R.P.M.)**
21. **Batting:** While batting in any inning, the maximum number of batters will be **eleven or three out, whichever occurs first per team**. If there is an eleventh batter, the inning will be ended by any force out, strike out, fly out or tag out of eleventh batter or eleventh batter scoring. Touching home plate while in possession of ball is considered a force out on the last batter. If the teams do not have the same number of player team with the smaller number bats and equal number of times as opposing team, with batter due up after the inning is completed, becoming the lead-off batter in the next inning.
22. **Missed base:** If a player misses a base, it will be called in the following manner: After all play has ceased and time out has been called, the umpire will call said player out for missing the base. This action is not an appeal play. If the umpire sees a player missing a base, he will call it.
23. **Hit machine:** When a batted ball hits a pitching machine, the umpire feeding the machine, or the extension cord off the ground, it is considered a "DEAD BALL SINGLE" and batter/runner will be awarded first base with all runners moving forward if forced. If a batted ball hits a defensive player then hits the machine, the batter is awarded first base and all other runners move up one base, if forced. Ball is dead when ball hits machine. Any thrown ball that hits the pitching machine, umpire feeding the machine or the extension cord off the ground, it is considered a dead ball. Batter will be awarded first base and all runners will advance to next base only if forced.
24. **Courtesy Runner:** A courtesy runner may be used for the catcher only. The

courtesy runner can be any player listed on your roster. However, if a courtesy runner is on base when it becomes his/her at bat, he/she will be called out. They will remain on the base if it is not the third out. The out is for their turn at bat.

25. **Pitching machine failure:** In case of pitching machine failure or failure due to rain, the coach will pitch to finish the game (**official's discretion**).
26. **To start a game:** A minimum of eight players will be required to start and/or finish a game.
27. **A double bag:** shall be used at 1st base, the double portion (orange) of the bag being in foul territory abutting 1st base. If there is a play on a batter going to 1st base, the batter **MUST** touch the portion of the Double Bag (orange) extending into foul territory. The batter shall be called out for failing to do so.
28. **A team may score a maximum of seven (7) runs per ½ inning except in the last inning. The last inning will be considered either the 5th inning or if time runs out in the top of a previous inning.**
29. **International tiebreaker:** After the regulation game or time limit has expired, the International tiebreaker will be used. The last scheduled batter in the previous inning will be placed on second base. This will continue until a winner is determined.

Pitching regulations for coaches due to machine failure or rain.

- 1) Starting pitcher for each inning must pitch the entire inning unless injured.
- 2) Pitcher must pitch the ball overhand to the batter.
- 3) Pitcher must remain in the pitching area after the ball is hit. If in the opinion of the umpire the pitcher aids the runner or runners or obstructs the defensive team from making a play, the lead runner will be called out.
- 4) Pitcher may not instruct batters or runners in any way. Pitcher will be warned on the first offense and on the second offense, he/she will be removed from the mound.
- 5) If the ball hits the pitcher, a no pitch will be called and the batter will be awarded another pitch in its place.
- 6) Each player will be allowed a total of three swings or four pitches from the coach. If after four pitches from the coach, the batter has not swung 3 times he/she is out.

- 7) **POST SEASON TOURNAMENT PLAY:** In the event two or more teams end up with identical records in the standings, we will revert to who beat whom during the regular season. If the teams split, a one game playoff will be held to determine place in standings. The one game playoff will be used only in determining whether a team makes it into the tournament. Teams that are tied but are in the tournament, we will flip a coin to determine placement in brackets. WILDCARD games do NOT count in the standings.