



# Northern Illinois Softball Association

## 10U Division (9 to 10 years old)

All rules and regulations for this league shall follow the IHSA, except for the following additions:

### **THE PLAYERS**

- 1) Each girl must not sit more than 2 innings per game. Coaches are encouraged to give equal playing time to all players.
- 2) No girl shall play the same defensive position more than 3 innings per game.  
PENALTY: If a team is found to have violated this rule, the player(s) in violation are required to sit out the remainder of that defensive ½ inning. If the player(s) in violation are currently playing pitcher or catcher, the game clock will stop while the new player gets ready. If there are no substitutes available, the team will have to play short players.
- 3) Courtesy runner will be allowed for the catcher after two outs. Courtesy runner will be the last batted out.
- 4) Continuous batting order will be used. Everyone bats.
  - a. If a player arrives late, she will be added to the bottom of the batting line up.
  - b. If a player has to leave before the game ends due to injury, illness or family matters that player is not an out every time her spot comes up in the batting line up. It will just be skipped.
  - c. If a player is injured during her at bat and cannot continue her at bat, this is not an out. Last batted out may complete the at bat.
  - d. If a player is ejected during the game, her spot in the batting line up becomes an automatic out. The player is not suspended for any subsequent games.
  - e. If a coach is ejected during the game, he/she will be suspended for the next game. If coach attempts to be in the dugout coaching at the next game, his/her team forfeits.
- 5) Teams can play with a minimum of 7 players. If minimum 7 players is not reached, the team will forfeit the game.

### **THE GAME**

- 1) A game shall consist of 6 innings or 1 hour 30 minutes. In weather situations, an official game is 4 innings. (3 ½ if home team is ahead.)
  - Fall Ball Exception: No minimum number of innings required for official game as there are no standings.
- 2) No new inning is to be started after 1 hour 30 minutes. Drop dead is 2 hours. When drop dead time is reached, if inning is not completed then you revert back to the score of the previous inning. Ties are ok.
- 3) If you complete 6 innings, have a tie and are still under the time limit you may start another inning. Drop dead is still in effect.
- 4) There is a 5 run rule per inning. From the 6<sup>th</sup> inning on, unlimited runs can be scored until the third out is made. There is a 12 run slaughter rule after 4 innings (3 ½ if home team is ahead).
- 5) Team chanting and comments can only be directed to players on your own team and must be of a positive manner. NO chanting during the opposing team pitcher's windup.
- 6) Each team will play with a maximum of 10 players on the field; 4 outfielders, 4 infielders, pitcher, catcher.
- 7) All outfielders must be on the grass prior to the pitch.
- 8) Infield fly rule is not in effect.
- 9) Bunting is allowed. The batter cannot take a bunt stance and then pull back and take a full swing at the pitch. If the batter attempts this, she is out. This is for the infielders' safety.
- 10) Bases are 60 feet apart.
- 11) If a game is cancelled, any and all attempts should be made between the coaches to reschedule. If the game is not played, it will not count toward the standings at all. Standings will be based on winning percentage.
  - Fall Ball Exception: Rain outs or cancelled games can be made up, but it is not required.
- 12) If you are short players, you may only recruit from the 8U division. If you recruit a pitcher from the lower level they can only pitch 3 innings maximum. Recruit bats last in the order and, if not pitching, must play in the outfield.

- Fall Ball Exception: If you are short players, you may recruit from within your own division and from the 8U division. If you recruit a pitcher, they can only pitch 3 innings maximum. Recruit bats last in the order and, if not pitching, must play in the outfield.

## **PITCHING**

- 1) The front of the pitcher's rubber shall be 35 feet from the back tip of home plate.
- 2) Each pitcher is allowed a maximum of 3 innings per game. One pitch constitutes an inning. Pitchers will be allowed 5 warm up pitches before their first inning. Returning pitchers will be allowed 3 warm up pitches before any inning after their first. (Warm up practice by Infield and Outfield is only allowed before 1<sup>st</sup> inning.)
- 3) Pitcher must be removed from pitching after two hit batters in any one inning with significant force. If the ball hits the ground first before hitting the batter it is not considered significant force. If the batter is hit with a pitch that the umpire determines was not significant force, the batter will be awarded 1<sup>st</sup> base. However the pitcher shall not be charged with a hit batter that would count towards her removal from the inning or game. Pitcher may return in subsequent innings as long as PITCHING Rule 2 is adhered to. If the pitcher hits three batters in the game she is removed from pitching for the remainder of the game.
- 4) Pitching will be IHSA rules.
- 5) There will be no illegal pitches.
- 6) There are no restrictions on replacing pitchers. Free substitutions are allowed at any time during the game as long as PITCHING Rule 2 is adhered to.
- 7) Coaches are encouraged to teach the girls the following rules. (12U and up, illegal pitches will be in play.)
  - a. Hands apart when Pitcher steps on the mound (ball can be either in hand or in glove).
  - b. Pitcher brings hand to glove. This is the start of the wind up. (Pitcher is not allowed to separate her hands and bring them together in the glove again.)
  - c. Both feet must be in contact with the pitching rubber prior to the forward step (no step back).
- 8) Per game, a pitcher must be removed from pitching for the remainder of the game on the fourth trip of the coach to the mound.
- 9) Per inning, a pitcher must be removed from pitching for the remainder of the inning on the second trip of the coach to the mound.
- 10) THERE WILL BE NO COACH PITCH AT THIS LEVEL.

## **BASE RUNNING**

- 1) Players should be instructed by their coaches to slide to AVOID CONTACT with another player. This is for the safety of all involved.
- 2) Slide Rule: (IHSA) NFHS rule 8-6 "The runner is out" if:
  - a. Article 13; the runner does not legally slide and causes illegal contact and/or illegally alters the actions of the fielder in the immediate act of making a play on her.
  - b. Article 14; she remains on her feet and maliciously crashes into a defensive player. Malicious contact supersedes obstruction.
- 3) Runners are allowed one base on an overthrow made at 1<sup>st</sup> or 2<sup>nd</sup> base. Runner on 3<sup>rd</sup> base cannot score on an overthrow made at any base (exception BASE RUNNING Rule 4).
 

Clarification: After a hit ball, batter runner is allowed one base at their own risk on an overthrow made at 1st. Batter runner is NOT allowed to take an additional base on a second overthrow made at 2nd base during the same play. Batter or base runner is allowed one base at their own risk on an overthrow made at 2nd base, only if this is the first attempt at an out by the defense (not on subsequent overthrows). Runner on 3rd cannot score on an overthrow made at any base. If there is a runner on 2nd base when the ball is hit and they are advancing to 3rd base and there is an overthrow made at 3rd base, the runner cannot advance. Runners can only score from 3rd on a walk, a hit ball or the exception BASE RUNNING Rule 4 pick off attempt by the catcher or pitcher. Runners cannot score from 3rd on a steal or an overthrow made at 3rd, nor can they score on an overthrow made on another runner at 1st or 2nd base.
- 4) PICK OFF ATTEMPTS (Any attempt by a catcher or pitcher to get a runner out at the base they started the play at, after the pitch. This does not include when a base runner is making a steal attempt) **\*\*See pg 3 for more details:**
  - a. A throw by the catcher or pitcher in an attempt to pick off a base runner makes the ball live.
  - b. Any base runners can advance one base at their own risk.
  - c. A throw from catcher to pitcher is not considered putting the ball into play. (Includes an overthrow)
- 5) Stealing of 2<sup>nd</sup> and 3<sup>rd</sup> is allowed after the ball crosses home plate.
  - a. Runner cannot leave the base until after the ball crosses home plate.
  - b. Base runners may only steal one base at a time (cannot advance another base on a missed play attempt).

- c. Double steals are allowed (runners on 1<sup>st</sup> & 2<sup>nd</sup>, they can both steal at the same time with the runner at 1<sup>st</sup> moving to 2<sup>nd</sup> and the runner on 2<sup>nd</sup> moving to 3<sup>rd</sup>).
  - d. The batter runner cannot advance to 2<sup>nd</sup> on a walk.
- 6) No stealing home on a pass ball.
  - 7) During a play, base runners can only advance to the base that they are going to once the ball is in control by an infielder on the infield. Runners between bases when ball is in control by an infielder on the infield can advance to the next base or return to previous base both at their own risk.
  - 8) Dropped third strike is not in effect.
  - 9) Look Back Rule is not in effect.

## **SAFETY**

- 1) Defensive players at Pitcher, 1<sup>st</sup> base and 3<sup>rd</sup> base are required to wear a facemask.
- 2) Batting helmets are required to have a full facemask.
- 3) Proper Catchers equipment is required.
- 4) **Bats must have USSSA 1.20 thumb print stamp for 10U – 20U.**
- 5) No metal cleats
- 6) On Deck Hitter must be at the Batter's back.

## **BASE RUNNING:** Pick off attempts vs Stealing Clarification and Examples.

- 4) **PICK OFF ATTEMPTS** (Any attempt by a catcher or pitcher to get a runner out at the base that they started the play at, after the pitch. This does not include when a base runner is attempting to steal a base):
  - a. A throw by the catcher or pitcher in an attempt to pick off a base runner makes the ball live.
  - b. Any base runners can advance one base at their own risk.
  - c. A throw from catcher to pitcher is not considered putting the ball into play. (Includes an overthrow)

Example 1: A base runner is on first base, second base, or third base, and the catcher (or pitcher) attempts to throw behind the runner to make an out. The base runner may advance one base at their own risk.

Example 2: With base runners on first and third base, the catcher (or pitcher) attempts to throw behind the runner at first base. Both base runners may advance one base at their own risk.

- 5) **Stealing of 2<sup>nd</sup> and 3<sup>rd</sup>** is allowed after the ball crosses home plate.
  - a. Runner cannot leave the base until after the ball crosses home plate.
  - b. Base runners may only steal one base at a time (cannot advance another base on a missed play attempt).
  - c. Double steals are allowed (runners on 1<sup>st</sup> & 2<sup>nd</sup> can both steal at the same time with the runner at 1<sup>st</sup> moving to 2<sup>nd</sup> and the runner on 2<sup>nd</sup> moving to 3<sup>rd</sup>).
  - d. The batter runner cannot advance to 2<sup>nd</sup> on a walk.

Example 1: With baserunners on first and third base, the runner attempts to steal second base once the pitch crosses home plate. The runner on third base may NOT attempt to take home on the throw.

Example 2: With base runners on first and second base, both base runners attempt to steal when the pitch crosses the plate. Regardless of what base the catcher throws to, the base runners may NOT attempt to take an extra base.

Example 3: With a base runner on first base only, the runner attempts to steal second base once the pitch crosses home plate. The base runner stealing second base may NOT take an extra base on an overthrow.