

# 10U Softball – Triple Play Fall Ball Rules



## Game Format

- Three teams per game rotate every 3 outs:
  - Batting → Infield → Outfield → repeat
- All players bat in a continuous order for the game, picking up where they left off each inning
- Games last 6 innings or 75 minutes

## Pitching

- Hybrid format:
  - Player begins pitching
  - After ball 4, an adult finishes the at-bat (same strike count)
- No walks - batter finishes with coach pitch
- No advancement on hit-by-pitch unless player is injured - batter finished with coach pitch
- Pitching distance: 35 feet

## Batting

- Bunting and slap hitting not allowed
- 3-run limit per batting turn (except 6th inning – unlimited)
- No dropped third strike rule

## Base Running

- Runners may steal one base per pitch, **no stealing home**
  - No extra bases on overthrows or passed balls
- No leadoffs – runners leave when the ball crosses the plate
- Runners can advance one base on an overthrow during a batted ball
- Sliding is required when close plays are expected
- Must avoid collisions; interference or contact is an automatic out

## Fielding & Defense

- Infield Team: 4 infielders + 1 catcher
- Outfield Team: 4 outfielders + 1 pitcher
- Outfielders must stay on the grass
- Face masks required for all infielders
- Catchers must wear full gear

## Equipment Rules

- Metal cleats are prohibited
- Batting helmets must include face mask

## Game Culture

- No set umpires – honor system for calls and volunteers will help
- Volunteers help pitch, umpire, and keep things moving
- Focus is on fun, reps, and development