

HUNTER YOUTH RECREATION ASSOCIATION RULES

10U GIRLS SOFTBALL

All Games played under USA Softball rulebook with the following exceptions:

Field

- The pitching rubber to the back of the home plate is 35'.
- Bases are 60 ft.
- Pitcher's Circle is an 8' radius circle around the pitching rubber.

Equipment

- Metal cleats are not permitted.
- All jewelry must be removed before a player is permitted to play. The only exception is for medical identification, which must be hidden.
- Offense:
 - No baseball bats.
 - Face masks are required on ALL helmets. NO batter shall bat without a face mask.
 - No slow-pitch softball bats.
 - Chinstraps are recommended.
- Defense:
 - Catchers must wear a chest protector, shin guards, protective mask, and skull helmet during live action and while warming up pitchers.
 - A facemask is required for the pitcher.

Game

- The complete game is 6 innings.
- Each team may score a maximum of 6 runs per inning.
- 1:30 time limit. No new inning may start after 1hr 15 min.
- Run rule is as follows: 12 after 4, 10 after 5.
- Games can end in a tie for season games.
- **Subs MUST come from a lower age division and play the outfield and MUST bat the bottom of the lineup.**

Pitching

- No pitch limit.
- If a pitcher hits three (3) batters in one inning, that pitcher shall be removed from the pitching position.
- ASA Softball Rules require pitchers do the following:
 - Start with both feet in contact with the rubber and both hands apart.
 - Bring your hands together and pause before starting the pitching motion. A backward step may be taken before, simultaneous with, or after the hands are brought together.



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- In the act of delivering the ball, take one step with the non-pivot foot simultaneously with the release of the ball. The step must be forward and toward the batter within the 24-inch length of the pitcher's plate.
- Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.
- Note: previously, leaping (the pivot foot leaving the ground during delivery) was considered an illegal pitching motion; leaping became legal in 2022.
- Coaches are to teach the girls the proper technique for pitching. However, in the spirit of focusing the girls' efforts on throwing strikes, the umpires have been asked to relax their interpretation of the above rules for all games in the Minors League.
- Any pitch declared "illegal" by the umpire shall be declared a "ball" with no advancement by runners unless the batter swings and makes contact. If contact is made, the ball is live, and runners advance accordingly. If the batter swings and fouls or misses the pitch, a strike shall be registered, and the runners may not advance.
- Pitchers will be granted three (3) to five (5) warm-up pitches or two (2) minutes, whichever comes first, before each half-inning.

Batting

- There shall be **NO WALKS**. If the batter receives a fourth (4) ball count, the Coach of the hitting team, or his/her designee, shall pitch a maximum of three (3) pitches to the batter. The strike count will continue from its previous point, and umpires will continue to call "swinging" strikes. If during the coach's pitches, the batter receives a third non-foul swinging strike, the batter shall be called out. In the event the batter fouls the coach's third pitch, the batter at-bat continues until they either put the ball in play or swings and misses (3rd Strike).
- If a batter is hit by a pitched ball from a player, the batter shall be awarded first (1st) base. No such award shall be made if a batter is hit by a pitched ball made by the coach or his/her designee of the hitting team.
- NO Bunting is allowed.
- The infield fly rule is not enforced.
- Uncaught Third Strike: A batter may NOT advance to first base on an uncaught third strike

Base Running

- Runners must maintain contact with the base until the pitched ball has crossed the plate. If a runner leaves the base early, the ump may place her back to the starting base.
- Stealing of second (2nd) and third (3rd) base is allowed when the defensive pitcher is pitching. No runner may steal when the defensive coach is pitching.
- No runner shall steal on a called ball 4. The play is considered dead as the defensive coach enters the field of play.
- A runner may advance only one (1) base on a stolen base attempt (no advancement on an overthrow).
- There is no stealing of home at any time unless a pick-off attempt is made on the runner at the third (3rd) base. If such an attempt results in an overthrow, only the runner from third may advance.



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- Courtesy Runner: A courtesy runner may be used at any time for the catcher or pitcher on base. The runner used must be the last recorded out.
- ENDING OF PLAY: When the ball is back to the pitcher in the pitching position inside the circle. The runner has 1 second to decide to run to the next base or return to the previous base, if the runner hesitates, stutters, or taunts the pitcher, the runner is out. If the pitcher attempts a throw, the ball is live again. THIS IS AN ASA OFFICIAL RULE.
- A runner may attempt to advance a maximum of one additional base on an overthrow from any position after a batted ball. Subsequent overthrows may permit attempts at additional bases (i.e. if first base is overthrown and the runner attempts to advance to second, an overthrow of second base allows the runner to then attempt third base). This rule is designed to prevent runners from running around the bases while an overthrown ball is in play and to teach defenses to limit the amount the ball is thrown around.
- Runners are responsible for avoiding collisions with the defensive players. This rule intends to minimize injuries caused by unnecessary collisions. No player shall be called out for simply failing to slide. All these instances shall be judgment calls by the umpire(s).

Defense

- Each team shall field 10 players with 4 in the outfield.
- All outfielders must be positioned in the outfield grass until the pitch crosses home plate. If playing on a field with a large infield (i.e. a baseball field), outfielders must be positioned twenty (20) feet behind the bases until the ball crosses home plate.
- Any batted ball fielded by any outfielder must be thrown to an infielder to produce an out in the infield. The intent of this rule is to teach outfielders to throw the ball to the infield.



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