



KAYSVILLE RECREATION - 10U - GIRLS FAST PITCH SOFTBALL

LEAGUE RULES:

This league will follow USA Softball rules except as noted below.

1. A playing schedule must be kept. There will be no grace period for the start of the game. If a team has less than eight players at game time, the game is a forfeit. A team may play with eight players but will be assessed an out every time the ninth batter comes to bat. There will not be an out given for the 10th batter. If you have ten players, 10 must play in the field and bat.
2. All line-ups (with names and numbers) must be turned into the official scorekeeper five minutes before game time. The home team must provide the official scorekeeper.
3. All games are 5 innings or No new inning will start after 65 minutes, whichever occurs first. Game times are scheduled 75 minutes apart.
4. **Runs per inning Rule:** *Five run rule per inning.* After the fifth run is scored, the teams will switch offense/defense. Any subsequent runs scored on the same play as the fifth run, will also count. Example: If offense has scored four runs in the inning, new batter hits a 3-run home run, all runs on the home run will count.
No "Open Inning."
5. Every player will be in the batting order. If a player is late, they will be added to the bottom of the batting roster. Players must play at least every other inning.
6. Ten players will play on defense with the 10th player being an outfielder. Outfielders will play at least 15 feet behind the baseline.
7. USA Softball Pitching Rules will govern. If a coach has an issue with how the pitcher is pitching, they must address the umpire and the opposing coach only. The umpire's judgment will prevail as to compliance. The opposing coach will not say anything directly to the pitcher.
8. There are NO walks. If a batter receives four called balls, a coach will enter the game to pitch to his own team's batter. The coach gets to pitch FOUR minus the number of strikes pitches, or until the batter hits the ball, or strikes out.
Scenario:
 - >Batter receives a count of four balls and one strike. Coach enters game and pitches maximum of three pitches. The first two pitches are called strikes—the batter is out, even though the third pitch has not been thrown.
 - >Batter receives a count of four balls and zero strikes. Coach enters game and pitches maximum of four pitches. The coach throws four poor pitches that the girl cannot hit—the batter is out.
 - >Batter receives a count of four balls and two strikes. Coach enters game and pitches maximum of two pitches. The first pitch is hit for a single—the batter is on base!
 - >Batter receives a count of four balls and one strike. Coach enters game and pitches maximum of three pitches. The first two pitches are balls, and the girl hits the third pitch foul. The batter receives another pitch until she either: hits the ball, strikes out, or receives another ball....i.e. a foul ball on the "last" pitch (no matter how many "last" pitches) results in another pitch to her.
9. There will be no dropped third strike rule.
10. Bunting is allowed.
11. No infield fly rule.
12. Base runners may lead off, upon release of the pitch. However, No stealing bases. Which means you can only advance on a fair hit ball, or a legal tag-up of a caught foul ball.
13. **Batter-Runner:**
 - The batter-runner can advance one base on an infield hit with liability of being put out.
 - If the ball is misplayed, the batter-runner may advance one (1) base with liability to be put out.
 - If the batter-runner tries to advance further, they do so at their own risk.
 - However, at the end of play, if the batter-runner has not been put out by the defensive team, she will be returned to the base legally allowed by the Umpire.
 - If bases are loaded, the batter-runner cannot advance past first base on an infield hit.
14. **Base running:**
 - Base runners are allowed (1) one base with liability to be put out on an infield hit.
 - If the ball is miss-played, the runner may advance at their own risk one more base.
 - No more than one extra base may be gained on an over throw PER BATTED BALL.

- If the runner advances further than allowed, they do so at the risk of being put out. However, at the end of the play, if the defensive team has not put out the runner legally, she will be returned to the base legally allowed by the umpire.
 - Base runners may advance as far as they can on a hit to the outfield. Once the ball comes into the infield, the runner may advance to the base she is going to with liability to be put out but will not be allowed to attain an additional base on a miss-played ball.
 - The infield is considered to be from the backside of the bases forward.
15. **RUNNERS MUST BE HIT IN TO SCORE.** No run shall be scored on an over thrown ball unless the ball goes out of play. I.E. A runner at second base may advance ONE base on an infield hit but cannot score on a subsequent over throw.
16. **PICK UP RULE:** When a team cannot field 10 players, a player may be picked up under the following rules. Failure to follow these rules will result in a forfeiture of the game:
- A. A team may only pick up a player from the League they are in.
 - B. The player must be from and registered in their own city's league.
 - C. A team may pick up as many as three players, but only enough to field a full team of 10 players.
 - D. Pick up players must bat at the end of the batting order and play in the outfield.
 - E. Pick up players should come in her own team uniform.
 - F. If a player shows up then the pick-up player must sit out (this should be done at the end of the full inning).
 - G. Opposing team coach, game officials and the scorekeeper must be notified that a pick up player is being used.
 - H. Pick up players may not be used if a player has been ejected from the game.

A SINGLE ELIMINATION TOURNAMENT WILL BEGIN AT THE END OF LEAGUE PLAY.

The 10U recreation rules are established to give the defense the maximum opportunity to make plays and develop their defensive skills while prohibiting the offense from exploiting their inability to make skilled plays. The rules keep the coaches from manipulating the game and direct them back to coaching their players.