

Mon County Girls Softball 10U Rules

Revision History

Revision	Date	Description
0.1	10/10/2025	Updated formatting and some verbiage
0.2	3/1/2026	Changed game duration

1. General

- a. These division rules come first; then USA Softball rules will prevail.
- b. All activities shall be conducted at the highest possible levels of sportsmanship.
- c. The Granville Town Park closes at 10:00 PM. Games may run past this time, but all efforts should be made to complete late games by 10:00 PM. In all instances, no new inning will start past 9:55 PM.
- d. At no time will a player, coach, or fan be permitted to stand behind the backstop on all fields.
 - i. This is important for both coaches and umpires to enforce.
- e. In between innings, there are no infield warm-ups, and pitchers get two (2) warm-up pitches. If a new pitcher, they are allotted five (5) warm-up pitches. If the start of the inning is delayed due to the catcher suiting up, the pitcher may continue to warm up until the catcher is ready.
- f. Do your best to keep the pace of play.
 - i. Have a plan for where players will be positioned during each inning.
 - ii. Make use of the courtesy runner for your catcher.
 - iii. Suit up catchers when two outs are accrued.
 - iv. Coaches, be ready to pitch when the count gets to four balls and the bases are loaded.
- g. The home team will keep the official scorebook.

2. Players

- a. All batters must wear a NOCSAE-approved helmet with an approved face guard.
 - i. All offensive players must wear their batting helmets when on the field of play.
- b. All fielders (infield and outfield) must wear a NOCSAE-approved fielder's mask.
- c. All pitchers must wear a MCGSA-provided heart guard.
- d. Uniforms will be worn at all games. This includes jerseys provided by the league, as well as pants. Exceptions will be made for inclement weather and other extenuating circumstances.
 - i. If a team wishes to make use of any additional uniform items (socks, visors, etc), all players must dress in the same attire, as long as it is in proper taste and good sportsmanship.

- ii. If any of the additional items cause conflicts with other teams, association officials, or parents, it will be dealt with at that time by a member of the MCGSA board.
- e. Any player arriving late will be inserted at the bottom of the order. Any player leaving the game early will be removed from the lineup with no penalty.
- f. No more than ten (10) fielders on defense and no fewer than eight (8). NO EXCEPTIONS!
 - i. The infield consists of four (4) infielders, plus a catcher and a pitcher.
 - ii. The outfield consists of no more than four (4) players who shall remain on the outfield grass until the ball crosses the plate.
 - iii. There must be a player in the pitcher and catcher positions.
 - iv. If the maximum of ten (10) players are not present, the coach should request call-up players to reach the roster size of ten (10). A player must meet the following criteria to be considered a call-up player for the 10U age division.
 - 1. The player must be a senior player in the 8U age division.
 - 2. The player must be listed on the official division call-up list.
 - 3. The player's parent(s) or guardian(s) must approve of the player playing in the 10U age division.
 - 4. The player's coach in the 8U age division must approve of them playing in the 10U age division.
 - v. Call-up players can only play in the outfield and must be placed last in the batting order
 - vi. On a case-by-case basis, it may also be approved to use a 10U player from another team to fill the roster. This must be approved by the Player Agent or another board member before play. If approved, this player is considered a call-up player and must abide by Rule 2.d.v.
 - vii. If a team is unable to field a team of at least eight (8) players, the opposing team may lend players to the shorthanded team if that team has over ten (10) players. The shorthanded team will incur a loss, but the game may be played.

3. Fields and Grounds

- a. The home team is responsible for getting the field prepared for play. This includes the following items:
 - i. Removing the base plugs and installing the bases into their posts.
 - ii. Moving the pitching rubber to the proper distance if needed (and after being trained on how to do so).
 - iii. Removing any practice equipment from the field of play.
 - iv. Lining the fields, which includes:
 - 1. Batter's boxes.
 - 2. Pitcher's circle.
 - 3. Foul lines extending from the batter's box to each foul pole.

- v. At the conclusion of the game, the bases are to be removed and placed into their storage space in the correct field shed (the middle of the floor is not the appropriate place). Replace the plugs when removing the bases.
- b. Both teams are responsible for cleaning all trash and debris from their respective dugouts and spectator areas. Please encourage parents and fans to clean their areas after the game.

4. Game Play

- a. An 11-inch softball (provided by MCGSA) will be the official game ball.
- b. Game balls will be provided by the MCGSA office to umpires only.
- c. A complete game will consist of five (5) innings or a drop-dead time of 1.5 hours (1 hour and 30 minutes), whichever comes first.
 - i. The umpire will keep the official time.
- d. A regular-season game can end in a tie.
- e. A game is considered complete after either 60 minutes of play or after three (3) innings.
- f. **The time limit will be enforced from the scheduled start time, regardless of when the first pitch occurs.**
 - i. Playoff games will play four (4) innings (no time limit).
 - 1. If the game is tied after four (4) innings, the USA Tie-Breaker Rule will be in effect for subsequent innings.
 - a. The last batted out will be placed on second base at the start of the inning.
 - ii. The Championship game will play five (5) innings (no time limit).
 - 1. If the game is tied after five (5) innings, the USA Tie-Breaker Rule will be in effect for subsequent innings.
 - a. The last batted out will be placed on second base at the start of the inning.
- g. Each team is allotted one (1) timeout per half inning, one (1) offensive and one (1) defensive, but you must wait until you are awarded time by the umpire before approaching your player(s). This does not include timeouts to switch pitchers.
 - i. If it becomes apparent that a coach or player is purposely using time-outs as a way to delay play, they may be relegated to the dugout for the remainder of the game and face additional disciplinary action as deemed necessary by the MCGSA board.
- h. There is free substitution on defense.
- i. An inning is three (3) outs or five (5) runs, whichever occurs first.
 - i. The five (5) run limit does not apply in the final inning. The final inning may only end after three (3) outs or at the agreement of the head coaches.
- j. The Run Ahead Rule is a fifteen (15) run lead after three (3) innings or ten (10) runs after four (4) innings.

- k. All players must play a minimum of three (3) innings unless the game is shortened by expiration of the time limit, the Run Ahead Rule, or weather.

5. Batter-Runner and Runners

- a. Batter-runners and runners are entitled to advance, with liability to be put out, until the umpire calls time, except on an errant throw (see Rule 5.c). The umpire will call time when:
 - i. The pitcher has control of the ball in the pitching circle.
- b. Runners who have passed halfway to the next base when time is called will be allowed to proceed without liability to be put out.
- c. Runners are entitled to a maximum of one (1) base on an errant throw, with liability to be put out. Runners cannot advance more than one base, even if additional defensive plays are attempted. This applies to all batter-runners and runners, not just the runner at the base on which the errant throw was made.
 - i. Example: There is a runner on first when the ball is hit. That runner advances to second on the hit, and a play is made on the batter-runner at first, resulting in an errant throw. The runner at second can advance to third, and the batter-runner at first can advance to second, but that is all. If a subsequent play is made on the batter-runner attempting to advance to second, the runner at third may still not advance past third base.
- d. Batters are permitted to bunt against opposing pitchers.
- e. Batters are NOT permitted to bunt during coach pitch.
 - i. A slap hit is considered a bunt.
- f. No dropped third strike.
- g. No infield fly rule.
- h. No look-back rule.
- i. Round robin batting will be used. All rostered players present at the game shall be placed in the batting lineup.
 - i. All players will remain in the lineup, whether playing defense or not.
 - ii. The lineup order must remain the same for the entire game.
- j. If a runner becomes injured, she may be temporarily replaced by the offensive player who made the last out in the current inning. If there are no outs, then it is the player furthest removed from the at-bat.
 - i. However, if the injured runner cannot bat in her next at-bat, she will be removed from the lineup and cannot re-enter the game.
- k. A courtesy runner can be used for your catcher at any time.
 - i. The courtesy runner must be the last batted out, or if no outs, the player furthest from the current batting position.

6. Stealing

- a. Runners may not leave the base until the pitch is released.
- b. Stealing is permitted at any base once a player gets to first, including home.
- c. Runners cannot steal during coach pitch.
- d. Runners may only attempt to steal one base per pitch, even on an errant throw.
 - i. This means that there is no further advancement by any runner if there are additional errant throws.
- e. Stealing is not permitted by a team if, when they get up to bat, they are winning by five (5) or more runs.
- f. Base runners who violate any stealing rule or the lead-off rule will receive one warning per game. Any future infractions by that runner will result in the runner being called out.
- g. If a runner advances in violation of a stealing rule, they must return to their original base.

7. Pitching

- a. The pitching distance, as measured from the apex of home plate to the front of the pitching rubber, is 35 feet.
- b. All pitchers must wear a fielder's mask and an MCGSA-provided heart guard.
- c. Players may pitch no more than four (4) innings per game.
 - i. The goal is to promote rotation of pitchers.
 - ii. One pitch thrown in an inning is considered an inning pitched.
- d. Walks are permitted, except as follows:
 - i. A player-pitcher is NOT permitted to walk in a run. Therefore, if the bases are loaded and the count gets to four (4) balls, the offensive team's coach will pitch to the batter, continuing any existing strike count.
 - ii. The coach must pitch from inside the pitching circle. The coach may either use a complete arm circle or start at the top of the arm rotation.
 - iii. If a coach's last pitch is deemed unhittable by the umpire, the coach will be permitted to throw one more pitch. The goal is to prevent batters from swinging at bad pitches, while also not significantly delaying play.
 - iv. Only one additional pitch will be permitted.
 - v. A batter hit by their coach shall not be awarded first base.
 - vi. A coach can strike a batter out, but cannot walk the batter.
- e. During coach pitch, the player-pitcher must keep both feet within the pitching circle at the start of each play.
- f. Coaches who are pitching to their batters must make every attempt to get out of the way of the play (e.g., batted ball, player attempting to field a ball, player attempting to throw a ball, etc.).
 - i. If it is determined by the umpire that the coach does not make a proper attempt to avoid the play, the batter will be called out.

- g. A batted ball that strikes the coach, while pitching, is a dead ball. The batter is awarded first base, and runners advance only if forced.
- h. A thrown ball that hits the coach while pitching is deemed to be the same as the pitcher receiving the ball in the circle (and under control). The ball is dead, and the rules for the pitcher having the ball under control in the circle apply.
- i. If the pitcher hits three (3) batters in an inning or five (5) in a game, she must be removed from the pitching circle and is not eligible to pitch the remainder of the game.
- j. A batter hit by a player-pitched ball is awarded first base, as long as an attempt to avoid being hit was made.
 - i. Note, a pitch in the strike zone that hits a batter is a strike, and the batter is not awarded first.
 - ii. It is the umpire's discretion as to whether a player made an attempt to avoid being hit.
- k. There is no balk in softball. If the pitcher stops in the middle of the wind-up, or if the pitch hits the ground before crossing the plate, it is considered a ball to the batter.

8. Coaches

- a. The head coach is responsible for the actions of his or her team, assistant coaches, and fans.
- b. Head coaches and assistant coaches may be base coaches.
- c. Only coaches, scorekeepers, and team players are allowed in the dugout.
 - i. The adults in the dugout **MUST** have completed a background check and the SafeSport training. The head coach must also complete one ACE certification.
 - ii. Keep the number of adults in the dugout to no more than three (3).
- d. Only a head coach may approach an umpire to question or appeal a play.
 - i. A coach cannot question a judgment call, but can question the misapplication of the rules.
 - ii. If two umpires are present, you may ask the umpire to appeal to his or her partner.
 - iii. In all instances, you must call for time, wait for it to be awarded, then ask to speak with the umpire.
 - iv. Abusive language or disrespect towards our umpires will not be tolerated and may result in suspension or expulsion from coaching.
 - v. If a ball hits a coach in fair territory, the ball is considered in play. It is the umpire's discretion if it is believed a coach intentionally interfered with the ball. This will result in the runner nearest home plate being called out and a warning to the coach. A repeat occurrence will result in the runner closest to home plate being called out and the ejection of the coach from the game.