



## **Mooresville Cultural and Recreation Services**

PO Box 1455  
Mooresville, North Carolina 28115  
704-663-7026

### Mooresville Recreation Department 10U Softball Rules

Following are specific rules governing the 10U youth girls softball league administered by the Mooresville Recreation Department. Any rules not listed in this packet will be enforced as written in the **North Carolina High School rule book.**

#### **LEAGUE NAME:**

- 10U modified fast-pitch kid pitch / coach pitch

#### **AGE REQUIREMENT:**

- A player's age is calculated as of January 1 of the current year.
- No player is allowed to "play down" in a younger age group.
- A player may "play up" in an older age group if approved by her parents and league representative(s).

#### **GAME LENGTH:**

- A regulation game shall be scheduled for seven innings or a one hour and thirty-minute time limit, whichever comes first.
- A new inning will start as soon as the third out is registered from the previous inning.
- No new inning will start with five minutes or less remaining in the time limit.
- If the time limit expires during an inning, the inning will be allowed to finish unless the home team is at bat and is winning at that time.
- Regular season games are allowed to end in a tie.
- Tournament games will be continued until a winner is decided. In the case of extra innings, or innings played after the time limit expires, International Tie Break Rules will apply. At the beginning of each half inning, the batting team will put its last batted out on second base. Play will resume as normal at that point.
- Mercy Rule – If a team is ahead by twelve runs or more after four innings, the game will be called.

#### **EQUIPMENT:**

- Softballs – 375 lbs. maximum compression or .47 COR. Cover must be a flat surface or smooth seam stitch. Ball does not have to come from a specific manufacturer.
  - A 12" optic yellow ball will be used by the 13U and 17U age groups
  - An 11" optic yellow ball will be used by the 8U and 10U age groups
  - Mooresville Recreation Department will supply game conforming games balls to all teams
- Bats – Must have the ASA approved 2000 certification mark, or the ASA approved 2004 certification mark, must not be listed on the non-approved ASA bat list and must be listed on the approved ASA bat list. If a bat is determined to be illegal, it will be removed from the game.



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- Batting Helmets – Must be equipped with a face mask. Also, a batting helmet is prohibited from being overly reflective as to be a distraction, and safety concern, for the pitcher.
- Cleats – No metal or fiberglass cleats are allowed in the 10U division.
- Glove – Any functional glove will be allowed for any position.
- Fielding Masks and Mouth Guards:
  - All players are required to play with a mouth guard at all times. Exceptions are as follows:
    - If the player is wearing a fielding mask
    - If the player is wearing a helmet with a face mask
    - If the catcher is wearing a helmet with a face mask
  - It is REQUIRED that all pitchers wear a fielding mask
  - It is STRONGLY RECOMMENDED that all infielders wear a fielding mask
  - It is ENCOURAGED that all outfielders wear a fielding mask

### **FIELD DIMENSIONS:**

- Bases – 60 feet
- Pitching Rubber – 35 feet
- Pitching Circle – 8-foot radius around the 35 foot pitching rubber

### **MINIMUM and MAXIMUM FIELDERS:**

- Minimum – A team must have a minimum of 8 players present or a forfeit will be called. Should additional players show up later, they can be added to the bottom of the lineup and inserted into a fielding position.
- Maximum – Teams in the 10U division will use a maximum of ten fielders. All other players shall be listed in the lineup and must play in the field at least every other inning.

### **HOME TEAM IS RESPONSIBLE FOR:**

- Providing two compliant softballs to the home plate umpire
- Providing the “official” scorebook for any game where they are listed as home team
- Reporting scores to a representative (Timothy Sullivan) of the Mooresville Recreation Department following the game.



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### **PITCHING:**

#### **GENERAL 10U PITCHING RULES:**

- Pitchers in the 10U league may not pitch more than 3 innings per game.
- Pitching Distance – The kid pitcher and coach pitcher will pitch from a 35 foot pitching rubber.
- Once a kid pitcher registers four non-strikes on a batter, the coach of the batting team comes in to deliver up to three (3) pitches and assumes the current strike count. The batter has those three pitches to put the ball in play, swing and miss to reach three strikes or reach the maximum number of pitches allowed. If the final pitched is fouled off, the batter receives another pitch unless the ball is caught by a defender. A batter cannot be put out by a foul ball not caught by a defender.
- Should a batter be hit by a pitch, the batter has the option to advance to first base or face up to three (3) pitches from her coach and accept the result.
- Kid pitchers must deliver and underhanded pitch but are not required to use the windmill motion.
- Each team must document how many innings a kid pitcher throws each game. Should an investigation be necessary, improper documentation could be subject to penalty including, but not limited to, a forfeit. One pitch thrown constitutes one inning pitched.

#### **THE COACH PITCHER:**

- When a coach is pitching, the kid pitcher must have at least one foot inside the pitching circle and be no closer to home plate than the coach pitcher.
- Coach pitchers should attempt to deliver a flat pitch.
- Any pitch in excess of a six-foot arc will be considered an illegal pitch. The kid pitcher will be penalized with a called ball. The coach pitcher will be penalized one of his allowed pitches.
- Coach pitcher should exit the field of play as quickly as possible once the ball is put or hit into fair territory. Coach pitcher should take great care not to interfere with the base runners, defensive players or the action in general.
- Coach pitcher's job is to deliver legal, hittable pitches to his or her batters. The coach pitcher shall not "coach" once the ball is put into play and must remain silent.

#### **BATTING / OFFENSE:**

- Continuous Batting – All teams shall use a continuous batting line-up. At the beginning of the game, a coach from each team shall submit a line-up to their opposing team listing all available players in which ever batter order he or she chooses. The players shall then bat in that order for the entire game. All players in the line-up must bat regardless of how many players the other team has.
- Should a player show up after the game has already begun, the player(s) can be added to the bottom of the line-up and included in the game.



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- If a team begins with eight players, the ninth and tenth spots in the batting line-up are not considered outs. If a team begins with nine players, the tenth spot in the batting line-up is not an out. However, should a team begin a game with nine or more players, and they lose a player for any reason other than injury or illness, an out will be called each time that spot occurs in the line-up. If a team drops below eight players, a forfeit will be called.
- Five Run Rule – Each team may score a maximum of five runs each inning.
- Stealing – Players may steal after the ball reaches home plate. The player may advance a maximum of one (1) base even if there is an overthrow.
- Bunting – Bunting allowed in the 10U division.
- Dropped Third Strike – A batter cannot run to first base on a dropped third strike by the catcher.
- If a player becomes ill or injured, there will be no penalty if the player is not able to bat. The player is eligible to resume play the following inning.
- Infield Fly Rule – The infield fly rule does not apply in the 10U division.

### **BASE RUNNING / COURTESY RUNNER:**

- Courtesy runners for the pitcher and catcher may be used at any time during the game regardless of the number of outs. The catcher being run for must be the catcher who will be behind the plate the next defensive inning.
- The courtesy runner must be the batter who made the last out. If the last batted out is the pitcher or catcher, move on to the next batted out.
- The same courtesy runner cannot run for both the pitcher and catcher in the same inning.

### **DEFENSE:**

- Stopping Play – In the 10U division only, play can be stopped by:
  - Gaining control of the ball directly in front of the lead runner
  - Gaining control of the ball by the pitcher inside the pitcher's circle
    - Once play is stopped, all runners must go back to the last base safely reached.
- On the first defensive overthrow, the base runner may advance a maximum of one (1) base
- A team in the 10U division is allowed to use a maximum of ten fielders.
- No player can sit out of a fielding position for two consecutive innings.
- A player may be “benched” for disciplinary reasons. In this case, it is that coach's responsibility to communicate with the opposing coach and removing the player from the line-up.
- Fielding Masks and Mouth Guards:
  - All players are required to play with a mouth guard at all times. Exceptions are as follows:
    - If the player is wearing a fielding mask
    - If the player is wearing a helmet with a face mask
    - If the catcher is wearing a helmet with a face mask
  - It is REQUIRED that all pitchers wear a fielding mask



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- It is **STRONGLY RECOMMENDED** that all infielders wear a fielding mask
- It is **ENCOURAGED** that all outfielders wear a fielding mask
  
- There must be a player in the pitcher position and the catcher position during the entire game. When a coach is pitching, the kid pitcher must have at least one foot inside the pitching circle and be no closer to home plate than the coach pitcher.
- Catcher must be in full gear including shin guards, chest protector and helmet with face mask and throat guard.
- All outfielders must stay at least 15 feet behind the baseline until the ball is hit.
- Infielders may not go more than 8 feet beyond the baseline (toward the outfield) until the ball is hit.
- If a batted ball hits a coach pitcher, prior to touching a fielder:
  - The ball is dead
  - A “no pitch” is called
  - The pitch will be replayed
- Defensive Field Coaches – Teams may have up to two defensive coaches in the field. These coaches must stay in foul territory and stay at least fifteen feet behind first and third bases. They should never touch players or a live ball. Penalty will be defensive obstruction and all baserunner advance one base.

### **PLAYER BORROWING:**

- No player borrowing is allowed in the post-season tournament.
- During the regular season, a team may pick up players from other teams within their association to achieve the maximum limit of defensive players in the age group for a game. A maximum of two pick-up players are allowed per game. All borrowed players must:
  - Wear their own team jersey
  - Bat at the end of the batting line-up
  - Play in the outfield
  - NOT be allowed to pitch or play the catcher’s position
- Players are allowed to “play up” from a lower division in this case as long as the parents, coaches and league representatives agree the player is capable of doing so and accept all risks as a result.



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### **SUSPENDED GAMES:**

- If, for uncontrolled circumstances (example – weather, light malfunction) a game must be stopped before it is complete, it will be considered an official game if **four innings** have been completed or three and a half innings if the home team is leading.
- Regular season games suspended prior to being official will be rescheduled and will be started over from the beginning with new line-ups, score, etc...
- Tournament games suspended prior to being official will be rescheduled and will resume from the exact point of interruption. Both coaches should document exact score, inning, outs, count on the batter and baserunner positions.
- In the event of a suspended game:
  - Players on the roster, and not present at the original game, are allowed to play in the continued game.
  - A player on the roster, and not present at the original game, may serve as a substitute for a player who was at the original game, listed in the line-up and unable to attend the continuation. If substitutes are not necessary, these players can be added to the bottom of the line-up.
  - Any player from the original game, and not at the continuation, can:
    - Be substituted for by a player who was not available at the original game, therefore not already in the line-up
    - Be struck from the line-up with no penalty

### **RESCHEDULING GAMES:**

- The Mooresville Recreation Department is the only agency allowed to reschedule games for any reason. While rescheduling make-up games, the Mooresville Recreation Department will do its best to find an agreeable time for both teams. However, the Mooresville Recreation Department reserves the right to mandate a make-up schedule and expect both teams' attendance or issue a forfeit accordingly.
- Games will only be rescheduled if:
  - A mistake was made on the original schedule
  - A game was compromised by weather, light failure or other circumstance beyond control
  - The conflict is school related or otherwise impacts an entire team, or both teams scheduled to compete

### **WEATHER HOTLINE:**

- The Town of Mooresville's weather hotline is **704-663-8516**. The hotline is NOT updated every day. The hotline applies to games only. On days with questionable weather, the hotline is updated by 3:30pm with the status of scheduled games.