



Wakefield Youth Softball -- 2026 Rules

10U Division

6 inning games; no new inning can start **after 1:45** has elapsed from the time the home team takes their positions in the field. (i.e., not a hard stop at 7:30)

Games can end in a tie.

No bunting. No Infield Fly Rule. No advancing on dropped 3rd strike.

On a batted ball, the ball is dead when the pitcher has the ball or has attempted to catch the ball within the circle (or within the pitching mound area). Runners must return to the previous base unless they are at least halfway to the next base.

5 runs max per inning. Continuation rule is in effect (ex. bases loaded, 4 runs in, if base hit scores two runs, both runs count)

Unlimited Runs in the 6th inning.

No stealing of 2nd base.

Runner can steal 3rd base and Home. **Runner cannot advance home on an overthrow.** **No continuous stealing of 3rd to home. (1 base at a time)** Only 2 runs can be scored at Home per inning via steal, passed ball or wild pitch. **No stealing of any bases for games played at Vets field.**

No delayed steals. When the ball is thrown from catcher to the pitcher after a pitch, the ball is dead. If it gets by the pitcher, the runners cannot advance.

Players cannot leave base until the **ball crosses home plate**. Ball is dead, runner returns to base.

Continuous Batting Order (every player bats in order of lineup)

Maximum of 10 defensive players in the field with 4 outfielders, each of which should be on the outfield grass. Outfielders cannot make a primary out in the infield on a ball that hits the ground. Primary out is tagging runner or base.

Each player must play a minimum of 2 innings in the infield per game. No player can sit on the bench for two consecutive innings. Each player must sit once before any player can sit for a second time.

Minimum of 6 players are required to play, team with less than 6 players available at start forfeits game.

Pitchers, 1st Base and 3rd Base must wear Fielders Masks with no exceptions. All other positional players are encouraged to wear Fielders Masks.

Players must slide or avoid contact on close plays. Ruled out at the Umpire's discretion.

Pitchers may pitch up to 4 innings or 12 outs per game.

Pitchers shall be removed from the game after either hitting 3 batters in an inning or 5 total in game.

A batter hit-by-pitch that should be granted to take 1st base, can exercise the option of remaining a batter. This pitch would count as a ball and if this were the 4th ball, the batter would naturally take the base. If the batter is hit-by-pitch again at the same at-bat, they do not get an option to continue the at-bat. A pitch that hits the dirt first and then the batter is considered hit-by-pitch.

Coach Pitch Rule: (Applies to Regular Season Only)

After the 4th consecutive walk/hit batter called by the Umpire in the inning, the coach whose team is at bat must come-in to pitch. The batter can strike out but cannot walk. The coach must pitch from the pitching mound, no warm-up pitches.

A coach pitched ball must be delivered at a moderate speed with minimal arch.

A batter hit by the coach's pitch will not be awarded base.

The pitcher for the defensive team must have both feet within 16 feet of pitching plate.

The coach pitching the ball must safely move out of the way without interference when the ball is hit. If the ball hits the coach accidentally, each runner and the batter will get to advance one base only. If the coach interferes with the hit ball and prevents the defensive players from making a play, then the batter is ruled out, and each runner must go back to the base from which they started prior to the play.

Regular Season Champion determined by best overall record. (Tiebreakers: Head-to-head record, coin toss)

Playoffs:

Games are 6 innings, no time limit

Games CANNOT end in a tie

Utilize Regular Season Local 10u Rules

Last inning, must get 3 outs

No coach pitch allowed during playoffs.