

# DRIFTLESS YOUTH SPORTS

## 10U GIRLS FASTPITCH SOFTBALL RULES

Updated: March 2026

### Team & League Organization

1. If a community has multiple teams, they must be divided up as evenly as possible. This should be done based on skill level and not divided by 1<sup>st</sup>/2<sup>nd</sup> year or by grade, etc.
2. Players in the 10U age group are currently in 3rd or 4th grade.
3. A scheduling day will be held prior to the season for the coaches to schedule their own games.
4. League games will be scheduled beginning in the second week of May and continue through the month of June.

### Equipment & Uniforms

1. Metal cleats are prohibited.
2. All players must wear matching shirts with a number on the back.
3. Pants are required.
4. Face masks MUST be worn by all players in the infield positions
5. Catchers are required to wear a mask with ear protection, helmet, chest protection, and shin guards.
6. Batters & Base runners must wear a helmet with a face shield.
7. No jewelry shall be worn. Earrings, necklaces, bracelets (soft or rigid) are prohibited. Note: For those who have newly pierced ears, studs must be taped.

### Conduct

1. Drinking alcohol, smoking, chewing tobacco, or swearing on the field or in the dugout areas by the players or coaches is prohibited.
2. The coaches are the only people who can talk to an umpire during the game. Any parent who comes out on the field during play to argue will be ejected from the facility. Any player, coach, or fan that abuses an umpire can be banned by the league officers.
3. Cheering for your own team only. Disruptive actions or cheering against the other team is not allowed.

### Umpires

1. A plate umpire is required.
2. A field umpire is recommended.
3. The umpires are recommended to be at least 12 years old.

### End of Year League Tournament

1. The End of Year League Tournament will be held at or near the end of the season.
2. Seeding for the End of Year League Tournament will be based on winning percentage in league games.
3. A minimum of 7 league games is needed to participate in the tournament.
4. Home team coaches are required to report game scores to the Driftless Youth Sports League.

### General Game Rules

1. All play will follow WIAA rules if not otherwise stated.
2. The home team will supply at least one playable ball for each game and will use a regulation 11-inch ball.

## Players

1. A team must have 7 players present to start a game or a forfeit will be awarded to the opposing team.
2. 10 girls maximum (4 outfielders) and 7 minimum on the field on defense.
3. All players present at the game must play. Coaches may bench a player for disciplinary reasons.
4. All players are limited to sitting out no more than 2 innings. All players must play at least 1 inning in the infield per game. Catcher counts as outfield position.

## Batting

1. All players present at a game must bat. Players arriving late will be added to the end of the lineup. Players leaving early will be skipped over in the batting order without penalty.
2. On deck batters must warm up behind the batter.
3. Bunting is not allowed.
4. Batter cannot show bunt, pull the bat back and then swing at the ball. Batter is out if they do this.
5. Slap hitting is not allowed.
6. All players must use official softball bats bearing either a current USA Softball (ASA) certification mark or a USSSA 1.20 BPF certification thumbprint stamp. Bats may not exceed 34 inches in length and 2¼ inches in barrel diameter. There is no drop (length-to-weight ratio) restriction. Wood bats are permitted if approved under the applicable certification standard. Bats must not appear on the USA Softball or USSSA banned bat list and must be free of dents, cracks, or alterations. Baseball bats are not permitted.

## Pitching

1. Pitchers may pitch a maximum of 2 innings per game. One pitch constitutes an inning. If the game goes into extra innings, a pitcher may be brought back to pitch 2 extra innings.
2. Pitchers will use WIAA pitching rules.
3. Pitchers are allowed 5 warm up pitches between innings and 8 if a new pitcher is brought in.
4. Pitching distance is 35 feet from the back point of home plate to the front of the pitching plate.
5. Coach pitch - There are no walks. Each batter that receives 4 balls will result in the coach pitching.
  - a. The coach must have contact with the pitching rubber when pitching.
  - b. Strike count will remain when coach comes in to pitch
6. Hit by pitch must always take 1st base.
  - a. If a player is hit by a pitch and cannot continue, the last out will take 1<sup>st</sup> base.
  - b. A ball that hits the ground first and then hits the batter is still a hit by pitch.
  - c. If a coach (pitching) hits his own player, the player must continue the at-bat.

## Base Running

1. The Runner Is Out – When a defensive player has the ball and the runner remains upright and crashes into the defensive player. EFFECT: The ball is dead. The runner is out. All runners must return to the last base touched. If the act is determined to be flagrant, the offender shall be ejected. An errant throw drawing the defense into the path of the runner is not a crash. If a base runner interferes with a fielder that is trying to make a play on a batted ball they are out.
2. If a fielder interferes with the runner and the fielder does not have the ball or is not making a play on the ball, the runner will be awarded an additional base.
3. A runner may try to advance an additional base(s) if the ball is hit into the outfield. Once the ball is controlled on the infield the runner may no longer advance.
4. One base on an overthrow if the ball goes into foul territory. Players cannot score on an overthrow.
5. Courtesy runners for the catcher are allowed and encouraged to avoid delays when there are two outs.

6. Stealing/Advancing Runners is allowed. Players are allowed to steal 1 base per time on the base path. Runners are not allowed to leave the base before a pitch crosses home plate. No runner may score on a ball overthrown from the catcher back to the pitcher.
7. The only way a runner on third may advance home is if the catcher or pitcher attempts to make a play ON HIM at 3rd base OR he is hit home. Can not score on a passed ball.
8. The base runner may leave the base when the ball crosses the plate. If the umpire determines that the base runner leaves early, the runner will return to their previous base and receive a warning the first time. Runner will be out the second time.
  - a. If pitch was a ball or hit the batter, pitch won't count.
  - b. If pitch was a strike, a strike will be called.

#### Time Length

1. Games are six innings long. No new inning will start after 1 hour 15 minutes of game time. Game length general rule is 1 hour and 30minutes
2. If a game is suspended, it can be completed at a later date. The game will continue from the point of suspension with the same lineups. New players can be added to the bottom of the order. Players missing from the suspended game will be dropped and their position in the batting order will be skipped. Pitchers and fielders will still abide by the eligibility rules for that game. This rule does not apply to games that reach time limits. Regardless of the inning, the game is over if a time limit is reached.
  - a. Games played a minimum of 3 full innings or 2 ½ innings with home team ahead are considered complete.

#### Forfeited game

1. Forfeit games are scored 5-0.
2. When a game is cancelled due to rain, the coaches are responsible for rescheduling the game.

#### Additional Rules

1. 5 runs maximum per inning except the last inning which is unlimited. Last inning means 5<sup>th</sup> inning or if the time limit has arrived and both managers agree that it's the last inning before the inning starts. If it is not announced prior to the inning starting the 5 run limit will apply.
2. Absolutely NO ball shagging by coaches in the field of play.
3. Dropped Third Strike is not allowed.
4. Infield Fly rule is not enforced.
5. Look Back rule is not enforced.

#### Rule Review

1. Rules will be reviewed on an annual basis by the Driftless Youth Sports League Committee. All recommendations for changes and/or clarification should be communicated to the Driftless Youth Sports League Committee at the end of the year.