



## 10U League Rules for Wasco Softball

### Summary of League

The 10U league is for players in **Third & Fourth Grade**. The 10U league is **competitive and is a 100% Kid-Pitch league**. Formal scorekeeping of league games and league standings will be kept.

### Player Registration

Players in third & fourth grade (Spring Season) or who will be going into third & fourth grade (Fall Season), will be assigned to the 10U Softball league. Any exceptions to this rule, will need to be presented to the 10U Commissioner. Exceptions are extremely unlikely.

### Game Rules

**Game Overview:** Games shall be played according to USSSA Official Fastpitch Playing Rules and By-Laws unless otherwise noted. Games are six (6) inning games. Extra innings may be played in accordance with the league time and other game completion rules as provided for herein. If rain, darkness or weather ends a game prior to four (4) complete innings of play the game will be suspended. If the game is called after 4 innings the score will stand as a complete game reverting back to the score at the end of the last fully completed inning, including if such score results in a tie game (3 ½ innings complete with the home team winning).

**Softball:** Games will be played with 11" hard softball provided by Wasco Athletics.

**Umpires:** Umpires will be assigned by Wasco Softball.

**Uniforms:** Uniforms are conventional, with long-legged pants (no shorts) and player-provided sneakers or compositional baseball shoes (no steel spiked shoes permitted). The league provides a jersey and softball pants to each player. Each player is responsible for wearing their entire uniforms on gameday (with all shirts "tucked in"). Jerseys are to be worn to games only. No jewelry is permitted at games or practices. Players need to make every effort to wear their uniform, so it is visible. Managers/Parents have the discretion to deviate from this in cases of inclement weather and/or the health of a child.

**Time Limit:** Subject to Extra Innings rules during the Playoffs, there is a 2 hour time limit to start a new inning (no new inning can be started after 2 hours). A new inning that starts between 1 hour and 45 minutes and 1 hours and 59 minutes, will be the "Last Inning." The Umpire is responsible for keeping the official time.

**Last Inning:** There shall be no run limit in the "Last Inning." The "Last Inning" shall be defined as the 6th inning, unless declared earlier by the managers and umpire as follows: (i) the inning declared as the "Last Inning" due to darkness, or (ii) the inning started at 1 hour and 45 minutes and up to 1 hours and 59 minutes. (For Example: If the 4th inning ends 1 hour and 50 minutes after the original scheduled start time, then the 5th inning shall be the "Last Inning").

**Mercy Rule:** There is no Mercy Rule.

**Extra Innings:** If the teams are tied after the Last Inning, then Extra Innings shall be played as follows:

**Regular Season:** During the Regular Season, if a game is tied after 6 innings and the Time Limit has not been reached, then the teams shall play a Modified Tie Breaker (as provided for below herein). If the game is still tied after one round of the Modified Tie Breaker, and the Time Limit has not been reached, then the teams shall play a second round of the Modified Tie Breaker. If the Time Limit has been reached after the first round of the Modified Tie Breaker and the game is still tied the game will be recorded as a tie. If the game is still tied after the second round of the Modified Tie Breaker, then the game will be recorded as a tie.

**Playoffs:** Extra Innings during the Playoffs shall be as follows:

- Bracket Games: Except for the Championship Game, all other playoff games that are tied after the Last Inning shall be played as follows:
  - Prior to Time Limit being reached: The teams shall continue to play standard extra innings until the Time Limit has been reached or a winner is declared.
  - After Time Limit reached: When the Time Limit has been reached, then the teams shall play a Modified Tie Breaker (as provided below herein) until a winner is declared.
  - Championship Game: The teams shall continue to play standard extra innings until a winner is declared.

**Modified Tie Breaker:** Modified Tie Breaker rules are as follows:

- The player making the last out in the previous inning will begin as a baserunner at second base; and
- One out will be charged (i.e. each team will have two outs for their turn at bat).

**Base Coaches:** Adults will coach 1st base and 3rd base, with one adult in the dugout. These Coaches must be registered, rostered and approved by the Wasco Athletics Board of Directors.

**Defensive Coach:** One Coach (preferably the Head Coach) will be permitted to stand on the field, behind the pitcher. This Coach must be registered, rostered and approved by the Wasco Athletics Board of Directors.

**Entering Scores:** The winning team shall be responsible for recording the score in SportsEngine, within one week of the completion of the game. All scores for the season must be reported by 8pm CST on the final Sunday of the Regular Season to be counted toward the final standings.

**Rainouts/Suspended Games/Make-Up Games/Rescheduled Games:** The Home team manager is responsible for checking the fields to determine if a game should start due to rain or threatening weather. If the Home team manager determines that the field or conditions are unplayable, they should contact the Visiting Manager as soon as possible. Managers are encouraged to make an effort to reschedule the game if possible.

**Heat /Cold/Lightning Policies:** Please refer to the Policies section of the Wasco Athletics website:

<https://www.wascoathletics.com/policies>

### **Team Lineup and Minimum Player Requirements**

A minimum team will consist of 8 players. No out shall be recorded in the ninth batting position if only 8 players are present at a game. If more players arrive after the game begins, they will be added to the end of the batting order. Teams without 8 players by 10 minutes past the scheduled start time shall forfeit the game with a score of 7-0. A team may use a player from the league below, but in no case may that player pitch or play catcher. If a team has 9 players, they may call up a player from the league below; if they have 8 players, they may call up two players. In no case may a player not registered with Wasco Softball play as a walk-on. Call up players must wear the team uniform of their full-time team. A team cannot call up a player if that player's full-time team has a game scheduled at the same time. You cannot use a player from the same league or from any travel team. All call up players must bat last. Lineups shall be exchanged by the teams 10 minutes prior to the first pitch and the lineup provided to the opposing team shall include at minimum the following information: The Batting Order with the First Name, Last Name and Number for each Player.

## Standings & Tiebreakers

The following is the list in order of the tiebreakers used to slot teams for the post-season tournament:

1. Winning Percentage (wins + (ties\*.5)/games)
2. Head to Head Winning Percentage (Highest of all teams tied after computing (wins + (ties\*.5)/games) for only games played against tied teams.
3. Head to Head Run Differential: Highest of total runs scored when playing all tied teams in #2 - (minus) total number of runs allowed when playing tied teams in #2
4. Runs Against Overall: Lowest of: Total number of runs allowed for all games played
5. Runs for Overall: Highest of: Total number of runs scored for all games played

If there are any issues or if there is still a tie after the 5th tiebreaker, the Vice President of Softball will be involved and make the final decision using his/her discretion.

Note: the Wasco Softball Website does not always calculate the standings correctly.

## Field Dimensions

**Distance between bases:** The distance from the back of home plate (the point) to the outfield side of the middle of the bases at 1<sup>st</sup> and 3<sup>rd</sup> is 60 feet. The distance from the back of home plate (the point) to the center of 2nd base is 84 feet and 10.25 inches.

**Pitching rubber distance:** 35 feet from the back of home plate (point) to the front of the rubber.

## Offense

**Lineup:** All players will always be in the lineup and will bat in consecutive order.

**Runs Scored (Run Limit):** The inning will be over after 5 runs are scored, except there shall be no run limit in the Last Inning.

**Batting Order:** Continuous batting order shall be used. The batting order, established for the game, will remain the same throughout the game. If a team bats out of order and it is noticed in that inning, they will re-bat starting with the child they missed. If there were runners on base, they would return to the base they were on. The manager's discretion will be used to make these decisions (case in point, the out-of-turn batter is 5th or 6th down in the order)

**Bat Information:** Bats that are acceptable are:

- 2-1/4" diameter barrel with a USA Softball (formerly ASA) stamp.
- USSSA Stamps are not allowed.

**Batting Order:** Continuous batting order shall be used.

**Bunting:** Bunting is allowed.

**Slashing:** Slashing is not allowed. Slashing is when the batter shows a bunt, pulls back and swings away).

**Dropped 3<sup>rd</sup> Strike:** Dropped 3<sup>rd</sup> strike is not in effect.

**Thrown Bat Rule:** The batter must not throw his bat. A hit WILL NOT COUNT if the bat is thrown. The batter will receive a warning, and if the batter throws the bat a second time during the same "game" then the batter will be called "out". Throwing the bat is dangerous, so please stress this rule with the children.

**Helmets:** Batting helmets shall be worn in all practice and game situations whenever a player is preparing to bat or is batting. Helmets are to include a face mask and chin strap.

**On Deck:** Only one batter is allowed at a time on the on deck-circle, and the on-deck batter must wear a helmet.

**Substitute Runners:** A substitute base runner shall be used for the catcher with 2 outs. (Substitute runner shall be the last batted out).

## Base Running

**Base Stealing:** Stealing may occur to 2<sup>nd</sup> and 3<sup>rd</sup> base after the ball crosses the plate. There is a limit of 4 steals per team, per inning. Delayed steals are not permitted.

**Leadoffs:** Leadoffs are allowed after the ball leaves the pitcher's hand. Runners leaving the base early may be called out.

**Continuous Walks:** Continuous walks are not allowed.

**Sliding:** Sliding into any base, except 1st, is permitted. The runner must slide at home plate if there is a play. There is no sliding headfirst into a base. Diving headfirst while retreating to a base is allowed.

**Running out of the Baseline:** Runners must stay in the base line. While running to 1st base, a runner can run to the right or left of the line, as long as there is no deliberate move toward 2nd base. Children should be taught, however, to over-run 1st base toward the right side of the base or straight-ahead.

**Baserunner Interference:** If a runner interferes with a fielder while the fielder is fielding the ball, the runner is out. Runners can run in front of the fielder as long as they don't touch the fielder. If the fielder has the ball in the base line, the runner cannot try to go around the fielder to avoid the tag or the runner will be out. The runner may run out of the base line in order to avoid interference, but not when a play is being made on the runner.

**Play is Dead:** Once the ball is returned to the infield and the pitcher has possession and control of the ball in the pitching circle, runners may advance only to the base they are already committed to. A runner is considered committed if they have passed the halfway point to the next base at the moment the pitcher gains control in the circle. Runners who have not passed the halfway point must return to the previous base. Runners who have already passed the halfway point may continue to the next base at their own risk. After the pitcher has control in the circle and no play is being made, the ball is dead and further advancement is not permitted.

**Overthrows:** If a play is made on a runner at any base from the **infield**, and the ball is overthrown prior to the umpire stopping the play, the runners may advance **one base only** at their own risk. On any overthrows from the **outfield** position to all bases (1st, 2nd, 3rd, & home), the base runners will be allowed to continue to advance to the next base until a **position infielder** has possession of the ball. If the ball is in possession of an infielder prior to a runner passing the halfway point, they must return to the previous base. Any base runner behind them will return to their previous base as well.

**Advancing Home:** When a runner possesses 3rd base immediately before the next pitch, the runner may only advance home on a ball put into play by the batter, on a bases-loaded walk, or on a hit-by-pitch when the bases are loaded. That runner may not steal home or advance home from 3rd base on a passed ball, wild pitch, or any play not initiated from a batted ball (i.e. catcher overthrow pitcher on throwback or catcher throws to 2nd on a steal, etc).

## Defense

All players present for a game must play (unless not in uniform, which is the manager's discretion).

**Number of Fielders:** There will be 9 players on the field at one time. It is recommended that each player be allowed to play all positions during the season.

**Inning Minimums/Playing Requirements:** Each player shall play a minimum of four (4) innings in the field. No fielder is permitted to play the same defensive position for more than three (3) innings per game. All players must play two (2) innings in the infield. Players having to leave after the start of a game will be allowed to return to the game. Each manager is responsible to maintain a documented rotation for his own team consistent with this rule. The inning / position requirement set forth in the rules shall be superseded by time, weather, darkness, injury or mercy rules of the league.

**Infield Fly:** The infield fly rule is not in effect.

**Catchers:** All participants in any practice or game situation when playing the catcher position, shall wear the catcher gear (helmet, chest protector, knee pads).

**Outfield Fence:** Where no outfield fence exists, any ball hit to the outfield will remain in play until actual interference with the fielder's ability to pursue the ball occurs. Outfielders shall be encouraged to consider the ball "in play" until the umpire declares it dead.

## Pitching

**All pitchers must pitch from the pitching rubber.**

**Inning Limits:** Each pitcher is allowed a maximum of 3 consecutive innings per game. One pitch in an inning constitutes an inning. Maximum innings pitching rules apply to extra innings.

**Uniforms:** Pitchers may not wear sunglasses, wristbands, arm sleeves, or undershirts that are the same color as, or a similar color to, the game ball and that could impair the batter's ability to see the ball.

**Intentional Walks:** There will be no intentional walks.

**Hit Batters:** If any pitcher hits 2 batters in any one inning, the pitcher must be removed. If a pitcher hits 3 batters in a game, the player must be removed.

**Mound Visits:** Coaching staff may visit the defense including the pitcher during the game. Visits should be limited to 1 minute. On the second trip in an inning to confer with the defense with the same pitcher on the mound, that pitcher must be removed.

**Warm-Ups:** Teams are allowed 2 minutes or 5 warm-up pitches in between innings, whichever is less. Any player catching for warm-ups in between innings or in the bullpen must wear full catcher's equipment.

## Conduct

UNDER NO CIRCUMSTANCES DO WE WANT ANY ARGUING ON THE FIELD. ACTIONS LIKE THIS IN FRONT OF THE CHILDREN WILL NOT BE TOLERATED. Managers are 100% responsible for the conduct of their coaches, parents and players. Parents are to be informed of the rules before the season begins. All managers, coaches, players, umpires, parents, and board members are subject to the Wasco Athletics Codes of Conduct. The League Commissioner must be notified as soon as possible with a report to the League President as to what occurred if a problem arises.

## Rosters

Only players that are registered shall be considered “rostered players” and be allowed to participate in practices, games or other league sponsored events. A “registration” shall be considered completed when the player has their registration fully completed through SportsEngine (the Wasco Athletics website), which includes the applicable fees paid, the medical waiver form and code of conduct form completed. Use of a non-rostered player shall be strictly prohibited and will result in disciplinary action against the team manager.

A Coach may request a maximum of six players to be added to their roster.

## Dugout Selection & Rules

Unless otherwise agreed to by the managers, the home team shall occupy the 3rd base dugout/bench and the visitor team shall occupy the 1st base dugout/bench. The only persons allowed in the dugout during a game are the players, the manager and coaches. Managers and coaches shall remain in the dugout during game play unless specifically allowed by league rule or functioning as a base coach or an outfield coach.

## Field Preparation and Care

Do not warm up your team on the infield, prior to a game. Please use your side of the outfield. You can use the out of play infield area, on your side, for groundballs. But please ask your players to avoid touching the chalk lines.

The **home team** is responsible for ensuring the field is set up properly for the game, including chalking the foul lines and the batter’s box. The home team will supply the game balls and shall be required to surrender the field to the visiting team fifteen minutes before game time.

At the end of the game, the **away team** is responsible for clean-up. Bases should be left “in” (there is no need to take the bases out and replace them with plugs). Please put away all rakes and ensure all field equipment (marking string, dig out tool, and chalk) are in the field box **with the lid closed tightly**. The away team is responsible for smoothing and filling any holes created during play, especially around the bases, home plate, and the pitcher’s mound.

The field shall be cleared of all players five minutes prior to the start of the game. The Managers shall concur in the event a previous game makes the field setup impossible to be completed prior to the scheduled start of the game. Teams should remove all equipment from their dugouts immediately following their game, and prior to post-game meetings, to allow the next games teams to enter the dugouts timely. **Each team is responsible for the removal of all trash from their respective dugouts, spectator areas, and the field.** All field issues should be reported to [fields@wascoathletics.com](mailto:fields@wascoathletics.com).