

10U Kid Pitch Division Softball-Playing Rules

The goal is to provide a wholesome, enjoyable activity, which develops character, skills, sportsmanship and goodwill.

The National Federation of State High School Association (NFHS) Rules will govern this league unless otherwise stated in these playing rules.

REGISTRATION FEE

To help offset expenses, a team fee will be required (amount to be determined at the beginning of each season).

AGE GROUPS AND ELIGIBILITY

1. The 10u player's age on September 30 of the current school year determines player eligibility for both the spring and fall seasons.
2. Players must register with their coordinating association, and teams must follow their association's rules. A player must meet the age requirement of the league in which she participates. Players are encouraged to participate in their own age group. Exceptions to "play up" to the next age group must be submitted by the parent and approved by their association's softball coordinator.
3. Players may only participate on one recreational softball team at a time.
4. If the eligibility of a participant is questioned, proof of age must be verified through one of the following (no copies): Original Birth Certificate, Military ID, or Passport.
5. Non-Virginia Beach residents must first register with a Recreation Association and are subject to all the Association's terms and conditions for participation. No Virginia Beach resident shall be excluded to accommodate a non-resident. No more than 2 non-residents on a team. Residents of Knotts Island, NC are eligible to participate and are considered residents.

ROSTERS

1. Team rosters are limited to fifteen (15) players, one (1) head coach, three (3) assistant coaches/scorekeepers. All coaches must obtain a city volunteer ID badge.
2. A completed roster to include team name, team age group, coaches' names, and all player information (name, date of birth, jersey number) must be maintained by their respective softball coordinator.

SCHEDULING OF GAMES

1. Games (8 games) will be played in accordance with the schedule.
2. Any coach finding it impossible to play a scheduled game must notify their softball Coordinator as soon as possible.
3. If games are postponed due to weather or other conditions, makeup information will be e-mailed to coaches by their Softball Coordinator.

RESPONSIBILITIES

1. Each association will assume the following responsibilities:
 - a. Identifying and preparing game sites.
 - b. Custody of rosters and authority to rule on player eligibility

STANDARD GAME AND PREGAME PROCEDURES

1. The contracted Officials Association will assign umpires; no team may refuse any assigned official. Umpires may consult at any time the “**10U Kid Pitch Division Softball-Playing Rules**” in their possession for clarification.
2. Head coaches are responsible for maintaining proper conduct of their assistant coaches, parents, and players at all times. (In accordance with their area’s Code of Conduct)
3. The home team will be noted on the schedule and occupy the third base bench.

4. Starting of Games and Total Innings:

- a. Teams should arrive 30 minutes before scheduled game time. Games may start early only if both coaches agree.
- b. No grace period. Game time is forfeit time.
- c. The game will be **1 hour and 20 minutes**.
- d. A regulation game is 6 innings, or when the time limit expires (whichever comes first).

5. Coaches:

- a. Maximum four (4) Adult Coaches
- b. These individuals are the only ones permitted on the field or in the dugout/bench area during the game. Coaches are responsible for keeping spectators off their benches and out of the dugout area. Only the head coach

can approach the umpire during the game. The head coach must call time and ask to approach the umpire if he/she has a question on a play or call.

- c. **Only coaches/scorekeeper with a valid Virginia Beach Youth Sports League Volunteer Identification Card may occupy the player's dugout/bench area in addition to the limited number of players.**

6. Scorekeeper:

- a. The home team shall provide an official scorer and furnish the official scorebook.
- b. It is recommended that the visiting team's scorer frequently check with the home team's scorer to avoid mistakes. The scorebooks of both teams must be filled out with all player's names and uniform numbers. If this information is not provided, protests will be denied.
- c. In the event of any scorekeeper's disputes that cannot be settled, the umpire will review both scorebooks immediately and make all necessary notations. The game will continue. As soon as possible, after the conclusion of the game, the official scorer (the home team) will present the softball Coordinator with the scorebook and all pertinent scorekeeper dispute information.

7. Pregame Warmup:

- a. Players and family on teams scheduled for the next game shall stay behind the bleachers to warm up and may not detract in any way from the game in progress.
- b. For the pleasure and safety of spectators and fairness to the teams playing, **no pregame loose ball batting of any kind or hitting ground balls or pop flies is permitted, including by coaches.** Players must have a helmet on any time they are swinging a bat. No hitting off a pole during the game, either in the on-deck circle or near the playing field. Waiting teams can use a hitting stick if they are a good distance from the playing field. Players can only work on throwing/catching or hitting off a stick prior to the game.
- c. Due to the time limit, pre-game infield practice will not be taken.

PLAYING EQUIPMENT

- 1. Game balls to be used are as follows: use 11 inch softballs approved by USA (formerly ASA) or NFHS .47 cor 375 compression with raised seam.

2. Game balls will be supplied by the home team – 1 new and 1 good (almost new) condition.
3. NFHS Bat Rules Apply.
4. Shoes with metal spikes are not allowed.
5. Catchers must wear a full helmet (no skull cap), with a face mask, throat protector, chest protector, and shin guards. Hockey style masks do not require a throat guard.
6. 10u Batters and runners must wear helmets with earflaps, facemasks, and a NOCSAE warning label.
7. Teams must provide their own practice balls and uniforms.
8. Team members must all have the same color uniform and individually identifying jersey numbers. There shall not be duplicate jersey numbers.
9. The wearing of defender facemasks is required for all infielders and outfielders when on defense for the 10u division. In the event that a piece of required equipment is forgotten/broken, the individual's team is responsible for correcting the discrepancy. Teams should bring extra facemasks to their games as a backup.
10. **No jewelry** can be worn by players during games (No earrings, necklaces, etc.). If a player has recently had a piercing, the earring/stud needs to be removed when in the field of play (defense/offense) but can be worn in the dugout if needed/desired. The only exception to this rule is for medical and/or religious mandates.

PLAYING RULES

1. **Base Distance:** 55 feet
2. **Pitching Distance** (Back point on home plate and the front side of the pitcher's rubber): 35 feet.
3. **Chalk Lines:**
 - a. Base Coach Boxes
 - b. Warm Up Batter's Circle
 - c. Pitching circle 16 feet in diameter
4. **Team Makeup:**
 - a. A team may play with 8 players. If a team has only 8 players, the lineup will be one through eight, and the 9th position will be recorded as an out.

- b. If additional players arrive late for a game, they can play and are added to the bottom of the batting order.
- c. If a team loses a player for any reason, there will be no penalty if the team has at least 9 players. If a team loses the 9th player for any reason, the batting spot vacated by that player counts as an out.
- d. To continue playing, a team must always have at least 8 players.
- e. The batting lineup will consist of every player in uniform in attendance at the game. The batting order will remain the same for the entire game.
- f. Each player must play at least two innings in the field in a full 6 inning game. Any 9 players in the lineup may play in the field in any given inning. Both scorers should check players off in the scorebook when they play their required innings in the field.

5. Run Rules:

- a. There is a limit of 6 runs per inning. The inning is over immediately when the 6th run is scored.

6. Playing Time:

- a. If a 10u game has gone on for less than 1 hour and 20 minutes, a new inning will start and must be completed. The new inning will start the moment the third out is made completing the previous inning.
- b. The respective coaches can decide not to play the second half of the final inning if the game's outcome has been decided. If the coaches decide to play the second half of an inning where the outcome of the game has already been decided, they shall not finish the inning if doing so delays the next game.
- c. No new inning shall start after the 1 hour and 20-minute time limit has expired.
- d. If a game is tied at the end of an inning and after time has expired, the game will count as a tie.
- e. Home and visiting team must leave the field and dugout immediately following the game to allow for the next game/practice.

7. Pitching:

- a. Pitchers are allowed a maximum of 5 warm-up pitches between innings.

- b. Any step backward by the non-pivot foot shall begin before the hands come together. The step backward may end before or after the hands come together.
- c. The pitcher shall bring the hands together for not less than one (1) second before releasing the ball. The pitcher shall not make any motion to pitch without immediately delivering the ball to the batter. The pitcher shall not make a stop or reversal of the forward motion after separating the hands.
- d. All pitches must be underhand - no overhand pitches.
- e. Pitchers can use a full circle (windmill) windup if the pitcher can do it effectively. Standard underhand or slingshot style pitches are also legal pitches.
- f. An illegal pitch shall be declared immediately by the umpire (delayed dead-ball signal). The batter is awarded a ball. Base runners will not be awarded one base. (Exception) – if the batter reaches first base safely and each other runner advances at least one base, the illegal pitch is nullified. All action stands and the illegal pitch is canceled. If runners advance beyond one base, though, the opposing team can try to get them out.
- g. A batter hit by a pitch in the air will automatically be given first base as long as the pitch was not ruled a strike and the batter was in the batter's box, even if no attempt was made by the batter to evade the pitch. The hit batter is given a walk under these conditions, even if the pitched ball hits the ground before hitting the batter.
- h. A coach will be allowed one visit on the field to meet with the pitcher per inning. The second appearance (in the same inning) necessitates the removal of the pitcher from the pitching position for that inning. Player may return to the pitching position a maximum of one (1) additional time and allowed five (5) warm-up pitches. Pitchers that are removed in between innings do not fall under this rule and can re-enter as many times as needed. A player can be brought from the bench or from any on-field position to the pitching position between innings or within an inning, as long as time is called.

8. End of play:

- a. Time is called by the umpire when the pitcher has secured control of the ball within the circle.

9. Infield Fly Rule:

- a. no rule in effect.

10. Overthrows:

- a. If there is an overthrow, runners can attempt to advance one base. On the attempt back to the pitcher from an infielder the play dead.

11. Double First Bases:

- a. Double first bases will be used at all fields for league play. The following rules will be enforced consistently with National Federation of State High School Associations (NFHS) guidelines:
 - i. A batted ball hitting or bounding over the white portion is fair.
 - ii. A batted ball hitting or bounding over the orange portion is foul.
 - iii. If the base runner uses the orange portion at any time after safely reaching first base and is not in contact with the white portion, then she is considered off the base.

12. Leading and Stealing:

- a. Runners must stay in contact with the base at all times until the pitched ball crosses home plate. Any runner leaving contact with the base prior to the ball crossing home plate will be ruled out.
- b. No stealing of home.
- c. If a player is stealing 3rd base, they can go home on an overthrown ball.
- d. Batters receiving a walk cannot continue to second base but must stop at first base after they are walked.

13. Courtesy Runner:

- a. When there are two outs, the player who made the second out of that half inning can become the courtesy runner for the catcher as soon as she reaches base. Once a courtesy runner is designated, no other courtesy runner or the catcher may return to run for the original courtesy runner. A courtesy runner for the catcher should also be used when 5 runs have scored regardless of the number of outs.
- b. Exception: Should an injury occur to the courtesy runner, the player that made the first out of that half inning may become the courtesy runner until she scores or is put out.

- c. If a player is injured during the game, a pinch runner can be used for that player. The injured player can return to the game at any time.

14. Player substitution:

- a. Players can be substituted from the bench or moved to a different on-field position or back to the bench at any time for any position including pitcher, as long as time is called

15. No infielder can be in front of the pitcher until after the pitch is thrown. Outfielders must be at least 10 feet behind the baseline.

16. Bunting is allowed in this league.

PROTESTS

- 1. Player Eligibility Protests: In the event a protest is lodged on a player's eligibility and the player proves to be ineligible, the player will be suspended from the league for the remainder of the season and the team will forfeit the previous game in which she has participated.
- 2. THE GAME MUST CONTINUE
- 3. No protest involving the umpire's judgment (ball or strike, fair or foul, safe or out, etc.) will be considered at any time.

AUDIO/VISUAL

- 1. Head coaches/assistant coaches may not record during game time play.
- 2. All recording must be done outside the field of play.

FIELD CONDITIONS/WEATHER

- 1. In the event of rain or other inclement weather, your area's coordinator will notify head coaches of delays or cancellation by 2 hours prior to game time.
- 2. Once a game has begun, the umpire will determine if the field is playable. The umpire's decision will be final. If a game is halted, the teams will not leave the immediate area for a period of 15 minutes. After this period, the umpire will decide as to whether the game will continue or be called.

3. If a game has gone at least 40 minutes and then called due to weather, it will be considered a complete game. If a game is stopped prior to 40 minutes, it will be replayed from the start.

NOTE

1. Coaches will advise parents and players of the playing rules. Ignorance of any playing rules will not be tolerated.
2. Please Park in authorized parking areas only.
3. Smoking, use of tobacco products including smokeless tobacco, and use of all types of e-cigarettes (including nicotine vapor and non- nicotine vapor products) are prohibited by State Law on School Property. No smoking, vaping or use of smokeless tobacco in dugouts or on the field by players or coaches.
4. Per Virginia Beach School Board Policy, pets other than service animals are prohibited on school property.
5. At Virginia Beach City Parks, pets are permitted but must be always leashed and under control with leash in hand. Please be sure to scoop the poop.
6. NO PETS are allowed on the athletic fields at any time.