**Pearl Youth Softball League Rules**

*The City of Pearl Youth Softball league will abide by USSSA rules with the following exceptions and modifications:*

**10U Year Old Player/Coach Pitch**

**Equipment/Safety**

* In addition to using a regulation yellow 11-inch softball, each batter on an 10U softball team must step up to the plate with a helmet and face guard attached. Chin straps on helmets are encouraged, but not required. In addition to players who are up to bat, the on-deck batter and all base runners must wear helmets during the game. Bats must carry the USSSA stamp per USSSA rules to be legal.
* Catchers will be required to wear helmet, chest protector, and shin guards.
* On deck batter will stand on the same side as the batter during warm-up inside the circle. (If the home team (3B dugout) has a left-handed batter at the plate, the on deck batter will move to the visiting side on-deck circle. This is to minimize the risk of on-deck player being hit by batter.
* If a batter slings a bat, the batter will be given a warning. If the player slings the bat a second time during the game, the player will be called out.
* Defensive players are allowed safety masks. While not mandatory, the use of this safety device is strongly encouraged for all players.

**Time-Limit**

* Each game consists of 6 innings or 1 hour, no new inning after 55 minutes. If at the completion of the game the score results in a tie, the game will stand as a “tie game”. A game will be called complete due to weather conditions after 4 innings or 3 ½ innings if the home team is ahead. **5 RUN RULE PER INNING. Game Run rule: 12 runs after 3, 10 runs after 4, 8 runs after 5**
* Rain outs will be determined by the Pearl Parks & Recreation office. All rain outs will be rescheduled if possible by the league commissioner and shall have priority over practice times if applicable. Coaches are responsible for contacting parents about changes in the practice or game schedule.

**Line-Up**

* A team must have at least seven (7) players in order to avoid a forfeit. In this event the batting line-up will be turned in with 7 players. No “out” will be called for the 8th and 9th batter. If a forfeit occurs, both teams can remain at the field to play “for fun”. Umpires are not allowed to umpire “for fun” games.
* Any team with less than seven (7) players will forfeit the game to the opposing team with the score being recorded as seven (7) runs for the “winning” team. In the event both teams do not have the required players, both teams will forfeit the game with the score being recorded as zero to zero (0-0). No forfeited games will be allowed to be made up.
* Every player will bat, with late players added to the end of the line-up and the umpire and scorekeeper must be informed. Each coach will list all players on the line-up card by name, number, and position. This will be used as the batting order. This line-up must be shown to the umpire before turning in to the scorekeeper and the opposing coach, at least 10 minutes before game time. **If line-ups are not turned in by the umpire’s official game start time, time will begin but play will cease until line-ups are completed.**
* Any player who arrives during the second inning will be allowed to enter the game at the top of the third inning. The player will be added to the bottom of the lineup.
* Each team will be allowed three (3) outs per time at bat. It is the coach’s responsibility to keep up with his or her own batting line up, which child received the 3rd out the prior inning and which child begins batting the next inning. This is not the umpire’s responsibility.

**Player Pitcher**

* If a player pitcher walks 3 consecutive batters, the coach will come in and finish the inning.
* The coach pitcher will get a maximum of 5 pitches. If the batter does not put the ball in play by 5 pitches she is out. A coach cannot walk a batter. If the coach throws a “bad” pitch, that pitch will go against the 5 pitches.
* 10U pitchers must start with both feet on the pitching rubber and with their hands separated. At the start of the pitcher's motion, she must bring her hands together for one to 10 seconds. She may drop one arm to the side before starting the windmill motion. Pitchers are required to drag the back foot along the ground, avoiding an illegal crow hop or leap.
* When the pitcher has control of the ball in the pitcher’s circle, the play is over. At that point, any runner more than halfway to the next base may continue on to that base, but any runner who is not halfway may not advance and must return to the base previously occupied. The umpire will call time when a play is over. The umpire’s judgment on whether a runner can advance or not is final and will not be questioned.
* No intentional walks are permitted.
* Dropped 3rd strike rule is not in effect.

**Coach-Pitcher**

* The coach pitch must be delivered from the pitching rubber. If a coach delivers a pitch from anywhere other than the pitching rubber, there will be a warning for the first occurrence and the pitch will be considered a no-pitch and re-played. Additional occurrences will be considered a strike.
* Coach pitch in place of a walk is to avoid excessive walks given by inexperienced pitchers and to speed the pace of the game. Pearl Youth Softball is doing our best to develop both offensive and defensive players.
* Player Pitcher Position - The pitcher must remain in the pitching circle (both feet) when the coach pitcher is delivering pitches, typically to one side or the other.
* Coach pitchers are allowed to coach the batter on count, swing or stance prior to the pitch. Coaches cannot coach the batter-runner or runners once the ball is in play and the coach pitcher is on the field. Result, the batter is out and runners are returned to their original position. Coaches must make every attempt to avoid a batted ball while in the pitcher’s circle.
* A batted ball striking the coach pitcher while in the pitchers’ circle is a dead ball. A coach may remove himself from the field of play during a live ball. However, if the coach is deemed to have interfered with the play while leaving the field, the batter will be out and runners will be returned to their original positions. Use good judgment and timing when removing yourself from the field. Once off the field (fair territory) you may begin coaching the batter-runner and/or runners.
* If the manager/pitcher interferes with the fielding play, the batter or runner shall be declared out.

**Base Running**

* Runners may steal at the point of release by the pitcher. However, the runner may not steal from 3rd base to home. Stealing is not allowed while the coach pitcher is in the game. A base runner must remain on base until a pitch leaves the pitcher’s hand.
* No double stealing will be allowed. (Example: If there is a runner on 1st and 2nd, only the runner on 2nd can steal 3rd. The runner on 1st must wait until the next pitch to steal 2nd.)
* Look Back Rule - The look back rule applies to all base runners, including the batter runner, and requires all runners either be on base or attempting to return to base when the ball is returned to the pitcher and the pitcher is within the 8 ft radius of the pitchers’ rubber. A player between bases is allowed to immediately return to the previous base without the risk of being put out, or may advance to the next base, under risk of being thrown out by the pitcher. Any player on a base after the pitcher is within the 8 ft radius who then leaves her base before the ball is pitched is out.
* In case of a runner not touching a base and she occupies an advanced base at the time play has ceased, such runner will be called “out” by the umpire who witnessed the infraction.
* A courtesy runner is allowed for the pitcher, catcher, or injured runner. The batter with the last completed out is eligible as a courtesy runner.

**Infield Fly Rule**

* There will be no infield fly rule.

**Offense**

* Bunting is allowed when the player pitcher is in the game.

**Scoring**

* The official scorebook will be kept by the home team. A scorecard must be signed by both coaches and the umpire at the conclusion of the game.