



DPRD 10u Softball Rules

I. PURPOSE

The DPRD 9-10 Girls Fast Pitch Softball Program is organized to provide a recreational activity for the participants. The program is designed for the following purposes:

1. To aid in the physical development through fun and exercise.
2. To teach the basic fundamental skills of the game of softball.
3. To aid in the social development through good sportsmanship and moral character with adult guidance.
4. To teach good attitudes and discipline to the youth participants.

II. ORGANIZATIONAL STRUCTURE

A. Governing Rules

The DPRD 9-10 Girls Fast-Pitch Softball League will be governed by the local league rules and current GRPA Athletic Manual.

B. Coaching Requirements

1. A person of high moral character, who is respected in the community.
2. A coach should have a basic knowledge and understanding of the fundamentals of softball.
3. A coach should never incite players or parents by criticizing an official.
4. A coach should never use profanity, use tobacco in any form during any activity with the players, and shall not use alcoholic beverages before or during activities with the players.
5. A coach should never be overly concerned with winning but should be more concerned that each child has a fun and learning experience and learns the fundamentals of the sport.
6. A coach is expected to be present at all practice sessions, games and meetings or have an approved assistant present.

7. A coach should try to keep each player actively interested and participating through the season.
8. It is the responsibility of the coach to be knowledgeable of all rules governing the sport that they are coaching.
9. **All coaches** must have a current background check on file with DPRD.
10. A coach should be certified by the National Youth Sports Coaches Association (NYSCA). For certification go to www.nays.org/nyscaonlineclinic.

III. GENERAL RULES

- A. Team rosters shall consist of no more than 14 players. Players will not be added to a roster unless a team drops below the recommended number of players and there are players on the waiting list at DPRD.
- B. A team may start a game with 8 players.

IV. THE PLAYING FIELD

- A. The pitching distance is 35 feet and the base distance is 60 feet.

V. EQUIPMENT

- A. Gloves or mitts may be worn by any player as long as the glove or mitt meets National Federation standards.
- B. Catchers must wear mask with throat protector and shin guards.
- C. Helmets with chin straps and face mask must be worn by batters, base-runners, and on-deck participants. No player can play without chinstraps or face mask. The penalty will be treated as illegal equipment.
- D. Softballs will be 11” core .47.

VI. REGULATION GAME

- A. Games will consist of 6 innings or 80 minutes.
- B. All players bat.
- C. If tied after 6 innings, international tie breaker rule will be used.
- D. Run Rule: 20 runs after 3 innings, 15 runs after 4 innings, and 10 runs after 5 innings

- E. All players must play 2 innings if the game goes the full 6 innings. A player must play 2 innings and bat before she can be substituted for. All players must be in the game at the beginning of the 4th inning.

VII. PITCHING RULES

- A. Strikes will be counted, either called swinging or fouled off.
- B. Balls will not be counted and there will be no walks.
- C. If the batter has not struck out, been hit by a pitched ball or put the ball into play in fair territory within 6 pitches, a coach pitcher will replace the player pitcher.
- D. The player pitcher will then assume a “pitcher’s helper” position with at least one foot in the pitcher’s circle.
- E. The coach pitcher will be allowed pitches equivalent to the number of strikes remaining for the batter.
- F. A foul 3rd strike against the player pitcher or the coach pitcher entitles the batter to another pitch.
- G. A foul 3rd strike against the player pitcher on the 6th pitch results in the next pitch coming from the coach pitcher.
- H. A batter who is hit by a pitch from a player pitcher is entitled to 1st base. A batter who is hit by a pitch from the coach pitcher is not entitled to 1st base.
- Example 1 – Player pitcher throws 6 pitches – 0 strike, 6 balls. After the 6th pitch, a coach pitcher replaces the player pitcher and may throw up to 3 pitches.
 - Example 2 – Player pitcher throws 6 pitches – 1 strike, 5 balls. After the 6th pitch, a coach pitcher replaces the player pitcher and may throw up to 2 pitches.
 - Example 3 – Player pitcher throws 6 pitches – 2 strikes, 4 balls. After the 6th pitch, a coach pitcher replaces the player pitcher and may throw 1 pitch.
 - Example 4 – Player pitcher throw 6 or fewer pitches – 3 strikes, or fewer balls. Batter is out, and the coach pitcher does not participate.

VIII. OFFENSE

- A. The infield fly rule is in effect.
- B. Runners may steal once the ball crosses home plate. Penalty is an out if the runner leaves base too soon.
- C. No head first sliding is allowed. A dive back to the base will not be considered a slide.

- D. A courtesy runner may be used for catcher only.
- E. A maximum of three (3) outs or five (5) runs will constitute an offensive inning. In an effort to allow maximum participation and playing time, even if a team cannot win because of run limits, and if there is time remaining, the game will be continued until the time limit is reached.

IX. DEFENSE

- A. Ten defensive players shall be used in accordance with the following positions: one (1) each of catcher, pitcher, first baseman, second baseman, third baseman, short stop, and four (4) outfielders.