

Latham Lassies Softball League Local Rules the 10U Division

1. A game shall consist of 6 innings unless called by the umpire. An official game shall consist of 4.5 innings - 3.5 innings in the case of darkness.
2. Ten players on a team will play in the field on defense. Infield shall be regulation with the remaining four players in the outfield at least 10 feet beyond the bases. An outfielder cannot be used to cover a base except in the event of a rundown, or if the game situation calls for it, ie a bunt.
3. There is a FIVE run limit per inning with the exception of the 6th and extra innings for which there shall be no limit. In innings 1 to 5, the inning ends when the play that scores the 5th run is completed. There shall be a 15 run rule in effect after 4.5 innings.
4. On a wild throw into foul territory, only one base may be taken. The defensive team may, however, attempt to throw the runner out. If attempted, the runner(s) may advance in the event of another overthrow, and so on.
5. Stealing is allowed within the following limitations: A base runner is allowed to steal one base per batter. A runner is allowed to steal on the pitcher (upon release of the ball) or the catcher (pass ball). If a base runner should leave the base too early, the runner will be called out and no pitch will be declared. Runners at third base may not steal home, but may advance to home on a passed ball if they have steal eligibility, at risk. A girl may not advance more than one base on a steal. If runners do attempt to advance more than one base on a steal, they are returned to the appropriate base when the ball is dead. (for example: a runner at first attempts to steal second, the catcher throws the ball to second but it ends up in the outfield. The runner may not continue onto third on that play). There will be no dropped third strike.
6. A minimum of 8 players is required at game time to play. If one team does not have 8 players to start the game, it shall be a forfeit. If neither team has eight players, the game shall be rescheduled if possible. A 10U team may "call up" a 2nd year 8U player, at the manager's discretion, or utilize a 10U player from another 10U team so long as it doesn't put the other team below the required 8 players.
7. Every player must play a minimum of 3 defensive innings per game. Unless injury prevents this, the player who did not play the minimum number of innings shall play the entire next game. The manager's best effort should be made to make sure no player is on the bench a 2nd time until all players have been on the bench a first time.
8. All players must be positioned in the infield for at least once every three innings. The exception will be those players who do not wish to play the infield
9. A pitcher may be used up to 2 innings per day during the designated time in which there is coach assisted pitching. A pitcher may be used up to 3 innings per day after the assigned coach assisted pitching cutoff day. In the event of a double header, no pitcher may pitch more than 4 innings total per day. An inning of eligibility is used with the first pitch of the inning.
10. Every girl on the team is to be placed in the batting order and bats even when she is not playing in the field. Once the batting order is completed and handed to the other manager and another girl shows up, she will be placed on the bottom of the batting order.

11. A one hour and 45 minute time limit will be in effect regardless of what part of an inning has been completed. You may not finish a game if the home team has completed the inning. The only exception to this rule is managers may complete the game if it is tied after the last complete inning this is subject to field availability and umpire ruling.

Rule Amendment for Coach Assisted Pitching

1. If the player pitcher reaches 4 balls, the coach will pitch starting at the pitch count the player pitcher reached, i.e. The player pitcher threw 4 balls and 2 strikes, the coach pitches 1 time.
2. There is a 7 pitch limit to all batters in all innings. An extra pitch shall be given if the 7th pitch is fouled off (or if rule 4 applies). There is no walking. If the 7th pitch is not hit, the girl is out.
3. Coaches pitching should have a foot on the pitching rubber as they pitch. The pitcher coach MAY NOT direct play once the ball has been hit.
4. If the ball hits the Coach pitcher, the play is immediately dead and all runners return to the prior position. The batter will pick up the pitch count from the last tally as if the dead pitch did not take place.
5. Coaches will only pitch for the 1st 5 games of Season. There after the player pitchers will pitch the entire game.