

SOUTH TOWN MINOR 10U LEAGUE RULES

1. There will be 6 innings per game and no innings to start after 1hr and 15 minutes.
2. Base distance shall be sixty (60) feet.
3. Pitching distance shall be thirty-five (35) feet.
4. Three (3) innings will be considered a regulation game.
5. All players at the game must be in the batting lineup including late arrivals. Any late arrivals will be placed on the bottom. Any player that has to leave or is injured, the player will be skipped from the batting line up and no out will be called including late arrivals. If a player is ejected from the game, the player will be an out every time that player is skipped in the batting lineup.
Minimum Players Allowed – A team may start with as few as 7 players. However, a team must also finish with 7 players. No player can be added to the lineup once the game has started.
6. An 11” regulation softball will be used (Hard ball)
Bats - regulation softball and must state **BPF 1.20 5.28.07**
7. Sliding shall be allowed, but players must slide to avoid collision. A Play must be made and it will be at the **discretion** of the umpire!
8. Stealing – Allowed to steal one base per pitch, except they **ARE NOT** allowed to steal home. If a base runner steals home, dead ball will be called after crossing home plate and one warning will be given per game. The base runners will return to the previous base. If a second infraction occurs, the base runner will be called out. However, the base runner is in jeopardy of being called out on a defensive play on a steal to home on the first infraction. If the base runner is awarded first base due to a walk, she may steal to second base without hesitation (umpire judgment call) before the first pitch is thrown.
9. No dropped 3rd strikes no infield fly rule.
10. Regular Season the 7 run rule is in effect, that no team may score more than 7 runs in an inning. Upon the 7th run safely crossing the plate or the 3rd out is made, the inning will end. The game will be considered over if the home team is down by more than 7 runs at the bottom of 6th inning or time has expired with home team batting last
11. Unlimited Pitching.
12. After three (3) walks in an inning, the following rule applies:
If pitcher pitches ball four, the manager or coach will pitch the ball until the player puts the ball in play or strikes out. The pitcher must have at least one foot in the pitchers circle. Any live ball that unintentionally touches the manager/coach on the mount will be considered live and play will continue. When the ball is put in play, the pitching coach must remain in the circle in a kneeling position until the play is called dead. A hit by pitch from the pitcher will count as a walk.
13. Overthrow rule: In the case of an overthrow to 1st base, 3rd or Home in foul territory the runner may advance to one base only and are in jeopardy of being put out. The play is then considered dead. Other runners on base not yet halfway to the next base shall return to previous base.

14. Pitchers Circle: When the ball is thrown to the pitcher within the circle and the pitcher has control of the ball, the runners can no longer advance. If the runner is more than half way to a base in the umpire's judgment, the runner is awarded the next base. If they have not reached the half way point they must go back to the previously tagged base. This applies to the lead runner and everyone behind her is assigned a base per the umpire's judgment.
15. Maximum of 10 defensive players on the field. 4 outfielders in rainbow formation and normal infielders.
16. Bunting is allowed.
17. Catcher has free throws for stealing only.
18. Helmet Rule – All players must wear their helmets until they reach the interior of the dugout. The players will be warned twice and the 3rd infraction will result in an out. All helmets must be with a face guard.
19. One International tie breaker for all tied non tournament games at the end of regulation. Teams will send the last player to make an out in the previous inning to 2nd base to start their half of the inning with one out. For non tournament games, there will be only one inning of international tie breaker.
20. No lateral movements within division. League players playing up may only play the outfield and bat last in the lineup. Player must wear their division uniform team shirt and must be signed up within the St. John Softball League. Maximum number of players moving up from lower division is three (3). A team may only move up to equal 10 players. A team must start and finish with 7 players. Pull ups can not be late arrivals.
21. Games to be rescheduled due to weather only or board discretion.
22. Slaughter rule. 12 after 3, 10 after 4, 8 after 5.
23. There may be one manager, two coacher and a score keeper in the dugout during the game. Coaches must remain in the dugout during the game unless they are coaching 1st or 3rd base. Coaches will not be allowed to coach from anywhere outside the playing field/dugout.
24. Lead off allowed only after the pitcher has release the ball. Hesitation rule will apply on umpires judgment call.
25. Courtesy runner rule will apply for pitcher and catcher or injured player only. (The player in the batting order where the last out was recorded.)
26. A pitcher must be lifted for the remainder of the inning when a manager makes 2 mound visits. A mound visit shall be charged any time that the manager leaves the dugout to confer with his/her pitcher. The pitcher lifted may return the next inning.
27. Any pitcher hitting 3 batters in an inning must be removed from that position for the remainder of the inning. The pitcher removed can pitch in another inning but upon hitting 3 additional batters in an inning must be removed from that position for the remainder of the game.

28. Bat throwing is not allowed. This shall be an umpire's judgment call. One warning per team.
29. Official score keeper will be home team. It is the visitors team responsibilities to confer with each other about the score in between innings.
30. Sit out rule: No player can sit two (2) innings without other players sitting out one inning and no player can sit three (3) without everyone else sitting out two ect...pitcher and catcher are excluded if in the game as a pitcher or catcher
31. Home and Visitor will setup and rake the field at the conclusion of their game.
32. First base coach and third base coach can not touch/assist the base runners when the ball is going to be pitched or in play. Touched/assisted runner will be called out on umpire's discretion.
33. Detrimental conduct will result in one warning from umpire. If conduct continues manager/coach/parent/spectator will be told to leave the field/complex. If they refuse the umpire will halt the game and the offending team will forfeit the game. Manager/coaches/parents/player and spectators will obey St. John Girls Softball Code of Conduct rule. The manager/coach will be held responsible for the actions of their players, parents or fans.
34. It will be the responsibility of the winning team to report all scores online (sjgirlssoftball@gmail.com) by no later than Monday morning.
35. All teams must be prepared to start early. Games may start immediately with no infield/outfield Warm ups
36. The President, Tournament Director and UIC reserves the right to change the regular season game and tournament format because of weather or unforeseen circumstance which includes delay of start, starting early, dropping the losers bracket or changing the time limit to facilitate completion of the tournament/game.
37. Warm up: Pitcher will get 5 warm up pitches for the first inning and 3 warm up pitches there after. Infield and outfield warm up will only be for the first inning. No outfield or infield warm ups after first inning.
38. Free substitutions - Pitcher free substitution: If a coach pulls a pitcher in a particular inning, the Pitcher cannot return until the NEXT inning.
39. 3 minute rule: Any timeout called or injury timeout called with 3 minutes or less, the game clock will stop.
40. No metal cleats. Violating player will be removed from the game.
41. Any delays or rescheduling of games once it has begun will start where it left off. It is both teams responsibly to confer with the Umpire to get the ball and strike count. Teams will record number of outs, runners on base, score and time remaining. The game will then start where it left off.

ANY RULES NOT ON THE SOUTH TOWN LEAGUE RULES REFER TO NSA RULES.