

Mason Baseball/Softball Club, Inc.  
Girls Fast Pitch Softball  
10U Lower Division Guidelines

**General Information and Responsibilities:**

1. Check web site [www.masonsoftball.org](http://www.masonsoftball.org) for information, schedules, scores and standings.
2. Rule 1-6-6: Beginning January 1, 2006 batting helmets shall have a NOCSAE-approved face protector. The league strongly recommends this, but will not require it.

**Eligibility:**

1. All players must be 10 or under as of January 1 of the current year.
2. Rosters signed by the coach and community coordinator must be turned in to MBSC Softball Coordinator by May 31<sup>st</sup>. No roster, no tournament.

**Home community:**

1. Shall provide a field in good condition for play throughout the season.
  - A. Bases shall be 60 feet.
  - B. Pitching plate shall be at 35 feet with a 16-foot circle.
2. Shall provide 1 umpire and be responsible for their payment.
3. Shall provide game balls. Game ball is an optic yellow .47 COR, 375 compression 11” softball.
4. Shall provide the umpires a copy of this document.
5. Shall determine by 4:00 pm on the day of the scheduled game, if field conditions warrant postponement. After 4:00 pm the umpires at the field shall make the decision. If the game is postponed prior to 4:00 pm the home community coach must contact the visiting team coach. Both teams and the home community organization will agree upon a make up date.

**Team:**

Both teams shall send e-mail to [mbscsoftball@yahoo.com](mailto:mbscsoftball@yahoo.com) to report the final score within 24 hours. Give your name, division, date game was played, team names and score. If the game is a make-up game give date it was originally scheduled.

**Rules:**

The latest edition of National Federation of State High School Associations Softball rules book. MHSAA designates the run ahead rule to be 15 runs ahead after 3 innings or 10 runs ahead after 5 innings.

**Exceptions:**

1. Time limit is 1 hour and 30 minutes or 7 innings. An inning may not start after 1 hour and 30 minutes of play.
2. A team may score a maximum of 6 runs per inning for the first 3 innings. All subsequent innings are unlimited.
3. A pitcher may not pitch more than 3 innings per game. One pitch constitutes an inning.
4. Every player must play at least 2 defensive innings per game.
5. A team must have a minimum of 8 players to start and end the game. An out does not need to be taken for the absent player.
6. A team must bat all of their players that are present in each game. Late players must be added to the end of the batting order.
7. Ten players play on defense (4 outfielders). Outfielders must be at least 15 feet beyond the base paths.
8. No infield fly, bunting or stealing. A runner may only advance on a ball put into play by the offensive team or a batter hit by a pitch from the youth pitcher.

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9. No advancement to first base on a dropped third strike.

**Reminders**

1. A batter who deliberately throws her bat will be called out. If a bat is thrown unintentionally, the batter will be warned on the first infraction and called out on the second infraction and all subsequent at bats (plays defense only).
2. If an injured player misses their spot in the batting order, they are out of the game. The injury must occur on the field and the opposing coach and umpire must be notified immediately prior to the beginning of the team's offensive half of the inning. The player's spot in the batting order will be skipped and will not result in an automatic out.
3. When lightning or thunder is present play must be suspended for 30 minutes. Thirty minutes must lapse without lightning or thunder before play can resume.
4. No metal spikes. Jewelry determined dangerous by the umpire must be removed.
5. The runner must attempt to avoid a collision with the defensive player
6. Tie-breaker procedure will be last batter scheduled to bat in the inning becomes a base runner at second base after the 7<sup>th</sup> inning and if time has not expired. A game may end in a tie.
7. Umpire and coaches of both teams must have a pre-game conference.

**Pitching**

1. The coach shall encourage the pitcher to throw a **no arc pitch** to challenge the batter.
2. The batter will have a maximum of 7 pitches. The pitcher will pitch a maximum of 5 pitches to a batter. If after 5 pitches and the batter hasn't struck out or been put out the offensive coach will pitch a maximum of 2 pitches from the pitchers plate. Coaches must wear shoes (no flip-flops or sandals).
  - Strikes will be called.
  - Balls will not be called. There are no walks
  - If the batter hasn't hit a fair ball after 7 pitches they are out.
  - If the batter fouls off the 7<sup>th</sup> pitch then they may have 1 additional pitch.
  - If a batter takes 3 swings and does not hit a foul or fair ball on the third swing they are out.
3. The defensive pitcher shall remain within the pitching circle until the ball is put into play.