



Grant Grand Slam All-Star Softball Tournament

10U Rules

10U RULES

Game Play

- IHSA Rules will apply with the exception of the rules in this document.
- All eligible players must be placed in the lineup and will bat in a continuous order.
- If, for any reason, a player needs to be removed from the game, the batter will be skipped without penalty.
- 5 runs maximum per inning.
- Dropped 3rd strike is NOT in effect.
- Infield fly rule is NOT in effect.
- Pitching rubber: 35 feet from back tip of home plate.
- Bases: 60 feet apart.
- A 11" softball will be used.
- For all games excluding the championship game, no new innings may be started after 1h30min. The inning begins when the last out is made in the previous inning. The reported score will be the score after the final completed inning. Games must be a minimum of two completed innings to count. Games may end in a tie. For the championship game, no new innings may be started after 1h45min.

Pitching

- **Pitcher can pitch maximum of 3 innings per game. Pitching any part of an inning counts as an inning pitched.**
- Once a pitcher is removed, the player may return to pitching later in the game (but not in the same inning).
- All pitchers must wear protective face shield.
- The pitchers will be allowed 5 warm-up pitchers at the start of the game and between innings
- Pitchers must start with 1 foot on the pitching rubber & no more than 1 step towards home plate. All other IHSA rules on pitching WILL NOT BE ENFORCED. NOTE: All efforts should be made to pitch correctly (IHSA Rules) for the benefit of the girls to learn the proper techniques
- After 2 hit batters in an inning, the pitcher must be removed for the inning. After 4 in a game pitcher must be removed from the game.
- If, on a softly thrown hit by pitch, the batter makes no attempt to get out of the way of a pitch, the HBP will not be counted against the pitcher's limit. First base will still be awarded
- A pitch that bounces and hits the batter will be ruled a ball, not a hit by pitch.

Baserunning

- A player may leave the base after the ball crosses the plate.
- Runners may steal 2nd and 3rd at any time if the ball gets past the catcher. Runners may not steal 2nd immediately after a walk. Runners may only advance to the base they are stealing - no further advance is allowed on an overthrow. Runners at 3rd base may only attempt to steal home place on a thrown ball to 3rd base from the catcher during a pick-off attempt.



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- Head first slides are only allowed if going back to a base. If not going back to a base, runner is out for sliding head first.
- A runner who causes contact with a fielder thereby interfering with the play when going into a base standing up will be called out. A sliding baserunner will not be called out for contact unless the contact is ruled intentional or unnecessary.
- Once the pitcher with the ball has entered the pitching circle a runner not touching the base must immediately commit to either advancing to the next base or returning to the previous base. Failure to react immediately will result in that runner being called out.
- No Look Back Rule.
- When the ball is thrown out of bounds, all runners advance one base.
- Courtesy runner allowed for catcher or pitcher with 2 outs, runner shall be the last out made.

Defense

- Teams may play with 10 fielders.
- The 4 outfielders must be positioned in the outfield. On an appropriately sized field, this can be the outfield grass. On a larger field, it should be at least 20 feet beyond the baselines.
- Each player must play at least 2 defensive innings per game.