



USA SOFTBALL OF SOUTH MISSISSIPPI  
ALL-STAR RULES AND REGULATIONS  
10 & UNDER FASTPITCH (10-U)



*Tournament is USA Softball sanctioned. All teams must be sanctioned with USA Softball. The Tournament Umpire-in-Chief and all tournament umpires must be USA Softball certified. All games shall be governed by the Official Rules of Softball issued by USA Softball except as amended below:*

**I. Eligibility.**

1. All players must be age eligible for the division in which they compete. A player's age as of August 31 determines the age in which the player is eligible to play the following year. For example, the 2024 Playing Age is based on age as of 8/31/2023. Proof of age and identification must be furnished upon request.

**II. Pre-game**

1. Bases will be at a distance of 60'. Pitcher's mound will be at a distance of 35' from home plate. A sixteen (16) feet diameter (8' radius) circle will be drawn around the pitcher's mound.
2. The Team Manager shall attend the Pre-Game meeting before the game. The umpire shall inform both coaches of the existing ground rules, dead ball areas and other specific rules. Only the Team Manager may question a rules interpretation or appeal any decision during the game.
3. The coin toss shall take place on the field. Home team will keep the official score book. It is the Managers responsibility to ensure agreement on an accurate score.
4. Game time is forfeit time. Games will consist of six (6) innings with no new inning starting after one hour and five minutes (1:05 hr). If time for a new inning has expired and Home Team cannot win, the game will be called.
5. One-half inning will consist of three (3) outs or five (5) runs, whichever comes first. A run rule of fifteen (15) after three (3) or ten (10) runs after five (5) innings will be used.

**III. Equipment**

1. Batters and base runners will wear batting helmets with face guard. Chin straps are optional. Catchers will wear a USA Softball approved helmet with a face guard. All infielders will wear a protective fielders mask. Regulation USA SOFTBALL 11" softballs will be used.
2. The bat must be either be on the approved bat list containing the ASA 2004 or USA Softball bat stamp. Regulation USA Softball 11" optic yellow softballs will be used
3. All offensive players must keep their helmet on while outside the dugouts. Helmets must fit and be worn properly. If a player removes her helmet on the field of play during a live ball situation, a warning will be issued to the coach and player. If the same player removes her helmet again during the game, she will be ejected.
4. Steel spikes are not allowed in this age division.

**IV. Batting Order**

1. A team must have eight (8) players to start a game. The ninth (9th) batting slot WILL be an out.
2. Extra Player: Teams will be allowed to bat one extra hitter. The extra player will allow ten (10) players to bat. The extra hitter is a permanent addition to the batting lineup. An out will be recorded if player cannot take their turn at bat in case of injury. In case of disqualification, the team shall forfeit the game if no substitute is available. The DP/Flex rule still applies.
3. All players on the line-up must have participated in the league for which the team represents.

**V. Playing Rules**

1. Nine (9) players will be allowed to play while on defense.
2. Runners advancing to bases will be governed under USA Softball Official Rules of Softball. Runners may leave the base no sooner than the release of the pitch. Look-Back Rule is also applicable.
3. A runner is entitled to advance with liability to be put out when the ball leaves the pitcher's hand on the delivery. Exception: whenever an awarded base force the runner to advance.
4. Stealing of Home is allowed. The ball being thrown back to the pitcher is a live ball.
5. The Dropped Third Strike rule applies. The Batter may attempt to advance to first base whenever the catcher fails to catch a third strike before the ball touches the ground when either:
  - i. There are fewer than two outs and first base is unoccupied at the time of the pitch
  - ii. There are two outs.

N/A

6. A verbal warning will be given to the player for the first incident of slinging the bat. Any time thereafter, the umpire will call the batter out and the ball dead. Base runners will return to the base previously occupied.
7. N/A
8. Courtesy Runners for the Pitcher or Catcher are allowed. If a team does not have any available substitutes, the last recorded out may used as a Courtesy Runner. The same player cannot be a Courtesy Runner for both the pitcher and catcher in the same half inning; it would go to the next recorded out that is not the pitcher or catcher. Use of an incorrect substitute shall constitute an illegal substitute; the runner will be out if discovered at any time while the illegal substitute Courtesy Runner is on the field. Any play or out recorded previously will stand.
9. N/A
10. International tie-break procedures will be used in case of ties at the end of regulation.

**VI. Managers and coaches**

1. Only rostered players, two coaches, one manager, one scorekeeper and one bat person will be allowed in the dug-out.
2. Field assignments may vary according to weather conditions or other conditions. Team officials are responsible for staying in contact in the event of inclement weather or any unforeseen incident.

3. Two (2) adult base coaches are allowed when their team is batting.
4. Coaches are not allowed in the outfield when their team is on defense.
5. Coaches cannot touch players or ball while play is live.

## VII. Safety

1. A Zero Tolerance Policy is in effect for all games. Coaches will be responsible for the conduct of themselves, their team members and fans. There shall be no "ARGUING" with the umpires at any time by coaches. The penalty is automatic ejection from the playing area. If a coach is ejected, he/she will not be allowed to remain in view of the playing field. An ejection remains in effect for the rest of the tournament.
2. Once the game is officially started, the umpire will have full control. No protest will be accepted on judgment calls. Official protest must be submitted to the umpire who in turn will notify the official scorekeeper and will be reviewed by the tournament protest committee. There will be a \$100.00 protest fee which will be refunded if the protest is valid. Protests will be handled in accordance with Rule 9, Sections 1 -7.
3. All safety rules and equipment as listed in the USA SOFTBALL Rule Book are mandatory for all players. No jewelry will be allowed except for Medical Alert identifications.
4. A player cannot return to the game after being removed for injury or sickness. There will be out called for the missing batter. The game can continue with one less player than at the start. A forfeit will be called in cases where a team is short two or more players.
5. No alcoholic beverages will be allowed inside the complex and no tobacco products allowed inside the playing area or dug-outs. Persons under the influence of alcohol and/or illegal drugs will be requested to leave the premises. Failure to depart promptly may result in being escorted off the premises or possibly team forfeiture.

## VIII. Disclaimers

1. Players and Coaches will participate at their own risk. The USA Softball organization, USA Softball District Commissioner, or local league will not be held liable for any injuries or mishaps incurred while participating in this tournament.
2. These rules may be interpreted and/or modified at the sole discretion of the USA Softball District Commissioner or District Umpire-In-Chief to clarify confusion or promote the safety and well-being of the Players, Coaches and fans.
3. Team officials are responsible for staying in contact with tournament officials in the event of inclement weather or any unforeseen incident. Should we get ahead or behind scheduled game times due to weather or other reasons, be prepared to take the field for your games as time allows us to play them. It is the manager's responsibility to know when your games will be played.
4. After each game, coaches and players are responsible for cleaning the dugout.