



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

Interleague play is governed by the USA Softball rules and regulations. These local rules govern recreational play and may be changed to enhance the safety, well-being and enjoyment of players. All teams must be sanctioned with USA Softball. All 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. Home team is designated on the league schedule. For tournament play, 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. League games will be granted five (5) minutes of grace to assemble the teams. 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 home team will be allowed to bat any players that have not batted previously. The Game shall be over once those players have batted. In league team tournament play, the game will be called once the home team cannot win.
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. All players present at the start of a game will be in the batting order. Late arrivals will be added to the bottom of the order with no exceptions. The coach shall start any ten (10) players on defense and free substitution will be allowed. At no time shall the batting order/rotation change.
2. A team must have at least eight (8) of their own rostered players to start a game. A team may pick-up up to two age eligible players from within their league to make a total of ten (10) players. The pick-up players must play right field and right center. They must also bat last in the batting order. Outs will not be recorded for teams playing shorthanded.
3. Pickup players are not allowed in Tournament Play.

V. Playing Rules

1. Ten (10) 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. A runner may only steal one base per pitched ball. Runners advancing safely to more than one stolen base will be sent back to the appropriate base. A base-on-balls is a live play and stealing is allowed.
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.

This will be considered as a free base and the runner may not advance past first base.

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. All players will play at least two (2) innings on defense each game. Exceptions can be made if a player gets sick or hurt. It must be obvious a player fits into one of these categories. This rule cannot be used to skip a player's turn at bat to allow

a better batter to advance. The coach of the team must notify the umpire and the opposing coach exactly why the player cannot take her turn at bat.

8. Courtesy runners are allowed for the pitcher and catcher. The courtesy runner shall be the last recorded out not on base. The same courtesy runner cannot be used for both the pitcher and catcher in the same half inning. The pitcher and catcher also does not have to serve as the courtesy runner.
9. There cannot be more than a total of three (3) free bases per half inning, i.e. two (2) walks and one (1) hits by pitch. When this occurs, the offensive coach will come to the mound and pitch up to five (5) pitches to the batter, who in turn must hit the ball before three (3) strikes are called or by the fifth pitch. If the ball is fouled on the fifth (5th) pitch, the batter will be called out. Stealing is not allowed when the Coach Pitcher is in the game. Changing pitchers has no effect on this rule; still go back to Coach Pitch after three free bases in one-half inning. All other rules remain the same: no limit on bases on an overthrow at first base, infield fly applies, etc. A dropped Third Strike where the batter-runner reaches First Base safely will count as a free base. The Coach Pitcher must be in contact with the pitcher's plate at the release of the pitch.
10. League games may end in a tie. Tournament games tied at the end of regulation will be straight coach pitcher to determine a winner. Inning will start with zero outs and no baserunners. One half inning will remain five (5) runs or 3 outs.

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 one additional game. In tournament play, 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 not 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. Makeup games and postponements will be made by the board members only. Coaches are requested to provide as much advance notice as possible. Coaches are not allowed to postpone games between each other!
4. After each game, coaches and players are responsible for cleaning the dugout.