

HARNETT COUNTY GIRLS SOFTBALL LEAGUE
2010 RULES FOR 10 & UNDER ONLY

1. The Pitching distance: **35 ft**
2. The game balls shall be furnished by the home team and shall meet the following regulations: **11” diameter**, .47 COR max, .375 compression max, may be white or yellow and must meet NFHS standards.
3. Lineups
 - a. 10U shall play with ten (10) defensive players consisting of four (4) outfielders and shall use a **Continuous Batting Order**. Each coach shall make up a batting order consisting of all members of the team that are present for the game. Players will bat in this order throughout the game. Any player that arrives late must be placed at the end of the lineup. REMINDER: Each player must meet the minimum defensive playing requirement (6 defensive outs).
 - b. Short-Handed Rule: Teams must have at least eight (8) players to start or finish a game. The vacant position(s) must be at the bottom of the lineup. If additional players arrive after the game has begun, teams may fill the 9th position and/or 10th position(s) and must place that player(s) at the bottom of the lineup immediately. A team with fewer than eight (8) players at any point during the game must forfeit the game.

NOTE: The vacant position(s) in the lineup shall **NOT** be an automatic out at the start of the game. However, a position that is vacated during the game shall only be declared an OUT due to an ejection/restriction to the dugout until it is filled with a legal substitute.
4. Regulation Game: Six (6) innings
5. Run Rule: The game will be declared official when a team is leading by at least ten (10) runs after four (4) complete innings in the 10U. If the home team is leading, the game shall be official after 3 1/2 innings respectively. If the visiting team is leading, then the home team must have its turn at bat.
6. Run Limit per Inning: 10U – The offensive team may score a maximum of five (5) runs per inning for the duration of the game. The next half inning shall begin after five (5) runs are scored or three (3) outs are recorded, whichever occurs first.
7. NO Infield Fly Rule
8. Pitching Regulations: No pitcher shall pitch more than six (6) innings in consecutive games.
9. **NO WALKS! The pitcher will pitch until the batter has put the ball in play, is put out, or has a four (4) ball count. When ball 4 is reached, an offensive coach may pitch a maximum of three (3) pitches from the pitching plate to finish the count. EXAMPLE: on a 4-0 count, the coach gets up to three (3) pitches; on a 4-1 count, the coach gets up to two (2) pitches; on a 4-2 count, the coach gets only one (1) pitch. Coach has unlimited pitches if the batter fouls strike 3. All pitches from the coach shall be called a strike.**

NOTE: Bunting will be allowed only when the player-pitcher delivers the pitch. **A batter may not attempt to bunt when the coach is pitching. EFFECT: Dead Ball. Batter is OUT.**
10. If a batted fair ball hits the coach-pitcher before any defensive player touches the ball, it is a **dead ball** and:
 - a. If unintentional, the batter is awarded first base and all other runners advance one (1) base if forced.
 - b. If ruled intentional, **the batter and the lead runner are declared OUT**; all other runners return to the base occupied at the time of the pitch.
11. Runners may leave the base when the pitch reaches the catcher.

PENALTY: Delayed dead ball; the runner is OUT.
12. Runners may steal only one (1) base per pitch and only when a player-pitcher is pitching. Runners may NOT steal home.

NOTE: Runners may **NOT** advance on an overthrow after stealing a base.
13. Batters may NOT advance to first base on a dropped third strike.
14. Courtesy Runners: Runner(s) shall be the **last batter not on base**.
 - a. Mandatory for the catcher with 2 outs
 - b. Optional for the pitcher at any time and for the catcher with less than 2 outs