

Pee Wee (10U) Softball Rules

The Field

- Bases will be at 50 feet.
- Pitching rubber will be at 35 feet.

Game Ball

- Players will use an 11" standard compression softball.

Player Equipment

- All players must be in full uniform (jersey and pants) to participate.
- Hanging jewelry (earrings, necklaces, etc.) is not allowed.
- All batters, on-deck batters, and base runners are required to wear protective batting helmets at all times. Face cages on batting helmets are strongly encouraged.
- **Pitchers are required to wear a fielding/safety mask.** Players at other positions may also wear masks at their own discretion.
- Catchers must wear all standard protective gear, but may substitute a batting helmet with a face cage in lieu of a catcher's mask.

Roster Management

- A team must be able to field a minimum of 7 players. Once both teams have at least 7 players, the game must start.
- In the event that one team cannot field the minimum within 15 minutes of the scheduled start time, the team will forfeit the contest. However, following the recording of the official forfeit, the players in attendance will still be allowed to scrimmage, with mixed teams permitted.
- Borrowing players:
 - In the event that a team has more than the minimum 7 players but less than 9, they may choose to borrow defensive players from the opposing team/another Pee Wee team.
 - Borrowed players from the opposing team can only play in the outfield and do not bat. They may freely rotate to facilitate batting in their regular lineup spots for their own team.
 - Borrowed players from other Pee Wee teams may bat if both coaches agree in advance.
 - Borrowing players is not allowed in playoff / championship games.
 - **If a team is missing players in a playoff / championship game, they must bat the same number of spots (up to 9) as the opponent.** For example: If one team has 7 players and the other has 9, the team with 7 must add two empty spots ("automatic outs") to their lineup.
- All players present at the start of a game should be listed in the batting order (universal batting). Late arrivals should be added to the bottom of the order no matter what place in the order is up at the time of their arrival.

- Teams may place up to ten defensive players in the field, with no more than 6 in the infield. Outfielders must begin on the outfield grass.
- All players should play at least 3 innings on the field. Coaches are encouraged to rotate players in the field to allow experience at each position.
- Free defensive substitutions are allowed.
- “Coach catching” is not permitted.

Gameplay

- Games will be 5 innings or 2 hours, whichever comes first. An inning may not begin less than 15 minutes before the next scheduled game time or before the time limit.
- Play may be halted because of darkness or inclement weather at the umpire’s discretion. If an inning is not complete at the time when play is suspended, the game will revert to the previous complete inning.
- There is a run limit of 5 per inning except for the final (5th) inning. **The maximum walks per inning rule has been eliminated in an effort to speed up gameplay.**
- Mercy rule: if a team is ahead by 15 runs or more after both teams have batted 4 times, the game will end.
- Time outs may only be requested in the infield and cannot be used as a means of stopping runners in motion. Players should always attempt to complete a play in progress before requesting time out. When time out is awarded, the umpire will determine how far runners may advance.
- A ball thrown into dead ball territory from the infield will result in all runners being awarded one additional base; a ball thrown into dead ball territory from the outfield will result in all runners being awarded two additional bases.
- There is no infield fly rule.

Pitching

- No player will be allowed to pitch without wearing a fielding/safety mask.
- Windmill-style pitching is not allowed.
- The pitcher must start her windup with both feet on the pitching rubber and should push off the pitching rubber with the pivot foot while releasing the ball. Run-up deliveries are not allowed.
- At the umpire’s discretion, pitchers who are unable to reach home plate consistently during the early part of the season may begin their windup at 33 feet. However, by the mid-point in the season (game 6), all pitchers must pitch from the standard distance.
- A pitcher who is replaced may return to pitch later in the game one time. After being replaced a second time, the pitcher can no longer pitch in the game.
- There are no pitch limits per game/week for softball.
- Coaches are allowed 1 mound visit per inning; any subsequent visit must be to remove the pitcher.

Batting

- Bunting is not allowed.
- Batters shall not attempt to advance to first on a dropped third strike.

- A batter who is hit by a pitch while making a reasonable attempt to get out of the way will be awarded first base.
- Throwing the bat is prohibited. A first offense will result in a warning; the batter will be called out for any subsequent offenses.

Base Running

- Leading and stealing are not allowed. A runner who leaves her base early will be called out.
- Runners may not attempt to barrel over the catcher or any other fielder. Failure to slide or give up will result in a called out and may result in ejection.
- **Coaches may not assist or touch baserunners in any way, including holding them to stop them from advancing. Violations of this rule will result in the runner being called out.**

Sportsmanship

- Players should take a moment after the conclusion of the game to acknowledge the other team, either with a traditional handshake line, fist bumps, or waves, as player safety protocols dictate.

Ground Rules

- Smoking is prohibited on the field and in the spectator area.
- Pets are prohibited from ICYP grounds.
- Parents are not allowed in the dugout or on the field of play unless they are serving as base coaches. Base coaches should return to the spectator area following a team's batting half of each inning.
- Arguing with umpires, coaches, or other players will not be tolerated. The umpire may eject any individual whose behavior is considered abusive. Failure to leave the field promptly following ejection may result in forfeit by the associated team.

For safety reasons, players and spectators should walk around the perimeter of the field when arriving/departing and should remain alert for batted and thrown balls on adjacent fields.

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